ULTIMATE ENCOUNTER CORE RULES

In an Ultimate Encounter, players form a Crisis Team with multiple squads to battle a deadly threat in unique narrative missions called Encounters. Each of these Encounters specifies the number of players as well as the squad size for each player on their setup card.

CRISIS TEAM

Whenever the rules refer to the Crisis Team, it means all players that are part of the Crisis Team. If the Crisis Team must make a choice, players should work together to choose the most beneficial option for the team. The members of a Crisis Team are always working together and should help each other during the game!

COSMIC THREAT

The Cosmic Threat is represented by the opponent of the Crisis Team. The Cosmic Threat player’s goal is to complete their objectives and/or to thwart the plans of the Crisis Team.

GAME ROUNDS

Ultimate Encounters do not use the normal rules for game rounds. Instead of players alternating turns, the Crisis Team and the Cosmic Threat alternate turns.

Turns work slightly differently in Ultimate Encounters. When the Crisis Team takes a turn, they activate three characters in a row, completing
each activation and adding an Activated token to characters after each of their activations as normal.

After the Crisis Team has taken their turn and activated three characters, the Cosmic Threat player takes a turn in which they can activate an Encounter Character and up to one Minion character (see Minions on pg. 8). Instead of adding an Activated token to an Encounter Character at the end of a turn, they add an Activated token to the Encounter Tracker. Once the Encounter Tracker contains three Activated tokens, the Activation Phase is over and players proceed to the Cleanup Phase.

When an effect states that it lasts for one round, or the effect happens for ‘this round’, it does not actually last the entire round during Ultimate Encounters. Effects with a duration like this will last until the end of the next Cosmic Threat player’s turn.

Below are the modified rules for game rounds to be used with Ultimate Encounters.

### THE POWER PHASE

1. Each character gains 1 Power Ø.
2. Resolve any player effects that happen during the Power Phase, starting with the side with priority.
3. Resolve any effects of Encounters or Status cards that happen during the Power Phase. The side with priority chooses the order.

### THE ACTIVATION PHASE

1. Resolve any effects that happen at the start of the Activation Phase, starting with the side with priority. After any player effects, resolve Encounters or Status card effects that happen at the start of the Activation Phase.
2. The Crisis Team takes a turn, during which it activates three characters. Then the Cosmic Threat takes a turn, activating the Encounter Character and/or one Minion character. At the end of the Cosmic Threat player’s turn, they add an Activated token to the Encounter Tracker. A player who activates a character may make actions, use superpowers, and interact with objectives with that character. Repeat this process until three Activated tokens are added to the Encounter Tracker. When the third Activated token is added, move to step 3.
3. Resolve any effects that happen at the end of the Activation Phase, starting with the side with priority. After any player effects, resolve Encounters or Status card effects that happen at the end of the Activation Phase.

### CHARACTER ACTIVATIONS

Because of the way turns and activations work in Ultimate Encounters, it is possible that not all characters will activate every round.
SQUAD BUILDING

Players take one of two sides: Crisis Team or Cosmic Threat. How players build squads is indicated on each Encounter Setup card.

When Crisis Team players build their squads, they may use any characters and Team Tactic cards from their collection unless otherwise specified in the Encounter. However, players may not duplicate Alter Egos between their squads, even if their collections would allow it. Each player may use a different affiliation for their squad, but active Leadership abilities will affect only their squad. Team Tactic cards, however, can be used with any allied characters as specified on the individual card.

AFFILIATION & TACTICS

If a Team Tactic card refers to a character by affiliation, that character must be part of a squad using that affiliation. For example, if both players are playing squads with the Avengers affiliation, all Avengers characters may use the Avengers Assemble Team Tactic card when it is played.

Minions

Some missions allow the Cosmic Threat player to control specific additional characters. These characters are called Minions. If a mission tells players to use specific characters as Minions but you do not have those characters available to use, use the characters in your collection that best fit your narrative. Maybe Hulk is being controlled by the Mind Gem and is
helping Thanos achieve his goals. Perhaps Loki has struck a deal for his own life and is now fighting in service to the Cosmic Threat!

**DIFFICULTY**

Encounters have a Difficulty option on their mission setup card that will change portions of the Encounter. Players should agree on the difficulty level they would like to play during setup.

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**SELECTING A DIFFICULTY**

When playing an Ultimate Encounter, keep in mind that these are narrative scenarios meant to tell a story and create an atmosphere. While you can create highly optimized and effective squads designed around each Encounter, the difficulty level you choose should be adjusted to compensate for this.

**PRIORITY**

In an Ultimate Encounter, priority is not determined by a dice roll or passed during the Cleanup Phase. The mission setup explains how priority works for the Encounter.

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**ACTIVATING MINIONS**

If the Cosmic Threat player has Minions in play, each of them may be activated once per round like a normal character. When it is the Cosmic Threat player’s turn, they may activate one Minion without an Activated token before or after activating the Cosmic Threat. The Minion receives an Activated token as normal.

**STATUS CARDS**

Encounters may tell players to gain or draw a Status card from a deck. Status cards may give additional superpowers to characters, change how an existing rule on a character functions, or alter the rules of the Encounter. These cards should be placed next to the stat card of the character or in the play area of the player that receives them.

**ENCOUNTER CHARACTERS**

Characters with the Encounter Character keyword can only be used in the Encounter that specifies them by name and may not be included in rosters. Encounter Characters do not always have Threat Levels. If an Encounter Character is part of an affiliation, it will be listed in the Setup section of the Encounter.
ULTIMATE ENCOUNTER:
ALL WILL BE METAL

The Crisis Team players must battle Ultron, Master of Metal while evacuating civilians from the city. If they can Daze Ultron five times, his firmware will break down and he will be forced to retreat. Additionally, delaying his Doomsday Device long enough to rescue the terrified citizens will complete their objective of saving the populace from the mad machine!

Ultron, Master of Metal is attempting to destroy the city and its people. As the game goes on, Terrified Citizen tokens will appear around the battlefield. Removing those tokens using his Doomsday Device or interacting with them will score victory points. Additionally, controlling and powering up the Doomsday Device will not only help him eliminate the city but also score points directly. And as always with any good villain, Dazing and KO’ing opposing characters will bring him closer to victory!
DESIGNER NOTE

This Ultimate Encounter is designed to be able to be played with only the Marvel: Crisis Protocol Core set and a few print outs as an introduction to Ultimate Encounters. Feel free to customize your squads in the future – but if you would like to jump right in, we suggest the following squads for the Crisis Team:

- Crisis Team 1: Captain America, Captain Marvel, Spider Man, and Iron Man
- Crisis Team 2: Red Skull, Cross Bones, Doctor Octopus, Baron Zemo, Black Widow

Before setting up the Encounter, players should choose the difficulty level from the following chart.

DIFFICULTY

<table>
<thead>
<tr>
<th>Difficulty</th>
<th>Crisis Tactics</th>
<th>Doomsday Device</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tutorial</td>
<td>0</td>
<td>Roll 2 dice for the Doomsday Device each turn.</td>
</tr>
<tr>
<td>Normal</td>
<td>3</td>
<td>Roll 3 dice for the Doomsday Device each turn.</td>
</tr>
<tr>
<td>Hard</td>
<td>2</td>
<td>Roll 4 dice for the Doomsday Device each turn.</td>
</tr>
<tr>
<td>Insane</td>
<td>1</td>
<td>Roll 5 dice for the Doomsday Device each turn.</td>
</tr>
</tbody>
</table>
**MISSION SETUP**

When creating the battlefield for this encounter, make sure to include thematic elements such as buildings or other city features that civilians could hide in. Feel free to change the placement of the terrain so that the Home Base would be in a vantage point or hidden from Ultron.

**Priority**

The Crisis Team starts with priority and retains priority for the entire Encounter.

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**DEPLOYMENT**

The Crisis Team deploys their squads within 3 of their battlefield edge. Then the Cosmic Threat player deploys Ultron, Master of Metal within 3 of his battlefield edge.

**TOKENS**

**Terrified Citizen (Civilian):** Terrified Citizens are attempting to flee Ultron’s Doomsday Device and must be evacuated by the Crisis Team. A Crisis Team character cannot hold more than one Terrified Citizen at a time.

- Whenever a Crisis Team character drops a Terrified Citizen, the Crisis Team places the token instead of the Cosmic Threat.
- A character holding a Terrified Citizen cannot perform more than one move action per turn.

**Home Base (Target of Opportunity):** Home Base is a safe haven for Terrified Citizens, who must be brought there by the Crisis Team.

**Evacuated (Target of Opportunity):** Evacuated tokens show that the Crisis Team has already searched the terrain feature this round.

- Remove all Evacuated tokens from terrain features during the Cleanup Phase.
**ENDING THE ENCOUNTER**

**Mission Accomplished:** If the Crisis Team has 12 or more victory points at any time, they have thwarted Ultron’s plans and win the game!
- The Crisis Team earns victory points for each Doomsday Console they are controlling during the Cleanup Phase.
- The Crisis Team earns victory points for each Terrified Citizen token they bring to the Home Base during their turns.
- The Crisis Team wins the game if Ultron is KO’d.

**Pathetic Plans:** If the Cosmic Threat player has 12 or more victory points at any time, they have crushed the Crisis Team’s will and destroyed the city! The Cosmic Threat player wins.
- The Cosmic Threat player earns victory points for each Doomsday Console they are controlling during the Cleanup Phase.
- The Cosmic Threat player earns victory points for each Terrified Citizen token they bring to the Home Base during their turns.
- The Cosmic Threat wins the game if Ultron is KO’d.

**Extinction Imperative:** If at any point Ultron controls all four Doomsday Consoles, the machine immediately becomes fully operational and destroys the city, and the Cosmic Threat player wins the game.

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**Corrupted Firmware:** If Ultron would be Dazed, he gains Corrupted Firmware (see the We Are ULTRON! superpower). As the corruption spreads through his systems, he becomes less predictable.

**Doomsday Console (Target of Opportunity):** These are Ultron’s control consoles for his Doomsday Device. If he can get the device fully operational, it will destroy the whole city!
- Ultron rolls an additional die for the Doomsday Device effect for each Console he is controlling.
- Each player scores 1 VP at the end of each round for each Doomsday Console they are controlling.

**DOOMSDAY DEVICE**

Ultron, Master of Metal has assembled a mighty Doomsday Device to destroy the city.

At the start of each of the Cosmic Threat player’s turns, they roll dice equal to the number specified by the difficulty level. Add one die to this roll for each Doomsday Console they are controlling. Consult the list on the Cosmic Threat player card for the effects of each result, resolving the effect only once no matter how many of a given result are rolled. The effects are resolved in the order they appear in the list.

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**SCORING**

- Players score 1 VP for each Doomsday Console they are controlling during the Cleanup Phase.
- The Crisis Team can score VPs by evacuating Terrified Citizens at the Home Base.
- The Cosmic Threat can score VPs by interacting with Terrified Citizens, via the Doomsday Device, or by KO’ing Crisis Team characters.

**SPECIAL RULES**

You will find all of the special rules for the Crisis Team and the Cosmic Threat on the tip cards for this Ultimate Encounter.
CRISIS TEAM TIP CARD:
ALL WILL BE METAL

TOKENS

Terrified Citizen (Civilian): Terrified Citizens are attempting to flee Ultron’s Doomsday Device and must be evacuated by the Crisis Team. A Crisis Team character cannot hold more than one Terrified Citizen at a time.

- Whenever a Crisis Team character drops a Terrified Citizen, the Crisis Team places the token instead of the Cosmic Threat.
- A character holding a Terrified Citizen cannot perform more than one move action per turn.

Home Base (Target of Opportunity): Home Base is a safe haven for Terrified Citizens, who must be brought there by the Crisis Team.

Evacuated (Target of Opportunity): Evacuated tokens show that the Crisis Team has already searched the terrain feature this round.

- Remove all Evacuated tokens from terrain features during the Cleanup Phase.

Corrupted Firmware: If Ultron would be Dazed, he gains Corrupted Firmware (see the We Are ULTRON! superpower). As the corruption spreads through his systems, he becomes less powerful.

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- Ultron rolls an additional die for the Doomsday Device effect for each Console he is controlling.
- Each player scores 1 VP at the end of each round for each Doomsday Console they are controlling.

COSMIC THREAT TIP CARD:
ALL WILL BE METAL

TOKENS

Terrified Citizen (Civilian): Terrified Citizens are attempting to flee Ultron’s Doomsday Device and must be evacuated by the Crisis Team. A Crisis Team character cannot hold more than one Terrified Citizen at a time.

- Whenever a Crisis Team character drops a Terrified Citizen, the Crisis Team places the token instead of the Cosmic Threat.
- A character holding a Terrified Citizen cannot perform more than one move action per turn.

Home Base (Target of Opportunity): Home Base is a safe haven for Terrified Citizens, who must be brought there by the Crisis Team.

Evacuated (Target of Opportunity): Evacuated tokens show that the Crisis Team has already searched the terrain feature this round.

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Doomsday Console (Target of Opportunity): These are Ultron’s control consoles for his Doomsday Device. If he can get the device fully operational, it will destroy the whole city!

- Ultron rolls an additional die for the Doomsday Device effect for each Console he is controlling.
- Each player scores 1 VP at the end of each round for each Doomsday Console they are controlling.
CRISIS TEAM SPECIAL RULES

Find the Civilians: Crisis Team characters can interact with terrain features as if they were Objective tokens.

Interact (Terrified Citizen): Pick up the Terrified Citizen.

Interact (Home Base): A Crisis Team character does not have to spend a to interact with this token. If the interacting character is holding a Terrified Citizen, remove the Terrified Citizen from the character. The Crisis Team scores 1 VP.

Interact (Terrain Feature): If the terrain feature does not have an Evacuated token, roll dice equal to the size of the terrain feature. If one or more dice are 6 or 7, the character has found a Terrified Citizen and picks it up. If the character finds a Terrified Citizen, add an Evacuated token to the terrain feature.

Interact (Doomsday Console): If the Doomsday Console is not contested by an enemy character, the Crisis Team players are now controlling the Doomsday Console.

ENDING THE ENCOUNTER

Mission Accomplished: If the Crisis Team has 12 or more victory points at any time, they have thwarted Ultron’s plans and win the game!

- The Crisis Team earns victory points for each Doomsday Console they are controlling during the Cleanup Phase.
- The Crisis Team earns victory points for each Terrified Citizen token they bring to the Home Base during their turns.
- The Crisis Team wins the game if Ultron is KO’d.

Pathetic Plans: If the Cosmic Threat player has 12 or more victory points at any time, they have crushed the Crisis Team’s will and destroyed the city! The Cosmic Threat player wins.

- The Cosmic Threat player earns victory points for each Doomsday Console they are controlling during the Cleanup Phase.

Extinction Imperative: If at any point Ultron controls all four Doomsday Consoles, the machine immediately becomes fully operational and destroys the city, and the Cosmic Threat player wins the game.

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COSMIC THREAT SPECIAL RULES

Interact (Terrified Citizen): Remove the Terrified Citizen from the battlefield. The Cosmic Threat player scores 1 VP.

Interact (Doomsday Console): The Cosmic Threat player is now controlling the Doomsday Console.

The Flesh Is Weak: The Cosmic Threat player scores 1 VP each time an enemy character is KO’d.

DOOMSDAY DEVICE

Ultron, Master of Metal has assembled a mighty Doomsday Device to destroy the city.

At the start of each of the Cosmic Threat player’s turns, they roll dice equal to the number specified by the difficulty level. Add one die to this roll for each Doomsday Console they are controlling. Consult the list below for the effects of each result, resolving the effect only once no matter how many of a given result are rolled. The effects are resolved in the order they appear in the list below.

Blank or 6 Secondary Power Reserves: Ultron, Master of Metal gains 3 5. Additionally, if the Cosmic Threat player is not controlling any Doomsday Consoles, choose a Doomsday Console. The Cosmic Threat player is now controlling that Doomsday Console.

One Path to Peace: Remove all Terrified Citizen tokens from the battlefield. The Cosmic Threat player scores 1 VP for each Citizen removed in this way.

Horrifying Scraping Sound: Crisis Team characters drop all Objective tokens they are holding. If no Crisis Team characters are holding Objective tokens, treat this result as a Devastating Barrage.

A Better Age...: The Cosmic Threat player chooses a terrain feature with an Evacuated token on it. If there are no Evacuated tokens on terrain features, they may choose any terrain feature. The Crisis Team places a Terrified Citizen token within 1 of the chosen terrain feature, then the terrain feature is destroyed and removed from the battlefield.

Ultron, Master of Metal gains 3 equal to the size of the terrain feature.

Devastating Barrage: The Cosmic Threat player chooses three Crisis Team characters within 3 of the Home Base token. The chosen characters suffer 1 and gains 1 5.
**ULTIMATE ENCOUNTER:**

**ALL WILL BE METAL**

**ENCOUNTER TRACKER**

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**Encounter Character, Flight, Immunity [Bleed, Poison, Stagger, Stun]**

When Ultron, Master of Metal would gain a Dazed token, if he has four or less Corrupted Firmware tokens he instead removes all and special conditions from himself and gains a Corrupted Firmware token. Place him within 3 of his current location or within 1 of a Doomsday Console that is controlled by the Cosmic Threat player. Otherwise, Ultron, Master of Metal is KO’d and removed from the table.