CORE RULES

MARVEL
CRISIS PROTOCOL
MINIATURES GAME

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MARVEL CRISIS PROTOCOL
MINIATURES GAME

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CRISIS APPROACHES

Welcome, true believers, to Marvel: *Crisis Protocol,* a tabletop miniatures game of climactic combat! Here, you'll assemble and control teams of heroes and villains pulled from across the Marvel Universe and then pit your superpowered forces against others in a battle of cataclysmic proportions.

Unleash the power of the Cosmic Cube with Red Skull and rend the very fabric of reality apart around your foes. Lead from the front and leap into the line of fire to protect your allies with Captain America. Harness the power of a binary star with Captain Marvel and send cars, trucks, and even buildings careening into your enemies.

As powerful as these characters are, even they won't be able to win the day alone. It's up to you to lead them, as winning will take more than simply smashing the competition to dust. Each *Crisis Protocol* battle will require cunning strategy and careful tactics to achieve a dynamic set of objectives determined at the start of the game. And only by using the incredible combined might of your Marvel characters will you be able to overcome the superpowered competition and achieve ultimate victory.

Get ready to step off the sidelines and into the amazing action and dynamic daring of *Crisis Protocol*!

GAME OVERVIEW

Crisis Protocol is a tactical miniatures game for two players in which handpicked squads of Marvel characters clash over a customized battlefield and attempt to be the first to complete their mission objectives.

Before the game, each player recruits a team of characters from all over the Marvel Universe, creating the pool of raw talent they'll draw from later to create the squad they'll send into this battle. Players work together to set up the features and obstacles on the battlefield that will affect the fight and, finally, to create the mission for the game from a selection of randomly drawn Crisis cards.

Once the mission is set, each player calls on characters from their roster to form a squad with the best mix of skills and abilities for the tasks at hand. The two squads will clash using unique attacks, superpowers, and even the battlefield itself to complete the mission!

A game of *Crisis Protocol* is played in rounds, and squads earn victory points for completing Crisis card objectives. The first player to score 16 victory points wins.

KEY CONCEPTS

This section describes the fundamental concepts around the miniatures and basic gameplay.

MISSIONS & CRISIS CARDS

Players create a mission by combining two different Crisis cards. Each mission will always consist of one of each type of Crisis: one Secure and one Extraction. Missions are how players score victory points and are the most important thing in the game! For more information on setting up missions, see p. 10.

Parts of a Crisis Card

Each Crisis card is made up of the following parts.

1. **Crisis Name** – The title of the Crisis.

2. **Crisis Type** – The Crisis type—Secure or Extraction.

3. **Maximum Threat** – Indicates the Maximum Threat Level that a player's squad may contain.

4. **Setup** – Indicates which type of objective tokens are placed on the battlefield. The setup references a map that illustrates where objective tokens are placed. For more details and an example of how to set up a Crisis, see p. 10.

5. **Scoring** – Explains the conditions required to score victory points (VPs).

6. **Rules** – Explains how characters can interact with any of this Crisis's objective tokens and gives any special rules.

7. **Set Symbol** – What set the card is from.

PRIORITY

Priority determines the order in which players take their turns during the round. Priority is tracked using the Priority token. The player who has the Priority token is the player who has priority for the round.

MISSION TRACKER

The Mission Tracker is a dashboard that helps players keep track of their current VPs and the
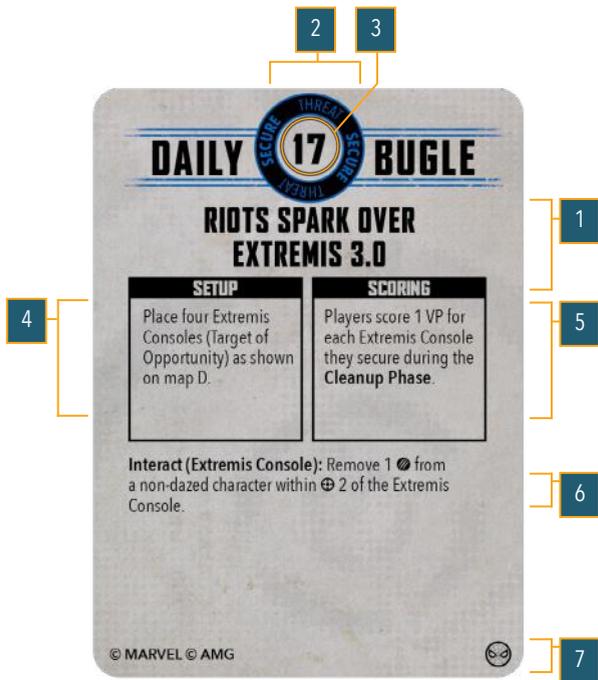
round of the game. Players will move their VP token and the Round token along their respective tracks on the Mission Tracker.

CHARACTERS

In *Crisis Protocol,* players build and control a team of heroes and villains drawn from across the Marvel Universe. Collectively these heroes and villains are referred to as **characters**.

Each character is represented on the table by a highly detailed hobby miniature. Before the game, players will assemble and paint their miniatures to create a collection of Marvel characters that is truly their own.

Just like in the comics, each character in *Crisis Protocol* brings with it a host of special powers and abilities, commonly referred to as attacks and superpowers, for players to use in order to complete their mission and achieve victory. A character's attacks and superpowers are listed on its stat card.
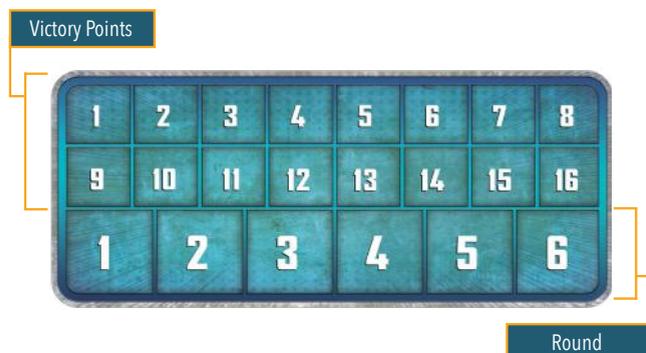
Allies, Enemies, and Control

In *Crisis Protocol*, rules often use the terms allied and enemy when referring to characters. Characters a player controls are **allied** characters to that player. Characters a player's opponent controls are called **enemy** characters. If an effect

allows players to control an opponent's character, that character isn't considered to be part of any squad for the purposes of Team Tactic cards or Leadership abilities.

Character Stat Cards

Each character's stat card lists all of the information (known as **stats**) you need to know about the character in order to use it during play.

A character's stat card has two sides: **Healthy** and **Injured**. A character always starts with the Healthy side showing. You can tell which side is which by the color of the Icons. If the icons are teal, the character is Healthy. If they are orange, the character is Injured. During play a character that suffers enough damage (⊘) may become Injured and have to flip its stat card over to show its Injured side. Damage (⊘) and Injury are explained in greater detail on p. 21.

The following breaks down the parts of a stat card and provides a brief explanation of what each stat represents in the game.

1. Character Name – The character's name.

2. Alter Ego – The everyday persona of the character. This is used to identify duplicate characters in a player's roster.

3. Attacks – A list of the attacks available to the character. There are three types of attacks: Physical (⊕), Energy (⚡), and Mystic (◉).

4. Leadership (✪) – A list of the character's Leadership abilities, if any. These can affect the whole squad, and only some characters have them. For more information on Leadership abilities, see p. 7.

5. Superpowers – A list of the superpowers the character has. There are three types of superpowers: Active (⊕), Reactive (⚡), and Innate (∞).

6. Stamina – The maximum amount of damage (⊘) the character can take before becoming Dazed or Knocked Out (KO'd).

7. Speed – Represents the character's ability to move around the battlefield. Speed is Short (Ⓢ), Medium (Ⓜ), or Long (Ⓛ)—the size of the measurement tool needed

to move the character the maximum distance. For more information on movement, see p. 15

8. Size – The physical size of the character. This is used in movement and for determining line of sight.

9. Threat Level – Used to determine which characters can be taken in a squad for a given mission.

10. Physical (⊕) Defense – Represents the character's ability to withstand physical attacks like punches and ballistic gunfire. This is the number of dice the character rolls when targeted by a Physical attack.

11. Energy (⚡) Defense – Represents the character's ability to withstand energy attacks like repulsor blasts and lightning bolts. This is the number of dice the character rolls when targeted by an Energy attack.

12. Mystic (◉) Defense – Represents the character's ability to withstand mystic attacks like mental illusions and mind control. This is the number of dice the character rolls when targeted by a Mystic attack.

CHARACTERS AND OBJECTS

The miniatures which represent Marvel's heroes and villains are referred to as **characters.**

Terrain features and tokens are referred to collectively as **objects**.

Effects

Effects are things caused by superpowers, attacks, special rules, team tactics, or Crisis cards. When a rule references "enemy effects" or "allied effects," it's referring to any results of an effect of an enemy or allied character. Crisis card effects are neither allied nor enemy effects.

Sometimes an effect will happen after something is **resolved**. This means that the effect will happen after that thing has been completed.

EXAMPLE

Black Widow has been attacked by Captain Marvel. If Captain Marvel is within Range 3, Black Widow can use her Counter-Strike superpower after the attack is resolved. She must make sure that all abilities, effects, and damage from Captain Marvel's attack are applied before she can use the Counter-Strike superpower.

Some effects say that a character *can* or *does* do something or an effect *can* or *does* happen, while others say that a character *can't* do the same thing or say that the same effect *can't* happen. In any case where these effects apply to the same character at the same time, the "can't" overrides the "can."

EXAMPLE

Baron Zemo is holding an objective token that has a special rule saying he cannot make more than one move action per turn. After advancing, Zemo wants to use his Charge superpower, which lets him make a move action and then an attack action. If he uses Charge, he won't be able to use the move action it grants because he's already used a move action this turn.

Some effects will tell a player to halve a character's stat or the number of dice rolled. Whenever a number is halved, always round the final result up.

STACKING EFFECTS

Each character or object can only be affected by the same named effect once.

Character Attacks

A character's attack stats represent how it fights in battle. From Iron Man's repulsor blasts to Doctor Octopus's mechanical arms, no matter the attack, each is translated through the following properties.

1. Type – The type of attack: Physical (⊕), Energy (⊛), or Mystic (◉). The attack's type is represented on a character card by its corresponding icon and color.

2. Name – The name of the attack. This is a primarily narrative element that can be referenced by special rules.

3. Range (⊕) – The maximum distance the target can be away from the attacker. This is a number between 1 and 5 and corresponds to the range tools.

4. Strength (⊕) – The number of dice rolled for the attack.

5. Power Cost – The amount of Power (✪) that must be spent to perform the attack.

6. Special Rules – Any special rules related to the attack.

To learn how to use attacks, see p. 18.
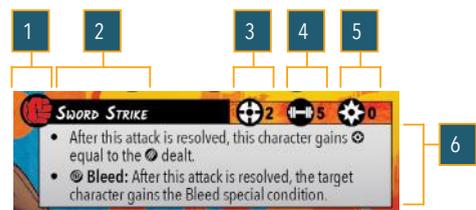
Superpowers

The characters in *Crisis Protocol* represent extraordinary individuals. Whether the result of intense physical and mental training, gamma rays, scientific alteration, or cosmic radiation, each character is capable of superhuman feats. These abilities are known as **superpowers**.

1. Type – The type of superpower: Active (⊕), Reactive (☻), or Innate (∞). The superpower's type is represented on a character card by its corresponding icon.

2. Name – The name of the superpower. This is a primarily narrative element that can be referenced by special rules.

3. Power Cost – The amount of Power (✿) that must be spent to use the superpower. Not all superpowers have a Power (✿) cost.

4. Special Rules – The effect of the superpower and any requirements for using it.

INURED TO PAIN
If this character would suffer ⊘, it may use this superpower. Reduce the amount of ⊘ suffered by 1.

A superpower's type, identified by its corresponding icon, denotes how and when it can be used. The different types of superpowers are described below.

Active Superpower (⊕) – Active superpowers can be used at any time during a character's activation. Some Active superpowers require a character to spend an action to use. If this is the case, the effect of the rule will be preceded by "**Action:**".
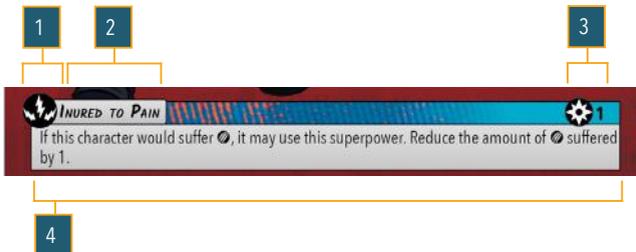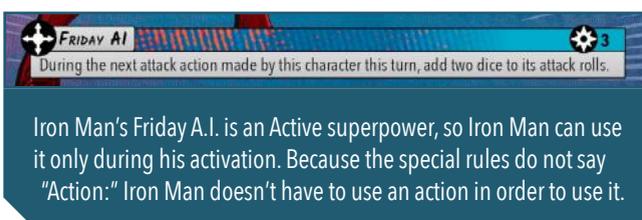

FRIDAY AI ✿3
During the next attack action made by this character this turn, add two dice to its attack rolls.

Iron Man's Friday A.I. is an Active superpower, so Iron Man can use it only during his activation. Because the special rules do not say "Action:" Iron Man doesn't have to use an action in order to use it.

Reactive Superpower (☻) – Reactive superpowers require a triggering event to be used. For each triggering event, a Reactive superpower can be used only once.

INURED TO PAIN ✿1
If this character would suffer ⊘, it may use this superpower. Reduce the amount of ⊘ suffered by 1.

Crossbones' Inured to Pain is a Reactive superpower, so he can use it whenever he would suffer damage–but only once each time!
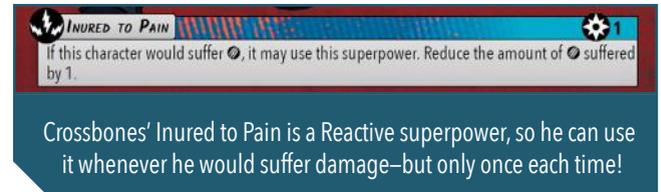
Innate Superpower (∞) – Innate superpowers do not have to be activated and never cost Power. Characters that have a Dazed token don't benefit from their Innate superpowers.

STRATEGIC GENIUS
This character and allied characters within ⊕ 2 may reroll one die in their attack or defense rolls.

Baron Zemo's Strategic Genius is an Innate superpower, so it doesn't require Power and can be used whenever its trigger conditions are met.
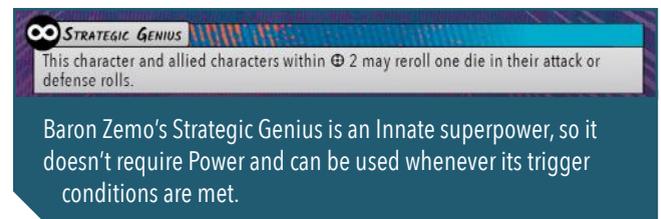
Some Innate superpowers, like the ability to fly, are very common across *Crisis Protocol*. These superpowers are represented on stat cards by keywords. Their full rules text is listed here rather than on the stat cards.

(∞) Immunity [Special Condition]

This character can't suffer the listed special condition. If it has the special condition and gains Immunity to it, the character removes the special condition.

(∞) Flight

When placing the movement tool during an advance, this character counts as Size 5.

(∞) Wall Crawler

When placing the movement tool during an advance, this character counts as Size 5.

For a complete list, see Appendix E.

Leadership (✪)

Even though every character in *Crisis Protocol* boasts incredible powers and abilities, certain characters—like Captain America or the Red Skull—stand above their peers as leaders of some of the most famous teams in the Marvel Universe. When a squad contains a character with a Leadership ability and the squad is using the required affiliation (see p 13 for more information on affiliations), the Leadership ability becomes active for that game. This means that for the duration of the game, the squad gains the effect of that Leadership (✪) ability while the character with the Leadership ability is on the battlefield. If multiple characters in a squad have Leadership (✪) abilities that may be used, the controlling player chooses only one of those abilities to use for the rest of the game after squads have been deployed.

> **★ A Day Unlike Any Other (Affliation: Avengers)**
> Each turn you may reduce the ✪ cost of the first superpower used by each allied character by 1, to a minimum of 1.
>
> As the iconic leader of the Avengers, Captain America has the Leadership ability A Day Unlike Any Other. As long as Captain America's squad is using the Avengers affiliation (p. 13) and he's on the battlefield, the entire squad benefits from this ability. If the squad isn't using the Avengers affiliation or if Captain America leaves the battlefield, his squad doesn't benefit from the ability.

POWER (✪)

Whether unleashing a devastating wave of destructive energy or hurling a garbage truck onto the head of an enemy, every character in *Crisis Protocol* relies on a special resource called Power (✪) in order to use its strongest attacks and superpowers.

Track a character's Power (✪) by placing tokens on its stat card. When a character gains Power, add Power tokens to its stat card equal to the amount of Power gained. Characters can have a maximum of 10 Power (✪); any Power (✪) gained beyond 10 is lost.

When a character spends or loses Power (✪), remove Power (✪) tokens from its stat card equal to the amount spent or lost. A character can't spend or lose more Power (✪) than it has

available on its stat card. If a character doesn't have enough Power (✪) to pay the Power (✪) cost of an attack or superpower, it can't use that attack or superpower. If an effect causes a character to lose more Power (✪) than it has on its stat card, it loses all of its available Power (✪) instead.

The most common way characters gain Power (✪) is by taking damage from enemy effects. Characters can also gain Power (✪) through special rules, objectives, superpowers, and other effects.

DICE

Crisis Protocol uses unique eight-sided dice to determine the outcome of many game effects, most commonly attacking and defending. These dice have the following sides:

- **Critical ⊕** (1) – Criticals add dice during attack and defense rolls. They usually count as successes.

- **Wild ◎** (1) – Wilds can trigger special abilities or are referenced in special rules. They usually count as successes.

- **Hit ◉** (2) – When attacking, hits are usually successes that don't trigger other effects.

- **Block ◉** (1) – When defending, blocks are usually successes that don't trigger other effects.

- **Blank** (2) – Blanks have no icon on the die and usually have no effect.

- **Failure ◉** (1) – Failures can't be rerolled or modified.

MEASUREMENT

Crisis Protocol uses two varieties of measurement device: **range** tools and **movement** tools.

Any distance that is measured using a measurement tool can be measured at any time, but players may only use one range tool and one movement tool at a time when making measurements during the game.

Range tools are used to measure distances for attacks, actions, and abilities. There are four range tools, for Ranges 2 through 5. Range 1 is determined by using the width of any range tool.

Spider-Man wants to target Red Skull with his Taser Webs. As Spider-Man is within the distance of the Range 3 measuring tool from Red Skull, he's in range to make the attack.

Movement tools are used to measure distances for advances, throws, and pushes. There are three movement tools: **Short (S)**, **Medium (M)**, and **Long (L)**. Only a single movement tool can be used to measure at a time.

When measuring distance, place the appropriate tool with its end in contact with the object or character's base being measured from—the object or character making the attack or using the relevant action or ability. If this isn't possible (due to terrain, for example), hold the measuring tool above the battlefield and check the position based on the measurement tool.

Whenever an effect says an object or character must be within a certain distance of another object or character, the object or character is considered within that distance if any portion of the object or character's base is within that

Crossbones is advancing up to take cover behind a car. To do this, place the movement tool in contact with his base. You may then move the miniature anywhere that allows him to remain in contact with the tool.

distance of any portion of the other object or other character's base. An object or character is always considered to be within range of itself.

TEAM TACTIC CARDS

Team Tactic cards are special team-up powers or cinematic events that you can use during the game. Whether it's a teammate rushing to pull a friend out of harm's way at the last second or the devious Red Skull using the power of the Cosmic Cube to push an "ally" beyond their normal limits, Team Tactic cards vary greatly in effect and usually cost Power (⊕) to use. They're part of your roster and are chosen during squad building

Parts of a Team Tactic card:

1. Name – The name of the card.

2. Squad Affiliation – Indicates whether the card is unaffiliated and thus can be used by any squad or is affiliated with a specific squad. If the card is squad-affiliated, the squad must be using that squad affiliation in order to use the card during a mission. For more information on squad affiliations, see p. 13.

3. Type – Denotes when the card can be played. A player may play Active Team Tactic cards at any time during their turn. A player may play Reactive Team Tactic cards only when the listed trigger condition is met and only once per triggering event.

4. Rules – How to play the card and the effect of the card.

To play a Team Tactic card, a player follows the instructions listed on the card, selecting targets and paying any Power (✪) or other costs as described. Once a Team Tactic card is played, it's discarded and can't be used again for the rest of the game.

COSMIC INVIGORATION

1

CABAL
Active

If **Red Skull** is within ⊕ 2 of another allied character with an Activated token, they may spend 2 ✪ each to play this card.

2

3

Remove the Activated token from the allied character and roll three battle dice. For each ⭘, ◎, and ⬤ rolled, that character suffers 1 ⊘.

4

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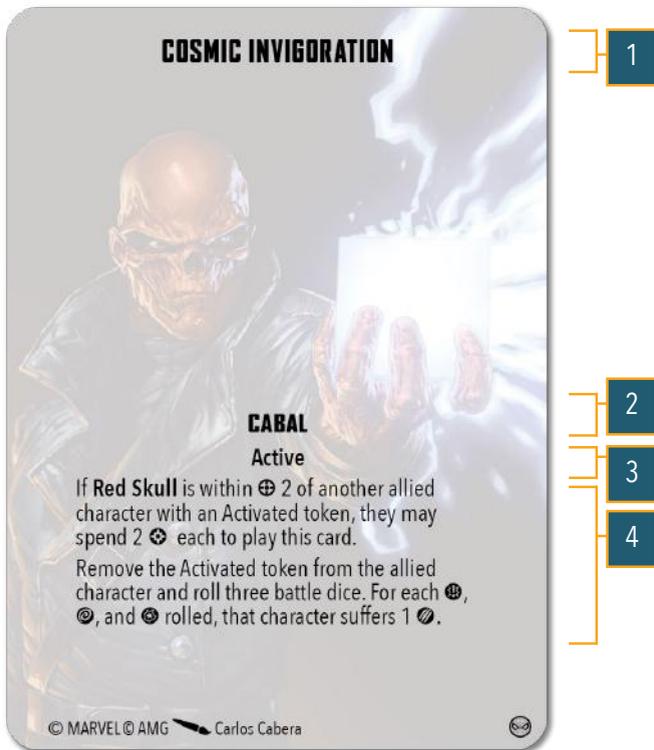
KNOW YOUR ENEMY

Team Tactic cards are not kept secret during the game. Make sure to know what your opponent is capable of!

GETTING READY TO PLAY

Before the battle can commence, players must first set up the battlefield, create their mission, and—last but not least—choose their squad of characters for the game from their roster based on the Crisis cards that make their mission. Here you will find the rules for creating rosters, battlefields, and missions and for starting the game.

BUILDING A ROSTER

Players bring a roster to the battlefield when they play *Crisis Protocol*. A roster consists of three categories:

- Team Members
  - Ten characters
- Team Tactics Cards
  - Eight Team Tactics cards
- Crisis Cards
  - Three Secure Crisis cards
  - Three Extraction Crisis cards

A team for *Crisis Protocol* consists of any ten characters a player chooses from their collection of *Crisis Protocol* miniatures. When building a team, there are no restrictions on pairing traditional villains with heroes and vice versa. After all, the Marvel Universe has been witness to an almost infinite number of team ups with even the greatest archnemeses putting aside their differences on occasion to deal with a common threat.

While a team may contain any *Crisis Protocol* character, it can't contain multiples of a character with the same alter ego (the individual behind the mask)!

Additionally, each player selects eight different Team Tactic cards for their roster. Just like with characters, you won't use all of your chosen Team Tactic cards when playing a mission. A player may only include one copy of each Team Tactic card in their roster.

Finally, you must select which Crisis cards your team might use. Each player's roster contains six different Crisis cards: three Secure Crisis cards and three Extraction Crisis cards. These cards will be used to build the mission for your game as described on p. 10. A player may only include one copy of each Crisis card in their roster.

CREATING THE BATTLEFIELD

Crisis Protocol is played on a 36" x 36" table referred to as the battlefield. Each battlefield can be anything the players' imagination and terrain

collection allows, encompassing everything from the streets of New York City to the halls of Asgard and even brand new worlds never seen before in the pages of Marvel comics.

Each battlefield must contain a mix of terrain features of various sizes and shapes that are descructible and block Line of Sight and movement of characters. Players should include a minimum of 12 terrain features ranging from Size 1 to Size 5, with the majority of features being Sizes 2–4. Both players should agree on the specific distribution of terrain features and their placement on the battlefield. Terrain should not be placed within Range (⊕) 2 of any battlefield edge or another terrain feature. For more information on terrain, see p. 23.

The battlefield is created before players make any decisions regarding their squads, their Team Tactic cards, or Crisis cards have been drawn.

PRIORITY

After the battlefield is ready, players determine who will start the game with the Priority token.

To do this, each player rolls five dice. The player with the most criticals (⬤), wilds (◎), and hits (◉) total takes the Priority token for the beginning of the game.

In case of a tie, the Priority token goes to the player with the most criticals (⬤). If necessary, continue this process with wilds (◎) and then hits (◉). If there is still a tie at this point, the players reroll the dice and follow the above rules until the tie is broken.

Setting Up a Mission

After the battlefield is set and priority is determined, each player chooses a Crisis card from their roster as explained below. These two Crisis cards combine to form the mission for the game.

Building a Mission

A player's roster includes six different Crisis cards split into two decks of three cards each based on the Crisis card type: Secure Crisis cards and Extraction Crisis cards. Every mission will comprise one Secure Crisis and one Extraction Crisis, but the specifics of each will only be revealed once each player has chosen their Crisis card.

Secure Crisis cards typically specify important elements on the battlefield, such as bombs or Gamma shelters, that players must claim.

Extraction Crisis cards typically place something on the battlefield that characters must retrieve and carry for the duration of the mission. These could be items like Cosmic Cube fragments, civilians, and so on.

The player with the Priority token chooses one of their decks (Secure or Extraction) to shuffle and draw two cards from. The other player then shuffles their deck of Crisis cards from the *other* Crisis type and draws two cards. Each player then selects one of their drawn cards and places it face down on the table. Once both players have chosen their Crisis card, they reveal them simultaneously.

The player with the Priority token then selects which Crisis card's Maximum Threat value will be used for the mission.

Place both cards in an area where they're easily accessible to both players.

The player without the Priority token chooses a battlefield edge to be their **deployment edge**. The opposite edge is the deployment edge of the player with priority.

Players then set up the mission following the instructions listed on the chosen Crisis cards.

1. Player with priority chooses a Crisis type (Secure or Extraction) and draws two of their corresponding Crisis cards.

2. Opposing player draws two of their Crisis cards from the opposite deck.

3. Players choose one Crisis card each and reveal them simultaneously.

4. The player with priority chooses which Crisis card's Maximum Threat Value will be used during the game.

5. The player without the Priority token chooses a table edge to be their deployment zone. The player with the Priority token takes the opposite table edge as their deployment zone.

6. Each player then sets up the mission, following the instructions on their Crisis card.

EXAMPLE

Will has won priority and decides to draw Crisis cards from his Secure deck. Dallas must then draw Crisis cards from his Extraction deck. Both players choose one of the two cards in their hands and place the chosen cards face down on the table. Once both players have chosen, they simultaneously flip over their cards, which together form their mission for the game. Because Will has priority, he'll decide which Crisis's Maximum Threat Value will be used when building squads.
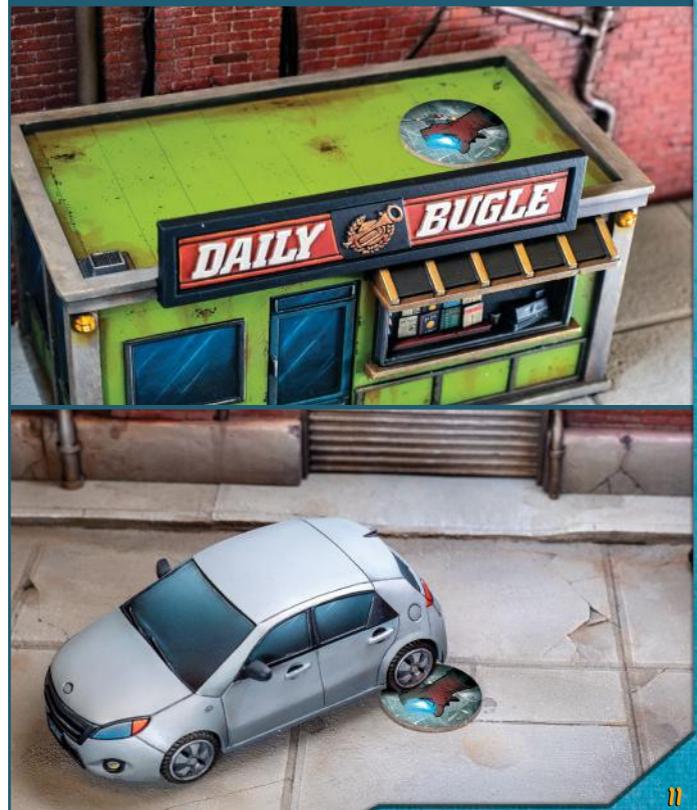
Objective Tokens

Some Crisis cards involve characters interacting with objective tokens. If a Crisis card allows characters to **interact** with its objective tokens, it will include an **Interact** ability in its special rules. At any time during a character's activation, while within Range (⊕) 1 of an objective token the character may spend 1 Power (✪) to **interact** with that token. A character may interact with multiple tokens in the same activation but can't **interact** with the same token more than once per activation. What happens when a character **interacts** with an objective token is listed in the Crisis card's special rules.

There are three types of objective tokens:

- **Civilian tokens:** Civilian tokens represent high-value individuals such as innocent bystanders, secret Skrull agents, or even escaped prisoners whose rescue or capture are vital to advancing the plot. While civilians don't take part in actual combat, not all of them are eager to be "saved," and some may put up a fair bit of resistance!

- **Asset tokens:** Asset tokens represent the key items that the heroes and villains of the Marvel Universe seek to acquire. These can be things like reality-altering cosmic cube fragments, vials of super-soldier serum, or critical research notes. No matter the specifics, you can be sure that whatever troubles the characters are facing, the assets they're fighting over will be central to successfully resolving them.

- **Target of Opportunity tokens:** Not everything is something that can simply be picked up and taken to safety. Target of Opportunity tokens represent critical locations or points of interest that the characters must secure. These can be anything from the entrance to a secret lab to a desperately needed safe zone amid a gamma-irradiated wasteland. Regardless of their specific nature, there's no doubt that controlling these locations is paramount—allowing any other group to have access to them is simply not an option!

Sometimes you will have to place an Objective token on top of or underneath a piece of terrain. Players should agree whether or not an Objective token goes on top of or beneath a piece of terrain by determining which will make it the easiest for players to see.

Some rules allow characters to pick up objective tokens. A character that picks up an objective token is **holding** that token. Place it on the character's stat card. When a character holding one or more objective tokens is Dazed or KO'd, they **drop** all objective tokens they were holding. Place dropped tokens onto the battlefield within Range (⊕) 2 of the character that was holding them. The opposing player of the character that dropped the tokens places them.

Objective tokens don't have a Size stat and don't obstruct a character's movement. A character's base may overlap a token.

A character that is within Range (⊕) 1 of an objective token is **contesting** that token.

The player with the most Healthy characters **contesting** an objective token is **securing** that token. If there are no Healthy characters **contesting** an objective token, the player with the most Injured characters **contesting** it **secures** it instead. A character with a Dazed token can't **contest** objective tokens.

Some Crisis cards allow players to **control** certain objectives such as switches or power conduits. When a player **controls** an objective, place a token showing they're controlling it. This removes any other player's control token. Each objective may be controlled by only one player at a time. Once an objective is controlled by a player, the objective remains controlled by them regardless of the proximity of other characters so long as their token remains on the objective.

Winning the Game

A player immediately wins when they score 16 or more VPs. If both players score 16 or more VPs simultaneously, the player with more VPs wins. If they are tied, neither player wins. Instead, the game continues until one player has scored more VPs than their opponent, at which point they immediately win.

If neither player has won by the end of Round 6, the player with the most VPs is the winner. If both players are tied at this point, the game continues until a player scores VPs and has more than their opponent.

If only one player has characters on the battlefield, they immediately win the game.

Building a Squad

After the mission has been formed, players build their squads. To build a squad, players select characters from their roster that have a combined Threat Value equal to or lower than the Maximum Threat Value selected by the player with priority during mission setup. Players should not reveal the contents of their squads until it's time to deploy their characters.

Squad Affiliations

Despite the endless team-up possibilities available in the Marvel Universe, there are many famous groups that have come together time and time again to stand against their foes. Perhaps one of the most famous of these is the Avengers, but there have been many others including the Dark Illuminati, the Cabal, and the Defenders.

In *Crisis Protocol*, when building your squad for a mission, you can choose to use a specific squad affiliation. Each Squad Affiliation card lists the specific characters that can be taken. For a squad to have a squad affiliation, more than half of its characters must share the same squad affiliation (that is, be listed on the same Squad Affiliation card). A squad may only have one squad affiliation. Squad Affiliation cards will be updated as new products become available. Updated cards may be found at AtomicMassGames.com/Rules.

AFFILIATION

Players don't include squad affiliation on their rosters. They'll decide whether they'll use a squad affiliation when building their squads.

Some rules use a shorthand way to reference characters by squad affiliation, such as calling a character with the Avengers squad affiliation "an **Avengers** character." This means the same thing as "a character with the **Avengers** squad affiliation."

Some characters have Leadership (✪) abilities. These abilities may be used only if your squad is using the required affiliation. When building your squad, if it includes multiple characters with a Leadership (✪) ability for that affiliation, you may pick only *one* of those Leadership (✪) abilities to use for the game. Declare your choice after you have deployed your squad.

Selecting Team Tactic Cards

After building a squad, each player chooses which Team Tactics cards they will use during the mission. Players select up to five of the eight Team Tactic cards listed on their roster to use during the game. If they're using a squad affiliation, they may select Team Tactic cards that require that affiliation.

DEPLOYMENT

Players reveal their squads and tactic cards and take turns deploying the characters in their squads, starting with the player with priority. To deploy a character, a player puts it within Range (⊕) 3 of their deployment edge.

Once all characters are deployed, the game is ready to begin. Start the first round of the game with a Power Phase.

GAME MECHANICS

This section lists the rules that give the specifics of how to play the game, move and attack with characters, and how terrain affects the game.

PARTS OF A ROUND

A game of *Crisis Protocol* is played over six rounds. Each round is broken down into three phases: Power, Activation, and Cleanup.

Power Phase

The Power Phase happens at the start of a round. At the beginning of the Power Phase, all characters gain 1 Power (⚙). Then players resolve any player effects that occur during the Power Phase, then resolve all effects from Crisis cards that occur during the Power Phase.

PARTS OF THE POWER PHASE

1. Each character gains 1 Power (⚙).
2. Resolve any player effects that happen during the Power Phase, starting with the player with priority.
3. Resolve any effects of Crisis cards that happen during the Power Phase. The player with priority chooses the order.

Activation Phase

During the Activation Phase, players alternate taking turns. During a player's turn they can play any number of Team Tactic cards and activate one character that does not have an Activated or Dazed token. The player who has priority takes the first turn. As soon as the previous player has declared their turn is over, the next player begins their turn.
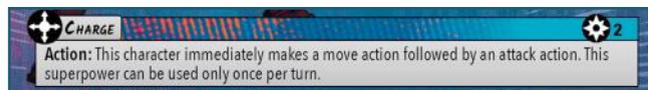
> ⚙ **CHARGE** ⚙2
> **Action:** This character immediately makes a move action followed by an attack action. This superpower can be used only once per turn.

The Charge superpower allows Baron Zemo to spend 2 Power and an action to immediately perform a move action followed by an attack action. Because the superpower grants these actions, the move and attack actions don't count toward the two actions Baron Zemo can use during his activation.

The Activation Phase ends when a player ends their turn and neither player has a character without an Activated or Dazed token.

PARTS OF THE ACTIVATION PHASE

1. Resolve any effects that happen at the start of the Activation Phase, starting with the player who has priority. After any player effects, resolve Crisis card effects.
2. Players alternate turns until there are no more characters that can activate. During a turn, a player either activates a character or passes. A player who activates a character may make actions, use superpowers, and interact with objectives with that character.
3. Resolve any effects that happen at the end of the Activation Phase, starting with the player who has priority. After any player effects, resolve Crisis card effects.

Activating a Character

Each character may make two actions when it activates. The common actions available to every character are:

- **Move** – The character makes an **advance** using its Speed or a **climb**. A character may use a shorter movement tool than what is listed on its card. The rules for advancing are on p. 16. The rules for climbing are on p. 16.

- **Attack** – The character may make an attack with any one of its listed attacks. The rules for attacking are on p. 18.

- **Superpower** – Some superpowers require the use of an action. The rules for superpowers are on p. 6.

- **Shake** – Remove one special condition from this character.

Some special rules or superpowers grant actions. If an action is granted by an effect, it doesn't count as one of the character's two actions.

Once a character has made all of its actions, place an Activated token on its stat card. A character with an Activated token on it can't be chosen to activate again.

INTERACT

Remember, interacting with objective tokens isn't an action unless specified by the Crisis.

"ANY TIME" ABILITIES

Whenever the rules say an effect, ability, tactic card, or superpower may be used "at any time," it doesn't mean literally anytime the player wishes. These abilities may be used before or after an action is taken or effect is triggered but can't interrupt an action or other effect.

Passing

A player can end their turn without activating a character if at the start of their turn they have fewer characters without Activated or Dazed tokens than their opponent does. This is called **passing**. A player who passes can still play Team Tactic cards before declaring the end of their turn.

Cleanup Phase

After all characters have activated, the round moves to the Cleanup Phase. Players score victory points for controlling, securing, or holding objectives, then resolve player effects, then the effects of Crisis cards. Then characters that are Dazed will remove all damage, special conditions, and the Dazed token from their stat cards and flip them over to their Injured side. If the player that activated the last model of the Activation Phase has the Priority token, they pass it to their opponent. Players then remove all Activated tokens from characters, move the Round token to the next round on the Mission Tracker, and begin the next round with a Power Phase.

PARTS OF THE CLEANUP PHASE

1. Players score victory points (VPs) from Crisis cards. Mark these points on the Mission Tracker.

2. Resolve player effects that occur during the Cleanup Phase.

3. Resolve effects from Crisis cards. The player with priority chooses the order.

4. Characters with a Dazed token remove all Damage (⊘) tokens, special conditions, and their Dazed token. They then flip their stat cards over to the Injured side.

5. If the player who activated the last character during the Activation Phase has the Priority token, they pass it to their opponent.

6. Remove all activated tokens from characters.

7. Move the Round token to the next round on the Mission Tracker and begin a new Round, starting with the Power Phase.

SCORING VICTORY POINTS

When scoring occurs during the Cleanup Phase, it occurs simultaneously for all players. Characters with Dazed tokens never contribute to scoring conditions.

MOVEMENT

Movement in *Crisis Protocol* usually uses **movement tools**. There are three kinds of these tools: **Short (Ⓢ)**, **Medium (Ⓜ)**, and **Long (Ⓛ)**. When a character moves, it uses the movement tool that matches its Speed stat or a smaller one.
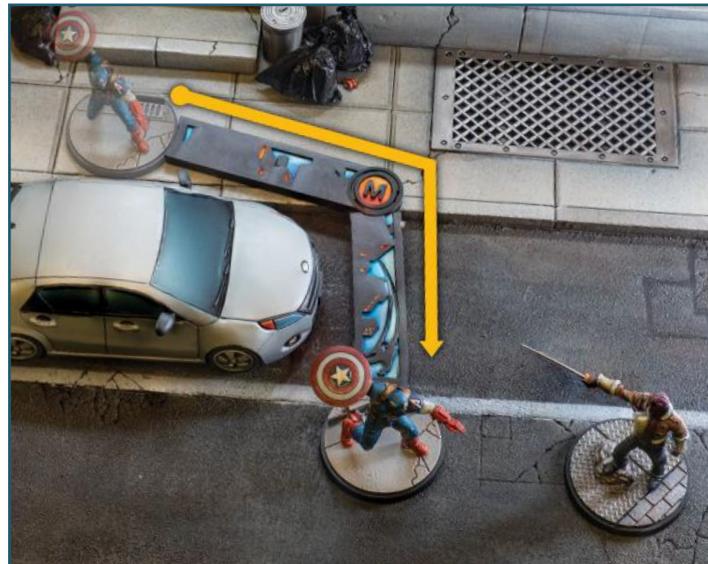
Captain America maneuvers around a car to get into position to attack Baron Zemo. He can do this by bending the pivot point on the movement tool.

Overlapping is when character bases and terrain features take up all or some of the same space. If an effect would cause two or more characters' bases to overlap, the character can't end a movement there. A character cannot end a movement with its base partially overlapping a terrain feature – its base must be entirely on top of or not overlapping the terrain feature to end its movement. If a character is thrown or pushed and would end that movement overlapping another character's base or a terrain feature, it stops along the movement tool at the last position that was not overlapping a character's base or a terrain feature. If a character's miniature or base can't physically fit or balance on top of a terrain feature, the character can't end a movement there.

A character can never move off of the battlefield. If a throw or push would cause a character's base to move off the table, the character stops that movement at the last place it could stop while following the movement rules.

There are several ways a character can move:

- **Advance** – Movement usually made during the character's activation representing the character manuvering around the battlefield.

- **Climb** – Movement that represents the character's ability to scale a wall or climb on top of a terrain feature.

- **Throw** – Movement made by throwing a character or an object through the air, usually as the result of an attack, superpower, or special rule. Throws can cause **collisions**.

- **Push** – Movement made by a character being pushed along the ground, usually as the result of an attack, superpower, or special rule. Pushes don't cause collisions.

- **Place** – Movement made by a character suddenly appearing in a location. Place is used to represent things like teleporting, tricking a character's senses, or manipulating time and space. Placing uses a range tool (p. 8) instead of a movement tool.

Advance

When a character advances, the controlling player takes the appropriate movement tool or smaller and puts the end in contact with the character's base. The player may pivot the movement tool however they wish using the pivot point. The movement tool may overlap terrain features that are the same size or smaller than the advancing character, any terrain features the character is overlapping, as well as any other character's base. Once the movement tool is in the desired position, the player puts the character's base in contact with any portion of the movement tool.

Black Widow uses an action to climb. Because she is treated as Size 5, you can place your movement tool over larger terrain features and end your movement on top of them!

Climb

When a character climbs, it advances Short regardless of its speed. When placing the movement tool for a climb, the character is considered to be Size 5.

Characters cannot move over terrain larger than them, but a climbing character is treated as Size 5 so it can advance onto or over most terrain!

DO YOU FIT?

A character's miniature might not be able to stand on parts of a terrain feature. If the miniature or its base can't physically fit or balance on top of a terrain feature, the character can't end a movement there.

Throw

No superpowered battle would be complete without characters hurling each other and anything not nailed down across the battlefield to smash into their foes in a shower of glass and twisted steel. With this in mind, there are several effects and attacks in *Crisis Protocol* that can throw characters and objects, sending them flying across the battlefield and crashing down with devastating results!

Captain Marvel throws Doctor Octopus! Place the movement tool so that it's touching Doctor Octopus. He is then moved along the tool. As he moves, if he contacts a terrain feature or character he will collide with it.

Throwing a Character

The player performing a throw positions the movement tool with one end touching the thrown character. Don't use the pivot point on the movement tool—it must be straight. Move the thrown character along the movement tool, with its base centered on the movement tool, the specified distance.

As a thrown character moves along the movement tool, it stops if its base contacts or would overlap another character's base or a terrain feature. The thrown character collides with that character or terrain feature. Ignore the character performing the throw and any terrain features the thrown character started overlapping when determining a thrown character's collisions. If the character does not collide with anything, it moves the full distance along the tool.

A thrown character that collides with a terrain feature suffers 1 damage (⊘). The terrain feature is destroyed and removed from the table if it's a smaller size than the thrown character.

A thrown character that collides with another character suffers 1 damage (⊘). The other character must make a dodge roll (p. 24) to avoid being damaged by the throw.

For more information on throwing terrain and dodge rolls, see p. 24.

Pushed

A character that is pushed follows all the rules for a character that is thrown, except that it doesn't cause collisions with other characters or objects.

Place

Some effects can cause a character or object to be placed within a certain range. Unless the effect says otherwise, measure that range from the character or object being placed. The character or object may be placed anywhere within that range. If the miniature can't physically fit or balance on top of a terrain feature, the character can't end this movement there.
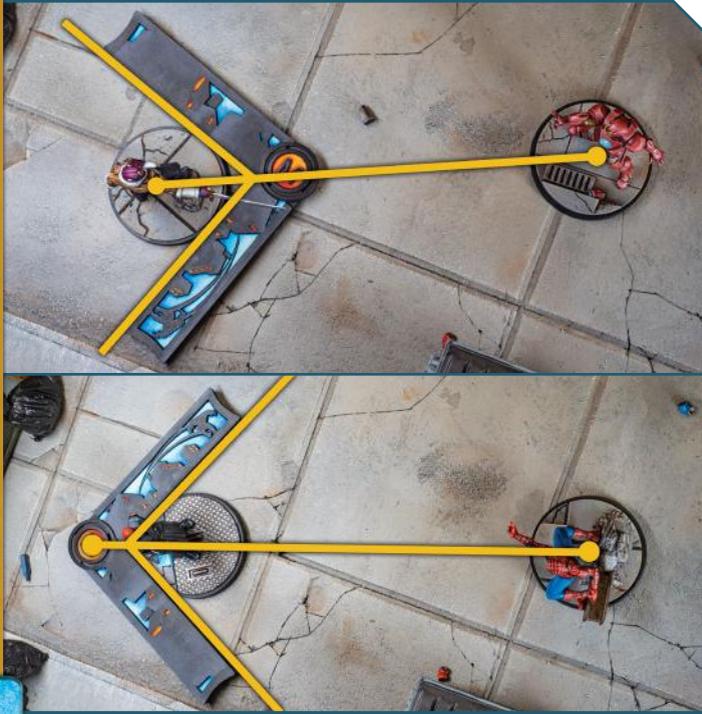
In the top example Iron Man is pushing Baron Zemo away from himself with a Repulsor Blast. Baron Zemo may be moved in any direction that does not cross either arm of the movement tool.

In the bottom example Spider-Man is pushing Red Skull toward himself with Web Line. Red Skull may be moved in any direction that does not cross either arm of the movement tool.

Toward or Away

When an effect results in a character moving toward or away from another character or object, draw a straight line from the far side of the moving character's base to the far side of the object or the character's base that it's being moved toward or away from and passing through the center of both.

Pivot a movement tool completely to form a 90-degree angle.

Place the angled movement tool in contact with the moving character's base so that its pivot point is centered on the line passing through the center of the moving character and the center of the other character or object *and* both sides of the tool touch the moving character's base.

If the character is moving **toward** something, the pivot point is centered on the line on the opposite side of the other character or object.

If the character is moving **away** from something, the pivot point is centered on the line between the moving character and the other character or object.

The moving character can't cross a straight line drawn along either arm of the angled movement tool to the edge of the table.

MAKING AN ATTACK

When a character uses an attack action, it chooses one of the attacks listed on its stat card to use and an enemy character in line of sight (LOS) to target with the attack. (See p. 22 for more information on line of sight.)

A character can never make an attack without a target and can never choose an allied character to be the target of its attack.

Each attack has a range that represents the maximum distance the attack can reach. An enemy character must be in the attacker's line of sight *and* within the range of the attack in order to be the target of the attack. If the chosen enemy isn't in range or LOS, it can't be targeted by the attack.

Attacks are resolved using opposed die rolls. The character making the attack (the **attacker**) and the character being attacked (the **defender**) create separate pools of dice based on their stats and any applicable special rules. Then they roll their dice pools and compare the number of successes in each pool. If the attacker has more successes than the defender, the attack deals damage (⊘) based on the final number of successes. If the defender has more successes, it has avoided, absorbed, or resisted the attack and the attack deals no damage (⊘).

When a character performs an attack action, resolve the following steps in order.

1. **Choose an attack and measure range:** The player chooses one of the attacks listed on their attacking character's stat card. If the attack has a Power (⊕) cost, the character must have enough Power (⊕) tokens to pay that cost. If the character doesn't have sufficient Power (⊕) to pay for the attack, it can't select that attack to use. The attacker then uses the range tool that corresponds with the range listed on the chosen attack to measure range from itself to any enemy characters.

2. **Declare a target for the attack:** The attacking character chooses one enemy character in range and in its LOS to be the target of the attack. If there are no enemy characters in range that are also in the character's LOS it may choose a new target for the attack. Starting with the attacker, both players resolve any superpowers or effects that trigger when a character has been targeted by an attack.

3. **Pay Power for the attack:** If the chosen attack has a Power (⊕) cost, the attacker spends Power (⊕) tokens equal to the listed cost.

4. **Create the attack pool:** The attacker creates an attack dice pool with dice equal to the Strength (◉) of the attack. Apply any effects that add dice to or remove dice from the attack pool. Note that an attack pool can never be reduced to fewer than one die.

5. **Create the defense pool:** The defender notes the type of attack targeting them (Physical ⊕, Energy ⊕, or Mystic ◉) and creates a defense pool with dice equal to their Defense stat of that type. Apply any effects that add dice to or remove dice from the defense pool. Note that a defense pool can never be reduced to fewer than one die.

6. **Roll the attacker's dice:** The attacker rolls all dice in the attack pool.

7. **Roll the defender's dice:** The defender rolls all dice in the defense pool.
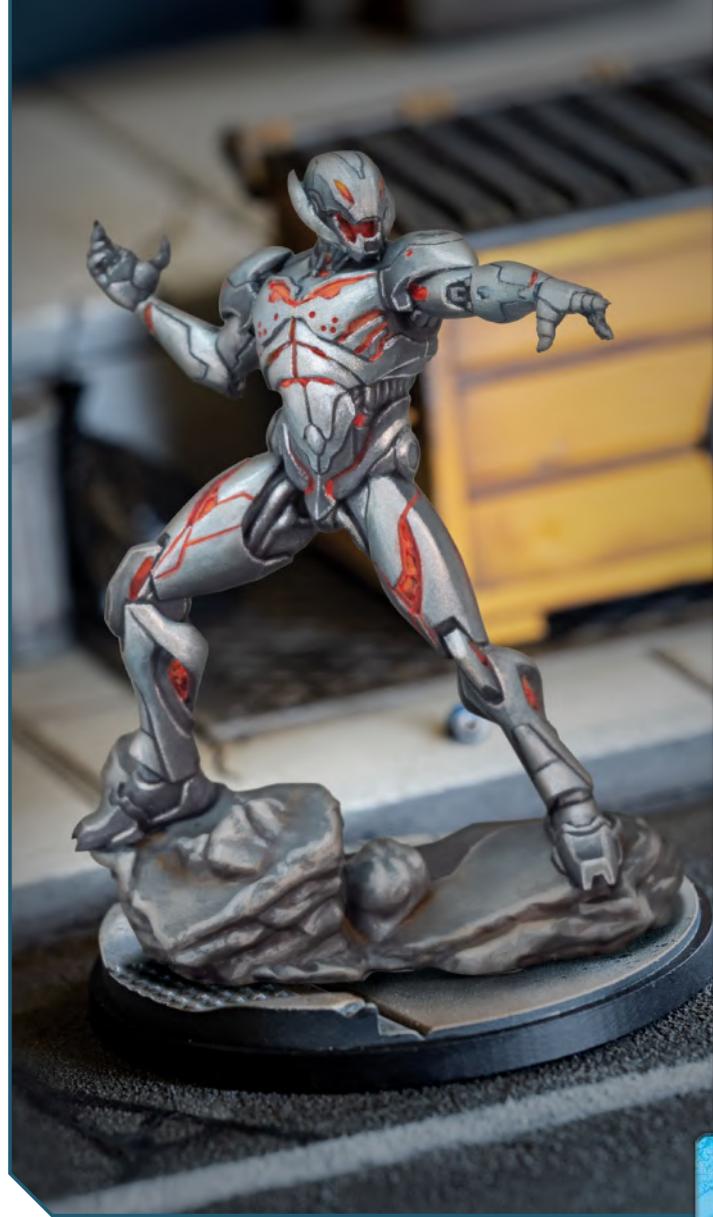
8. **Resolve any critical results:** Beginning with the attacker, each character rolls an additional die for each critical (◉) result in their initial roll.

9. **Modify your dice:** Beginning with the attacker, each character may use any superpowers, cover, or other effects at their disposal to reroll or change their dice. Criticals (◉) rolled in this step are not part of the initial roll and **do not** add further dice to the roll.

10. **Modify opponent's dice:** Beginning with the attacker, each character may use superpowers or other effects to force their opponent to reroll or change their dice. Criticals (◉) rolled in this step are not part of the initial roll and **do not** add further dice to the roll.

MODIFYING DICE

During the modify steps, there is no limit to how many times a die may be rerolled, but **the same die may be rerolled only once per special rule or ability** allowing rerolls, even if those are from different sources.

For instance, if a die were rerolled by a character using a superpower, it couldn't be rerolled again by the character using *the same superpower*, whether its own or one granted by a Crisis card or other effect.

As another example, a die may be rerolled once by an ability that allows a character to reroll two dice, and it may then be rerolled again by a different ability that allows a character to reroll a die. However, that die could not be rerolled twice using the two rerolls granted by the first reroll ability.

11. **Calculate success and compare results:** The attacker counts up each critical (⊕), wild (◎), and hit (❂) result on their dice, while the defender counts up each critical (⊕), wild (◎), and block (◉) result on their dice. The defender's total is then subtracted from the attacker's total.

    a. If the attacker's total is greater than the defender's, the targeted character suffers damage (⊘) equal to the difference.

    b. If the defender's total is greater than or equal to the attacker's, the targeted character suffers no damage (⊘) from the attack but could still suffer other effects.

12. **Resolve effects that occur before damage (⊘):** Beginning with the attacker, players resolve any superpowers or effects that trigger as a result of the attack.

13. **Apply damage (⊘) and resolve the attack:** If, after applying any effects that occur before damage, the attacker still has more successes remaining after comparing their total successes with the defender, the defender's controlling player adds Damage (⊘) tokens to its stat card equal to the amount of damage inflicted. A character can only suffer damage equal to its remaining Stamina; any excess damage is ignored.

14. **Resolve effects that occur after an attack:** Beginning with the attacker, players resolve any superpowers or effects that trigger after an attack has been resolved.

> *If the Attack Roll contains at least one wild ◎ result, after the attack is resolved, the target character gains the Bleed Special Condition.*

Attack Special Rules

Some attack special rules have icons before their name, such as ◎ **Bleed**. If a special rule has one or more icons with it, and the final attack roll contains at least that many dice showing those icons, the effect of the special rule is applied to the attack.

ORDER OF EFFECTS

Players themselves always determine the order in which their effects are applied. For example, if a player has multiple instances of rerolls, they choose the order in which they resolve them.

Beam Attacks

Beam attacks are a special kind of attack that damages all characters—allied as well as enemy—within range of the beam. A beam attack has "B" included before the number denoting the range of the attack, such as "⊕ B2." Instead of declaring a target normally, place the appropriate range tool on the battlefield with the short end in contact with and centered with the attacking character's base. Characters whose bases are contacted or overlapped by the range tool are considered to be in range of the attack.

To use the attack, pay the Power (❂) cost once and then make a series of attacks targeting each enemy character that is in the attacker's LOS and in range. These attacks are resolved in the order of the attacking player's choice. Completely resolve each attack before moving on to the next.

Allied characters in range of a beam attack suffer 1 damage but do not suffer other effects of the attack.

When an effect causes a character to make a Beam attack targeting a specific character they must place the Range Tool in contact with or overlapping the specified characters base. If this is not possible, the attack cannot be made.

Hulk attacks with Thunderclap. Because it's Range B3, he centers the Range 3 tool on his base and positions it so that it overlaps or contacts the characters he wishes to attack. He'll pay the Power cost one time for this attack but make an attack targeting each enemy character contacted or overlapped by the Range tool.

Area Attacks

Area attacks are a special kind of attack that damages all characters—allied as well as enemy—within the defined area around the attacking character. An area attack has "A" included before the number denoting the range of the attack, such as "⊕ A1." The attacking character doesn't declare a target for an area attack. Instead, characters within the listed range of the attacking character are in range of the attack.

To use the attack, pay the Power (✪) cost once and then make a series of attacks targeting each enemy character that is in the attacker's LOS and in range. These attacks are resolved in the order of the attacking player's choice. Completely resolve each attack before moving on to the next.

Allied characters in range of an area attack suffer 1 damage but do not suffer other effects of the attack.

When an effect causes a character to make an Area attack targeting a specific character, that character must be within Range of the attack. If it is not, the attack cannot be made.

Character Damage

When a character is damaged, place a number of Damage (⊘) tokens on its stat card equal to the amount of damage it received. A character can never have Damage (⊘) tokens in excess of its current Stamina; any additional damage (⊘) is ignored.

Whether a shining beacon of justice or a mad titan bent on galactic conquest, the characters in *Crisis Protocol* fight all the harder when the odds are against them. Whenever a character suffers damage (⊘) as a result of an enemy effect, that character gains Power (✪) equal to the amount of damage suffered. This Power (✪) gain represents the character drawing on their anger, determination, or dogged resolve to strike back and win the fight.

When a character has Damage (⊘) tokens equal to its Stamina stat, it has been Dazed or Knocked Out (KO'd).

Iron Man (Size 2) is trying to draw LOS to Doctor Octopus (Size 2) to hit him with a Repulsor Blast. However, Doctor Octopus has taken cover behind a small building (Size 3). Iron Man can't find any straight line from his base to Doctor Octopus' base that doesn't pass through the building, so he doesn't have LOS to Doctor Octopus. If even a portion of Doctor Octopus' base were sticking out past the building and Iron Man could draw a straight line to it, then Iron Man would have LOS to Doctor Octopus.

If the character's stat card has the Healthy side up, place a Dazed token on it. A character with a Dazed token can't move or be moved for any reason and can't be targeted by attacks or be affected by special rules or superpowers. Dazed characters can't make attacks or play Team Tactic cards and don't have superpowers. Dazed characters never contribute to scoring conditions. If a character is Dazed during their activation, their activation immediately ends. Additionally, Dazed characters cannot activate during the Activation Phase.

If the character's stat card has the Injured side up, the character has been KO'd and is out of the fight. Remove it from the battlefield.

EXCESS DAMAGE

A character can't have more damage dealt to it than its remaining Stamina. This means if an attack would do 5 damage, but the character has only 3 Stamina remaining, the attack deals 3 damage, not 5.

SPECIAL CONDITIONS

Some attacks or superpowers inflict special conditions on characters. When an attack or superpower states that a character gains a special condition, place a token representing that condition on its stat card. A character can't be affected by multiples of the same special condition at once. If a character would gain a special condition it already has, it doesn't gain that special condition.

See p. 26 for a list of special conditions and their effects that appear in *Crisis Protocol*.

> ### SPECIAL CONDITIONS
>
> Special conditions are not enemy effects, so characters damaged by them don't gain Power for suffering that damage.

LINE OF SIGHT

A character has line of sight (LOS) to another character or an object if a straight, unobstructed line can be drawn from any part of the character's base to the other character's base or the object. The line can pass unobstructed through characters but not through terrain features with a larger size than the other character or the object. A character always has LOS to itself.

If a character is on top of a terrain feature, add the size of the character and the size of the terrain together for the purpose of determining LOS. A character on top of a terrain feature ignores that terrain feature when determining if it has LOS to another character or object.

Remember, a character's size is listed on its stat card and doesn't correlate to its base size or the physical size of the miniature.

Attack Example

Courtney decides to use Iron Man's Repulsor Blast against Marco's Baron Zemo. First Courtney checks to make sure Zemo is in range of the attack. Repulsor Blast has Range 4. Since Zemo's base is within the length of the Range 4 tool from Iron Man, he can be targeted by the attack. There is nothing between the characters, so Iron Man has LOS to Zemo.

Next Courtney checks the Strength of the attack. Repulsor Blast has Strength 4, so Courtney takes four dice and places them into her attack dice pool. In addition, she had used Iron Man's Friday A.I. superpower before attacking, which costs him 3 Power and gives his attack two more dice. Courtney puts two more dice in her pool, bringing her final dice pool to six.

Repulsor Blast is an Energy type attack. Since Zemo's Energy Defense stat is 3, Marco takes three dice and puts them in his defense dice pool.

With both dice pools set, the players roll their dice. Courtney scores two hits ☉, a critical ⊕, a wild ◎, a block ◉, and a failure ☻.

Marco rolls his dice and gets a block ◉, a blank, and a failure ☻.

Because Courtney rolled a critical ⊕, she gets to roll one additional die. She rolls and gets another critical ⊕. This one wasn't part of her initial roll, though, so she doesn't get to roll another additional die.

Marco did not roll any criticals ⊕ in his initial roll, so he doesn't roll any additional dice.

Courtney can now choose to modify her dice using any rerolls or die-changing abilities she may have. Since Iron Man has no such effects available, Courtney skips this step.

It's now Marco's turn to modify his dice. He uses Zemo's Strategic Genius superpower, which allows allied characters within Range ⊕ 2 of Zemo to reroll one die when attacking or defending. Marco can't choose to reroll the failure ☻, so he chooses to reroll his blank. He rolls it and gets a critical ⊕. Because it was not rolled as part of the initial roll, Marco doesn't get to roll an additional die.

Since neither character has any abilities that modify its opponent's dice, both players move on to determine their final success total.

As the attacker, Courtney counts all critical ⊛, wild ◎, and hit ◉ results as successes.

As the defender, Marco counts all critical ⊛, wild ◎, and block ◉ results as successes.

Courtney's final roll result is five successes: two criticals ⊛⊛, two hits ◉◉, and one wild ◎.

Marco's final roll result is two successes: one critical ⊛ and one block ◉.

Because Courtney's success total is higher than Marco's, Iron Man's Repulsor Blast succeeds in doing damage. Before damage is applied, though, both players check for any effects to resolve resulting from the attack. Repulsor Blast has a wild ◎ push ability that gives the target a Short push away from the attacker before damage is dealt if one or more wilds ◎ were rolled.

Since Courtney rolled a wild ◎, she uses the Short movement tool to push Zemo away from Iron Man.

Next, the players move on to the apply damage step. Since Courtney had three more successes than Marco, Zemo suffers 3 damage ⊘. Marco places three Damage ⊘ tokens on Zemo's stat card. Marco also places three Power ✪ tokens on Zemo's stat card—the same number as the amount of damage Zemo suffered from Iron Man's attack.

Repulsor Blast's special rules state that Iron Man gains Power equal to the amount of damage the attack deals. Since the attack dealt 3 damage ⊘, Courtney places three Power ✪ tokens on Iron Man's stat card.

The players check to see if there are any effects they wish to use now that the attack has been resolved. Zemo has the Counter-Strike superpower, which may be used after an attack targeting him has been resolved if the attacker is within Range ⊕ 3 of him.

Marco checks to see if Iron Man is within Range 3 of Zemo. He isn't, so Marco can't use Zemo's Counter-Strike superpower.

TERRAIN

The battlefield where characters fight can have as dramatic an impact on the course of battle as the abilities of the characters themselves. In *Crisis Protocol* most of the terrain is interactive,

When a character or object is on top of a terrain feature that is destroyed for any reason, place the character or object on the battlefield in the same location after removing the terrain feature.

which means it can be used during the game as weapons or cover.

The majority of terrain features—from lampposts and cars to market stands and even skyscrapers—are **interactive terrain**. Many characters have superpowers allowing them to throw interactive terrain features across the battlefield or throw other characters into them. Additionally, some interactive terrain features have special rules listed on Crisis cards.

Interactive terrain can be **destroyed**. When this happens, remove the destroyed terrain feature from the battlefield. If a character is on top of a terrain feature when it's destroyed, place the character directly on the battlefield in the same position when the terrain feature is removed. See p. 24 for more information on throwing and destroying interactive terrain.

Non-interactive terrain features, such as those referenced in some Crisis cards or terrain modeled into the battlefield, can't be thrown or destroyed.

Terrain features all have a **Size value**. This value represents how big and/or heavy the terrain feature is. The list below shows common features and their sizes. However, as the battles

of the Marvel Universe are as infinite as your imagination, players should always agree before a game begins on the size and type of the terrain features on their battlefield. If an objective token would be placed overlapping a Size 6 terrain feature, move the terrain feature until it no longer overlaps the objective token.

Here are some examples of common terrain features, but feel free to explore with your own terrain collections:

Size 1	Benches, small crates, lampposts
Size 2	Dumpsters, cryo tubes, cars
Size 3	Kiosks, billboards, food trucks
Size 4	Trucks, market stands
Size 5	Buildings, monoliths, pyramids

Throwing a Terrain Feature

When a character throws a terrain feature, the character's controller positions the movement tool with one end touching the character performing the throw. Don't use the pivot point on the movement tool—it must be straight. The first terrain feature

or character contacted or overlapped by the movement tool suffers the effects of a collision with the thrown terrain feature. Ignore any terrain feature the throwing character is overlapping when determining collisions.

A terrain feature that is thrown is destroyed and removed from the table. If a character is overlapping a terrain feature when it's destroyed, place the character directly on the battlefield in the same position when the terrain feature is removed.

If the thrown terrain feature collides with another terrain feature of an equal or smaller size, that terrain feature is also destroyed.

If the thrown terrain feature collides with a character, the character must make a dodge roll to avoid being damaged by the throw (see next).

Dodging

When a terrain feature or another character collides with a character, there is a chance for the non-thrown character to dodge out of the way to avoid some or even all of the damage! To do this, the character rolls dice equal to its Physical (🌐) defense. Add an additional die to the dodge roll for each critical (🔶) in the initial roll, and then apply any dice modifications from special rules and effects. The character takes damage equal to the size of the terrain feature or thrown character +1, reduced by 1 for each critical (🔶), wild (◎), or block (◉) in the final dodge roll.

DODGING

1. Determine incoming damage by adding 1 to the size of the thrown terrain feature.

2. Roll dice equal to the character's Physical (🌐) Defense.

3. Roll an additional die for each critical (🔶) in the initial dodge roll.

4. Modify dodge dice for special rules and effects.

5. Reduce incoming damage from the collision by 1 for each critical (🔶), wild (◎), and block (◉) rolled.

6. Suffer any remaining damage (⊘).

Cover

Terrain features can provide cover to characters that hide behind them. There are a number of requirements that must *all* be met in order for a defending character to benefit from cover:

- The defender must be within Range 1 of a terrain feature of the same size or larger.

- A straight line can be drawn from any portion of the attacker's base to any portion of the defender's base through that terrain feature.

- The attacker is not within Range (⊕) 2 of the defender.

During the modify defense dice step of an attack, a defending character benefitting from cover may change the result of one defense die to a block (🛡).

APPENDIX A: TIMING

If players attempt to use reactive super powers or tactic cards at the same time, the player with Priority declares and resolves their effects first.

Here you will find a detailed, step-by-step breakdown of how to make an attack.

1. Choose an attack.
   a. You can't choose an attack if you can't pay its Power (✪) cost.

2. Declare an enemy character as the target of the attack.
   a. Choose a character in the attacking character's LOS to be the target of the attack.
   b. Measure the range to the target of the attack.
   c. If the target isn't in range, choose one of the following:
      c.i. Choose a different target for the attack.
      c.ii. The attack action ends.
   d. If the target is in range, resolve effects that happen when a character is targeted, starting with the attacker.

3. Pay Power (✪) for the attack if applicable.

4. Create attacker's dice pool.
   a. Add a number of dice equal to the Strength (●) of the attack to the dice pool.
   b. Apply effects that add or remove dice.
   c. A dice pool can never be reduced to fewer than one die.

5. Create defender's dice pool.
   a. Add dice equal to the Defense that matches the attack's type.
   b. Apply effects that add or remove dice.
   c. A dice pool can never be reduced to fewer than one die.

6. Roll attacker's dice pool. This is the attack roll.

7. Roll defender's dice pool. This is the defense roll.

8. Resolve criticals (✦) rolled.
   a. The attacker rolls an additional die for each critical (✦) in the original attack roll.
   b. The defender rolls an additional die for each critical (✦) in the original defense roll.

9. Modify Dice
   a. Players modify their dice.
      a.i. The attacker applies rerolls and effects that change the attacker's die results to the attack roll.
      a.ii. The defender applies rerolls and effects that change the defender's die results to the defense roll.
   b. Players modify their opponent's dice.
      b.i. The attacker applies rerolls and effects that change the defense die results to the defense roll.

b.ii. The defender applies rerolls and effects that change the attacker's die results to the attack roll.

10. Calculate success or failure.

    a. Total the number of the attacker's criticals (⦿), wilds (◎), and hits (◉). This is the number of the attacker's successes.

    b. Total the number of the defender's criticals (⦿), wilds (◎), and blocks (◉), This is the number of the defender's successes.

    c. Subtract the total number of the defender's successes from the total number of the attacker's successes. If the result is 0 or less, the attack is a failure. If the result is greater than 0, the attack is a hit. The remaining number of successes is the amount of damage the attack will deal in the Apply Damage step.

11. Resolve effects that happen before damage is dealt.

    a. Apply attacker's effects.

    b. Apply defender's effects.

    c. Apply effects of Crisis cards.

12. Apply damage.

    a. The defending character suffers the damage (⊘) from the attack. A character can only take damage (⊘) equal to its remaining Stamina; any excess damage (⊘) is not applied. The target character gains an amount of Power (✪) equal to the amount of damage (⊘) suffered.

13. The attack is resolved.

14. Resolve effects that happen after the attack.

    a. Apply attacker's effects.

    b. Apply defender's effects.

    c. Apply effects of Crisis cards.
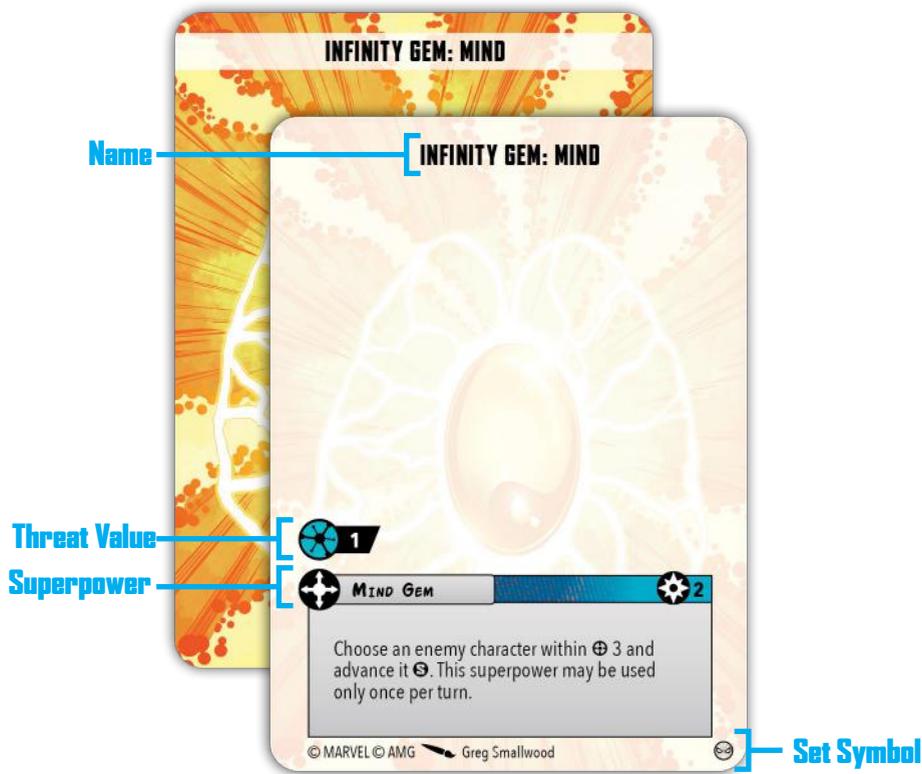
APPENDIX B: SPECIAL CONDITIONS

Here you will find a list of special conditions and their effects on the characters that have them in the *Crisis Protocol* base game. Additional special conditions will be released in future expansions; This document will be updated with all Special Conditions as they are added to the game.

- **Bleed** – The character suffers 1 damage (⊘) at the end of each of its activations.

- **Hex** – The character doesn't roll additional dice for its critical (⦿) results during attack, defense or dodge rolls.

- **Incinerate** – The characters removes one die from its defense rolls.

- **Judgment** – The character does not gain power when suffering damage from enemy attacks.

- **Poison** – The character loses 1 Power (✪) during the Power Phase.

- **Root** – The character must spend 1 ✪ before using an ⊕ or ⊗ super power.

- **Shock** – The characters removes one die from its attack rolls.

- **Slow** – The character can only use the Short (Ⓢ) movement tool while advancing.

- **Stagger** – When the character activates its first action must be a Shake action. This Shake action must remove the Stagger special condition.

- **Stun** – If an effect would cause the character to gain more than 1 Power (✪), it gains only 1 Power (✪) instead.

APPENDIX C: INFINITY GEMS

Some characters in Crisis Protocol have the Innate superpower ☻ Gem Bearer. This superpower allows a character to wield a mighty Infinity Gem! This superpower is listed with other keyword superpowers on the character's stat card and indicates which Gems the character may have. Each character may only have one Infinity Gem at a time. To have the option of including Infinity Gems in your squad, you must first include them in your roster. Each Infinity Gem is treated as a character when building your roster, so you will choose a total of ten characters and Infinity Gems combined. A character that has an Infinity Gem increases its Threat Value by the amount listed on the Infinity Gem's card. Place the Infinity Gem's card next to the character's stat card to show they are in possession of the Gem. Each roster may contain only one of each Infinity Gem. During the Power Phase, a character with an Infinity Gem gains one additional Power ✪ per Gem they have. Each Infinity Gem grants the character that has it a unique superpower found on the Gem's card.

Name

INFINITY GEM: MIND

INFINITY GEM: MIND

Threat Value — ✪ 1

Superpower — ✪ Mind Gem ✪2

Choose an enemy character within ⊕ 3 and advance it ⬡. This superpower may be used only once per turn.

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Set Symbol

APPENDIX D: TRANSFORM

Some characters have superpowers that allow them to Transform into other Forms. When a character that has multiple Forms is deployed, always deploy the Normal Form of the character. While in its Normal Form, a character uses the attacks, superpowers, speed, and size listed under its Normal heading. While transformed, it will use the attacks, superpowers, speed, and size listed under its Transformed heading. No matter the Form a character is in, it will use the Defense Values, Threat Level, and Stamina found in the center of the stat card.

When an effect or superpower causes a character to Transform, follow these steps:

- Place the miniature for the new Form the character is Transforming into on the battlefield within i 1 of its current position.

- Remove the Transforming character's original miniature. It is now represented on the battlefield by the new Form.

A character that Transforms is still the same character, so any effects, special conditions, or tokens on it remain when it Transforms. How and when a character can Transform is described in its various attacks, superpowers, special rules, and tactic cards.
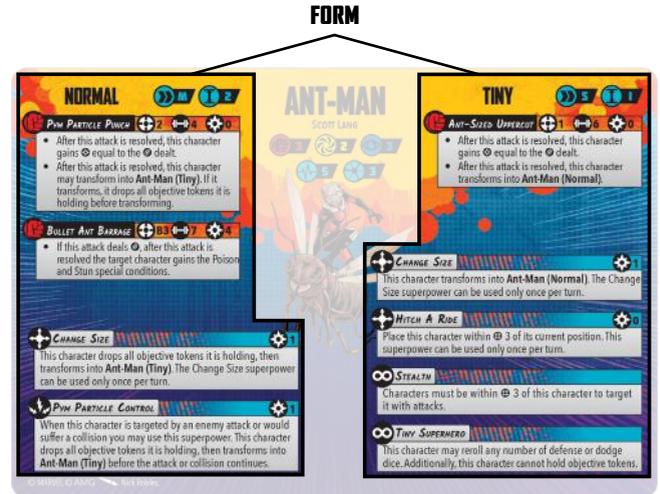
APPENDIX E: KEYWORDS

(☻) Immunity [Special Condition]

This character can't suffer the listed special condition. If it has the special condition and gains Immunity to it, the character removes the special condition.

For more information on special conditions, see p. 26.

(☻) Flight

When placing the movement tool during an advance, this character counts as Size 5.

(☻) Wall Crawler

When placing the movement tool during an advance, this character counts as Size 5.

For more information on size and movement, see p. 15.

(☻) Gem Bearer [Infinity Gem]

This superpower indicates which Infinity Gem the character may have. Each character may only have one Infinity Gem at a time.

(☻) Healing Factor [X]

At the end of each of this character's activations it may remove X damage from itself.

Phases of a Round:

POWER PHASE

1. Each character gains 1 Power (⊕).
2. Resolve any player effects that happen during the Power Phase, starting with the player with priority.
3. Resolve any effects of Crisis cards that happen during the Power Phase. The player with priority chooses the order.

ACTIVATION PHASE

1. Resolve any effects that happen at the start of the Activation Phase, starting with the player with priority. After any player effects, resolve Crisis card effects.
2. Players alternate turns until there are no more characters that can activate. During a turn, a player either activates a character or passes. A player who activates a character may make actions, use superpowers, and interact with objectives with that character.
3. Resolve any effects that happen at the end of the Activation Phase, starting with the player with priority. After any player effects, resolve Crisis card effects.

CLEANUP PHASE

1. Players score victory points (VPs) from Crisis cards. Mark these points on the Mission Tracker.
2. Resolve player effects that occur during the Cleanup Phase.
3. Resolve effects from Crisis cards. The player with priority chooses the order.
4. Characters with a Dazed token remove all Damage (⊘) tokens, special conditions, and their Dazed token. They then flip their stat cards over to the Injured side.
5. If the player who activated the last character during the Activation Phase has the Priority token, they pass it to their opponent.
6. Remove all Activated tokens from characters.
7. Move the Round token to the next round on the Mission Tracker and begin a new round, starting with the Power Phase.

Actions:

Move – Advance or Climb (pg.15)

Attack – Use an attack listed on your stat card.

Superpower – Use an Active (⊕) superpower that requires an action.

Shake – Remove one special condition.

ATTACK SEQUENCE

1. Choose an Attack
2. Declare a Target
3. Pay Power Cost
4. Create Attack Dice Pool
5. Create Defense Dice Pool
6. Roll Attack Dice
7. Roll Defense Dice
8. Resolve Criticals
9. Modify Own Dice
10. Modify Opposing Dice
11. Calculate Success or Failure
12. Resolve Effects before Damage
13. Apply Damage
14. Attack Is Resolved
15. Resolve Effects after the Attack

Dice Faces:

Critical ✸
Wild ◎
Hit ◉
Block ◉
Failure ☠

Icons:

Range ⊕
Power ✪
Strength ⬤
Leadership ✪
Active Superpower ⊕
Reactive Superpower ⬤
Innate Superpower ∞
Movement ⓢ ⓜ ⓛ
Physical ⓟ
Energy ⬤
Mystic ◉
Damage ⊘

Commonly Mistaken Rules:

Players only roll additional dice for criticals once per roll, not each time a critical is rolled.

Interacting with an objective is not an action.