

GAME OVERVIEW

TEAM ROSTER

- Select 10 Characters
- Select 10 Team Tactics cards
- Select 3 Secure Crisis cards
- Select 3 Extraction Crisis cards

CREATING THE BATTLEFIELD

- Played on a 36" x 36" board
- Mix of Terrain features:
 - Minimum of 12 features, ranging from Sizes 1 - Size 5
 - Majority should be Sizes 2-4
- Players agree on Terrain placement, but not within Range 2 of battlefield edge or another terrain feature

PRIORITY

- Roll 5 dice, most Crits, Wilds, and Hits wins, will go first this game
- To break ties Priority goes to player with most Crits, then Wilds, then Hits. If still tied, re-roll dice
- Priority will shift as needed to ensure players alternate activations

BUILDING A MISSION

- Player with Priority selects either Secure or Extraction deck. Draw one
- Other player gets the *other* Crisis type. Simultaneously draws one
- Non-priority player selects which Threat value to use from both cards
- Non-priority player also selects deployment edge

BUILDING A SQUAD

- Select Characters from Team Roster that add up to selected Threat Value
- Keep Squad secret until Deployment

DEPLOYMENT

- Reveal Squads and Tactic Cards
- Starting with Priority player, take turns deploying Characters
- Characters must be placed within Range 3 of deployment edge

WINNING THE GAME

- Score 16 or more VPs, have more VPs after 6 rounds, or eliminate all Characters from the other team
- If players score 16 VPs at the same time, player with more VPs wins
- If still tied, keep playing until one player scores more VPs than opponent. They immediately win
- If players are tied after 6 rounds, play until one player gets more VPs

MARVEL CRISIS PROTOCOL

ACTIONS

Pick any two (2) actions:

MOVE

- Advance or Climb

ATTACK

SUPERPOWER

- When marked as an action (bold)

SHAKE

- Remove one Special Condition

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.

GAME ROUND

POWER PHASE

- All characters gain one Power (⚙️)
- Resolve Power Effects
- Resolve Crisis Card Effects

ACTIVATION PHASE

- Begin with Player who has Priority (first to finish activating after round 1)
- Players alternate turns
 - Activate one character without an Activated Token or Dazed Token
 - Play any number of Tactic Cards
- Place Activation Token

CLEANUP PHASE

- Score Victory Points
 - Controlled Objectives
- Resolve Player Effects
- Resolve Crisis Card Effects
- Dazed Characters
 - Remove all Damage (💥)
 - Remove Special Conditions
 - Remove Dazed Token
 - Flip Stat Card to Injured side
- Determine Priority (alternate players)
- Remove all Activation Tokens
- Advance Round Marker

OBJECTIVE TOKENS

INTERACTING

- Within Range 1 of Objective Token, pay one Power (⚙️) to Interact
- Can only Interact with token once
- Can Interact with multiple tokens

CONTESTING

- Just needs to be within Range 1
- Most Healthy characters secure token
- If no Healthy characters, most Injured characters secure token
- Dazed characters can't contest tokens

CONTROLLING

- Card will explain how to control
- Place a token showing who controls it
- Remove other player's token, if any
- Proximity of enemy characters doesn't matter for controlling

HOLDING / DROPPING

- Place Interacted token on Stat card
- When character Dazed or KO'd, drop any tokens held:
 - Place within Range 2 of character
 - Opponent places token

DICE FACES



Wild
Universal
Success,
Trigger Abilities



Critical
Universal
Success, Roll
Another Die



Hit
Attack
Success



Block
Defensive
Success



Failure
No Re-Roll



Blank
No Effect

CHARACTER ATTACKS

• Attack Types:

-  Physical
-  Energy
-  Mystic

⊕ Range:

- Max distance between 1-5

⊕ Strength - Dice rolled for attack

⊕ Power Cost

ATTACK RESOLUTION

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 (roll new dice)
9. Modify your Own Dice and Opposing Dice
10. Calculate Success or Failure
11. Resolve Effects before Damage
12. Apply Damage
13. Attack is Resolved
14. Resolve Effects after the Attack

MODIFYING DICE

In step 9 of the Attack Resolution, remember to Modify Dice in this order:

- Attacker applies re-rolls and powers that affect Attack dice
- Defender applies re-rolls and powers that affect Defense dice
- Attack applies re-rolls and powers that affect Defense dice
- Defender applies re-rolls and powers that affect Attack dice

COMMON MISTAKES

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

Interacting with an objective is not an action but costs 1 Power.

MOVEMENT RULES

A Character Base must physically fit and balance on terrain or they can't end a Movement there

ADVANCING

- Use character Speed Stat or smaller
- Character Base cannot overlap another character or overhang a terrain feature.
- Movement Tool touches Character base, pivots. Can overlap other character bases and terrain that is same size or smaller than character
- Move character in contact with any part of the movement tool

CLIMBING

- When climbing, advance Short (S)
- When placing movement tool for Climb, character is considered to be Size 5.

THROWN

- Position the correct movement tool straight
- Stop along tool if base contacts a character base or terrain. Otherwise move full distance
 - Throwing character doesn't count
 - Terrain that thrown character was already overlapping doesn't count
- If collided with terrain, suffer 1 Damage. Remove terrain if it's smaller than thrown character
- If collided with another Character, suffer 1 Damage. Other Character makes a Dodge Roll: Size +1 Damage coming in, roll dice equal to Physical Defense (P)

PUSHED

- Follow the same Rules as Thrown
- Doesn't Collide with Terrain or Characters, so no Damage is taken

PLACE

- Measure Range from Character or Object, place where it can balance and fit

TOWARD OR AWAY

- Draw straight line between the two interacting Characters/Objects
- Create 90-degree angle with any movement tool
 - Place touching the moving Character, centered on the line
 - Moving Character can't cross lines made by either arm of tool

SPECIAL ATTACKS

If an attack has an icon before the name, like @Bleed, you have to roll the icon to apply that effect to the attack.

BEAM AND AREA ATTACKS

- The 'B' before the Range indicates Beam
- The 'A' before the Range indicates Area
- Damages Allied and Enemy characters
- For Beam Attacks place the range tool with a short end centered on the attacking Character
 - All Characters with bases overlapped or contacting the range tool will be affected
- For Area Attacks, all Characters within listed range will be affected
- Pay Power cost once
- Attack order is attacking player's choice
- Roll attack for each Character in range and in LOS of attacking mini
- Other allied Characters suffer 1 damage but no other effects after all other attacks

SPECIAL CONDITIONS

-  **Bleed** - Suffer 1 damage (D) at the end of each activation
-  **Hex** - Character doesn't roll additional dice for Critical (!!)
-  **Incinerate** - Remove 1 die from defense rolls
-  **Judgement** - Do not gain power when suffering damage from attacks
-  **Poison** - Lose 1 Power during the Power Phase
-  **Root** - Spend 1 power before using an Active (A) or Reactive (R) super power
-  **Shock** - Remove 1 die from attack rolls
-  **Slow** - Can only use the Short (S) movement tool while advancing
-  **Stagger** - First action must be Shake action to remove Stagger condition
-  **Stun** - If effect would cause character to gain more than 1 Power (P), only gain 1 Power instead

TERRAIN

Before the game begins, players agree on the size and type of each terrain feature

SIZE VALUE

- Explains the size and weight of each terrain feature
- Example of common terrain:
 - Size 1: Benches, small crates, lampposts
 - Size 2: Dumpsters, cry tubes, cars
 - Size 3: Kiosks, billboards, food trucks
 - Size 4: Trucks, market stands
 - Size 5: Buildings, monoliths, pyramids

INTERACTIVE TERRAIN

- Characters may have abilities to throw interactive terrain
- Sometimes there are special rules listed on Crisis cards
- Is **destroyed** when thrown
 - Can damage characters (see Dodge Thrown Stuff)
 - Will destroy terrain smaller than thrown terrain
 - Remove from battlefield
 - Place characters who were standing on destroyed terrain directly on table in same position

NON-INTERACTIVE TERRAIN

- Sometimes there are special rules listed on Crisis cards
- Often modeled into the battlefield
- Cannot be thrown or destroyed

DODGE THROWN STUFF

Dodge is only used when an object or character is being thrown at a figure:

1. Determine incoming damage by adding 1 to the size of the thrown terrain or character
2. Roll dice equal to Physical Defense
3. Roll additional die for each Critical in the initial dodge roll
4. Modify Dodge dice for special rules and effects
5. Reduce incoming damage by 1 for each Critical (?!), wild (@), block (🛡️)
6. Suffer remaining damage

CHARACTER ABILITIES

Three Types of Powers and Leadership:

- 🌀 **Active** - used any time during Character's activation. If it says "Action", it takes an action to use.
- 🔥 **Reactive** - Need a triggering event to be used. Can only be used once per triggering event
- ∞ **Innate** - Never cost Power and does not need to be activated. Characters can't use when they have a Dazed Token
- ★ **Leadership** - If Character has Leadership ability and squad has required affiliation, gain this ability while Character is on the battlefield. Must pick one Leadership ability for the game, if multiple Characters have one

COVER

All requirements met by terrain features:

- Defender is within Range 1 of Terrain same size as character or larger
- Straight line from any portion of attacker's base to any part of defender's base through terrain
- Attacker is not within Range 2 of defender

During the Modify Defense Dice step, defending character behind cover may change one defense die to a block (🛡️).

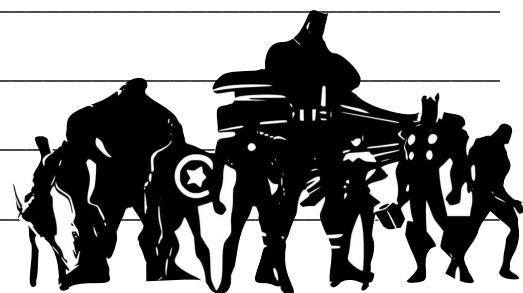
LINE OF SIGHT

- For LOS, Characters need a straight, unobstructed line from any part of one base to any part of other base or object.
- The line can pass through other characters but not terrain with a larger size than the target Character or object.
- Add the size of Character with the size of terrain when determining LOS. But ignore terrain a Character is standing on for LOS

CHARACTER CARD ICONS

- 📊 **Stamina** - Max Damage a character can take before becoming Dazed or Knocked Out
- ➡️ **Speed** - The max size of the measurement tool used
- 📏 **Size** - Used in movement and for determining Line of Sight
- 🌀 **Threat Level** - Determines cost of Characters in a squad
- 🔥 **Physical Defense** - Dice rolled when targeted by Physical attacks
- ⚡ **Energy Defense** - Dice rolled when targeted by Energy attacks
- 👁️ **Mystic Defense** - Dice rolled when targeted by Mystic attacks

NOTES



DAILY 14 BUGLE

MUTANT EXTREMISTS TARGET U.S. SENATORS!

SETUP

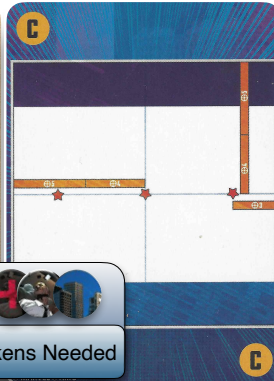
Randomly place three Safe Houses (Target of Opportunity) face down as shown on map C.

SCORING

Players score 2 VPs if a character they control is holding the Senator during the Cleanup Phase.



Tokens Needed



DAILY 15 BUGLE

MYSTIC WAKANDAN HERBS: FACT OR FICTION?

SETUP

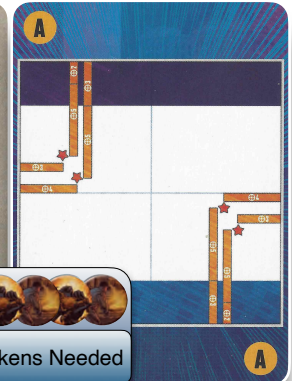
Place two Herb (Asset) onto the central points on map A. Place two Vessels (Target of Opportunity) on the other two points.

SCORING

Players score 4 VPs if an allied character is holding their Herb while contesting their Vessel during the Cleanup Phase.



Tokens Needed



DAILY 17 BUGLE

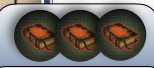
THE MONTESI FORMULA FOUND

SETUP

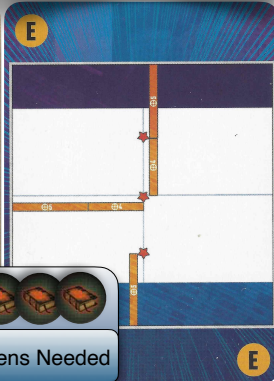
Place three Spellbooks (Asset) as indicated on map E.

SCORING

Players score 1 VP for each Spellbook held by a character they control during the Cleanup Phase.



Tokens Needed



DAILY 17 BUGLE

SKRULLS INFILTRATE WORLD LEADERSHIP

SETUP

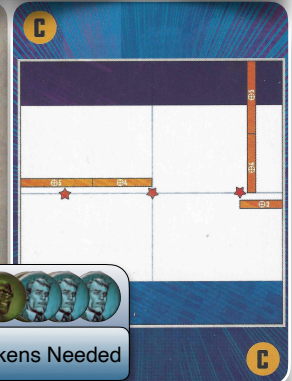
Place three Decoys (Civilians) as shown on map C.

SCORING

Players score 2 VPs if a character they control is holding the Skrull Agent during the Cleanup Phase.



Tokens Needed



DAILY 17 BUGLE

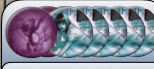
SPIDER-INFECTED INVADE MANHATTAN

SETUP

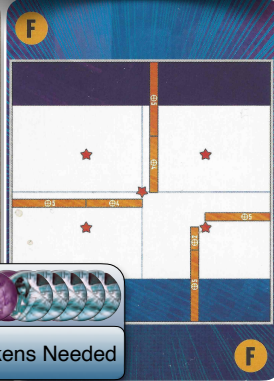
Place five Spider-Virus Infected (Civilians) as shown on map F.

SCORING

Players score 1 VP for each Infected held by a character they control during the Cleanup Phase.



Tokens Needed



DAILY 17 BUGLE

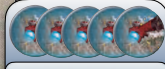
STRUGGLE FOR THE CUBE CONTINUES

SETUP

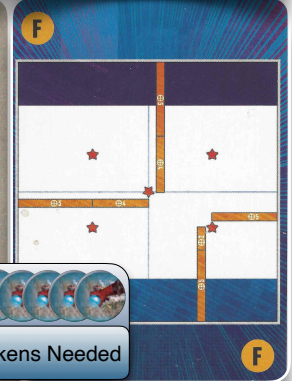
Place five Cosmic Cube Fragments (Assets) as shown on map F.

SCORING

Players score 1 VP for each Fragment held by a character they control during the Cleanup Phase.



Tokens Needed



DAILY 18 BUGLE

FEAR GRIPS WORLD AS "WORTHY" TERRORIZE CITIES

SETUP

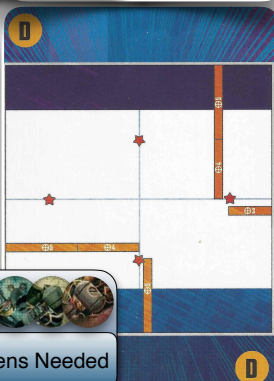
Place four Celestial Hammers (Asset) as shown on map D.

SCORING

Players score 1 VP for each Celestial Hammer held by a character they control during the Cleanup Phase.



Tokens Needed



DAILY 19 BUGLE

PANIC GRIPS CITY AS EVACUATION EFFORTS CONTINUE!

SETUP

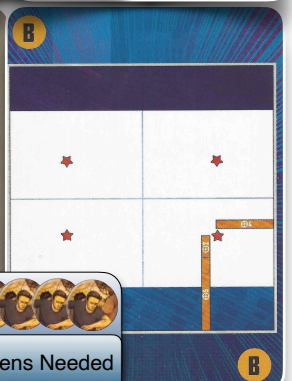
Place four Citizens (Civilian tokens) as indicated on map B.

SCORING

Players score 1 VP for each Citizen held by a character they control during the Cleanup Phase.



Tokens Needed



DAILY 20 BUGLE

ALIEN SHIP CRASHES IN DOWNTOWN!

SETUP

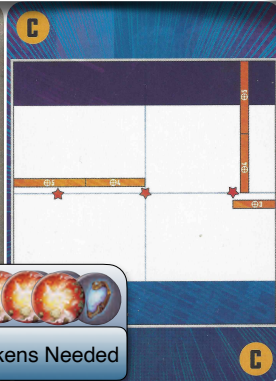
Place three Rubble Piles (Target of Opportunity) as shown on map C.

SCORING

Players score 2 VPs if a character they control is holding the Core during the Cleanup Phase.



Tokens Needed



DAILY 15 BUGLE

GAMMA WAVE SWEEPS ACROSS MIDWEST

SETUP
Place three Gamma Shelters (Target of Opportunity) on the battlefield as shown on map E.

SCORING
Players score 1 VP for securing the close, 2 VPs for the central, and 3 VPs for the far Shelter during the Cleanup Phase.

 Tokens Needed

E

DAILY 16 BUGLE

COSMIC INVASION! BLACK ORDER DESCENDS ON EARTH

SETUP
Place four Cosmic Vaults (Target of Opportunity) onto the battlefield as indicated on map D.

SCORING
Players score 1 VP for each Cosmic Vault they secure during the Cleanup Phase.

 Tokens Needed

D

DAILY 16 BUGLE

MAYOR FISK VOWS TO FIND MISSING WITNESSES

SETUP
Place two Witnesses (Civilian) on the points near each board edge as shown on map C.

SCORING
Players score 2 VPs for each Witness they are securing during the Cleanup Phase.

 Tokens Needed

C

DAILY 17 BUGLE

DEADLY METEORS MUTATE CIVILIANS

SETUP
Place three Origin Bombs (Target of Opportunity) as shown on map C.

SCORING
The player controlling the most Origin Bombs scores 3 VPs during the Cleanup Phase.

 Tokens Needed

C

DAILY 17 BUGLE

INFINITY FORMULA GOES MISSING!

SETUP
Place four Serum Canisters (Target of Opportunity) as shown on map B.

SCORING
Players score 1 VP for each Serum Canister they are securing during the Cleanup Phase.

 Tokens Needed

B

DAILY 17 BUGLE

RIOTS SPARK OVER EXTREMIS 3.0

SETUP
Place four Extremis Consoles (Target of Opportunity) as shown on map D.

SCORING
Players score 1 VP for each Extremis Console they secure during the Cleanup Phase.

 Tokens Needed

D

DAILY 18 BUGLE

MUTANT MADMAN TURNS CITY CENTER INTO LETHAL AMUSEMENT PARK

SETUP
Place four Traps (Target of Opportunity) as indicated on map B.

SCORING
Players score 1 VP for each Trap they control during the Cleanup Phase.

 Tokens Needed

B

DAILY 18 BUGLE

PORTALS OVERRUN CITY WITH SPIDER-PEOPLE!

SETUP
Place four Inheritor Portals (Target of Opportunity) as indicated on map D.

SCORING
Players score 1 VP for each Portal they Control during the Cleanup Phase.

 Tokens Needed

D

DAILY 19 BUGLE

DEMONS DOWNTOWN! HAS OUR COMEUPPANCE COME DUE?

SETUP
Place three Flaming Portals (Target of Opportunity) as indicated on map E.

SCORING
Players score 1 VP for each Flaming Portal they are securing during the Cleanup Phase.

 Tokens Needed

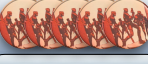
E

DAILY 20 BUGLE

SUPER-POWERED SCOUNDRELS FORM SINISTER SYNDICATE!

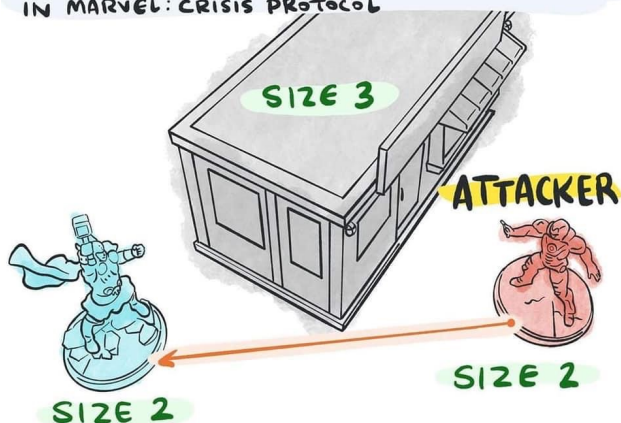
SETUP
Place 5 Ambush Tokens (Target of Opportunity) as shown on map F.

SCORING
Players score 1 VP for each Ambush they secure during the Cleanup Phase.

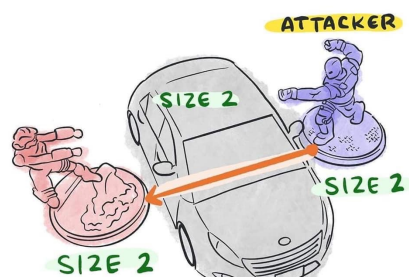
 Tokens Needed

F

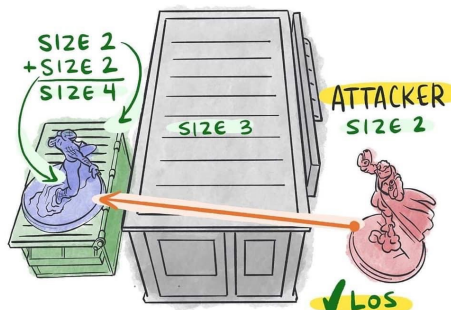
CHECKING LINE OF SIGHT IN MARVEL: CRISIS PROTOCOL



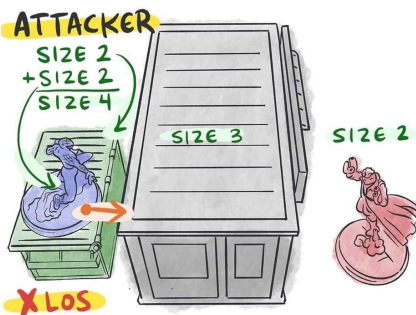
ONE STRAIGHT LINE, UNOBSTRUCTED BY
TERRAIN LARGER THAN TARGET ✓LOS



OBSTRUCTING TERRAIN SIZE IS
NOT LARGER THAN TARGET SIZE ✓LOS
*LISTED SIZE, NOT ACTUAL SIZE

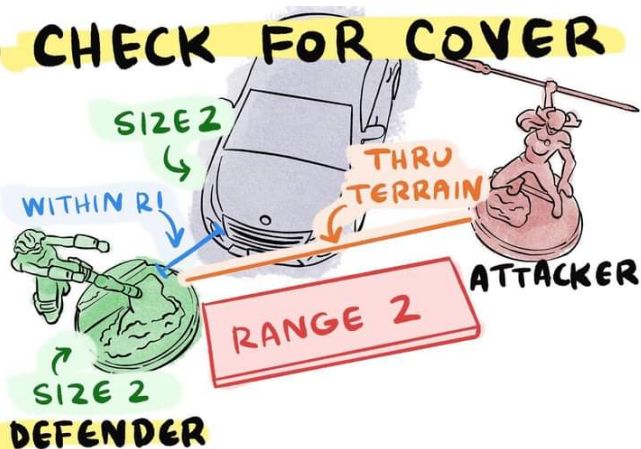


A TARGET STANDING ON TERRAIN
ADDS ITS SIZE TO THE TERRAIN SIZE
ONLY FOR DETERMINING LOS (NOT COVER!)



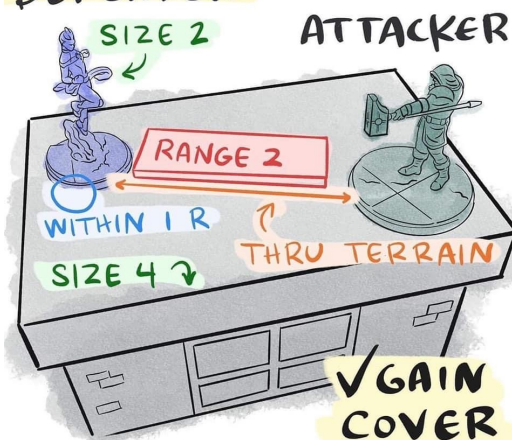
IGNORE TERRAIN YOU'RE ON WHEN
DETERMINING LOS. TERRAIN > QUILL,
SO SPIEY DOES NOT HAVE LOS.

CHECK FOR COVER



- ✓ TERRAIN SIZE $\geq$ YOUR SIZE?
- ✓ WITHIN RANGE 1 OF TERRAIN?
- ✓ AT LEAST 1 LINE GOES THRU TERRAIN?
- ✓ ATTACKER IS > RANGE 2 AWAY
- ✓ CHANGE 1 DEFENSE DIE TO A BLOCK!

DEFENDER



DEFENDER

