ALL WILL BE METAL PROGRAMMING CARD

These tip cards give flow charts and guidance for a different way to play the All Will Be Metal Ultimate Encounter. By following these rules, you can play this encounter with only two players—both on the Crisis Team. The players will still have to make some decisions for Ultron and should always do so in an intelligent way. Ultron would never move in a way that would prevent him from executing his plan or that would block his attacks! We suggest that a player who is familiar with the encounter be the one to resolve all Ultron, Master of Metal activations, but all players should give input when making decisions on how and where Ultron will move and attack.

SPECIAL RULES

When a Function selects a character or object, ignore Dazed characters or characters with special rules that would prevent the Function from occurring (such as the Stealth superpower).

We Are Ultron!: When selecting the position Ultron is placed after being Dazed, prioritize the following options in order: (1) an Ultron-controlled Doomsday Console with the fewest Crisis Team characters within $\oplus$ 2, (2) if there is a tie or Ultron controls no Doomsday Consoles, place Ultron toward the Home Base token.

Enough!!!: If Ultron ever suffers 3 or more damage from an enemy attack, he uses the **Enough!!!** superpower on the attacking character. When resolving the throw, Ultron does the following:

If there is another Crisis Team character in range to suffer a collision with the thrown character, Ultron throws the attacking character into that character. If there are multiple Crisis Team characters in range, the players should prioritize the following options in order: (1) holding a Terrified Citizen token, (2) Injured, (3) lowest Physical Defense. If there is still a tie, the players should choose the option that is worst for them.

If there is no character in range for the character to suffer a collision with but there is an interactive terrain feature in range, Ultron throws the character into the terrain feature.

If there is no terrain feature within range, Ultron throws the character away from himself. Players should throw the character in a manner that is least beneficial to themselves.

THE DOOMSDAY DEVICE:

Secondary Power Reserves: Ultron, Master of Metal gains 1 VP when this result is rolled. The chosen console is one not within ⊕ 5 of Ultron. If this is not possible or there are multiple consoles not within ⊕ 5 of Ultron, the players choose the console that becomes Ultron's, prioritizing any they control.

One Path to Peace: N/A

Horrifying Scraping Sound: N/A

A Better Age…: When selecting the terrain feature to be destroyed, prioritize the following options in order: (1) within ⊕ 2 of Home Base, (2) within ⊕ 2 of Ultron, (3) largest Size. If there is still a tie, the players must choose which terrain feature is destroyed.

Devastating Barrage: When selecting which characters will be affected by the Barrage, prioritize the following the Priority Programming found on the AI card. If there is still a tie, the players choose any remaining characters.

PROGRAMMING & ASSAULT FUNCTIONS

Functions: After resolving the Doomsday Device, Ultron will follow his programming depending on his surroundings. At the start of each Cosmic Threat turn, players reference the Programming Functions card to see what Ultron will do during his turn. Always start with the top left Function on the AI card. If there are multiple options for Ultron that all meet the requirement of the Function, first use the Priority Programming section of the AI card to determine the choice. If it is still not possible, the players choose the option that is the worst outcome for them. Some Functions require Ultron to spend power, but in this version of the Ultimate Encounter, Ultron does not gain or spend power—he can always use the attacks or superpowers listed in his Functions.

Terrified Citizens: If Ultron ever ends a movement or activation within ⊕ 1 of a Terrified Citizen, he interacts with it immediately.