

VIBRANIUM HEIST EVENT

In this packet you will find official rules and helpful suggestions for running a Vibranium Heist Event.

This kit is designed to be used as a one-day event and supports eight players. If you have more players, you can combine multiple kits to have enough prizes for each player. Players receive prizes based on games played and miniatures painted (see Prize Support for details).

Below we outline the suggested guidelines for running this event—including how to handle prize support, hobby, and modeling—and the responsibilities of players and Event Organizers.

EVENT STRUCTURE

This event is a one-day event. Players will play two games – once as each side of an asymmetrical Mission. Each player receives 2 mission cards, 1 *Erik Killmonger, Chosen of the K'Iluna* card and 1 token sheet at the start of the event, which are theirs to keep.

Do not track wins and losses during this event. This event is designed to create a narrative story experience and is not about winning or losing games. Players should help each other with the rules of the game and the tactics implemented during play.



PLAYER RESPONSIBILITIES

Players attending an event are responsible for supplying their own miniatures, cards, dice, measuring tools, tokens, rosters, and other game pieces that are required during play.

MINIATURES

Each player must have the miniature for each character on their squad. Players are allowed to customize their miniatures as they like but must follow these guidelines:

1. The miniature must be made from a majority of Atomic Mass Games miniature parts from the *Crisis Protocol* miniatures line.
2. The miniature must be easily identifiable as the character it represents.
3. Players may not customize a miniature in such a way that any part of the miniature represents the intellectual property of any party except Marvel, including copyrighted logos, symbols, iconic elements, or other iconography.
4. The size or pose of a customized miniature cannot interfere with game play.
5. Miniatures must always be attached to an Atomic Mass Games base or a modeled base that is the appropriate size and shape of the original miniature.

CARDS

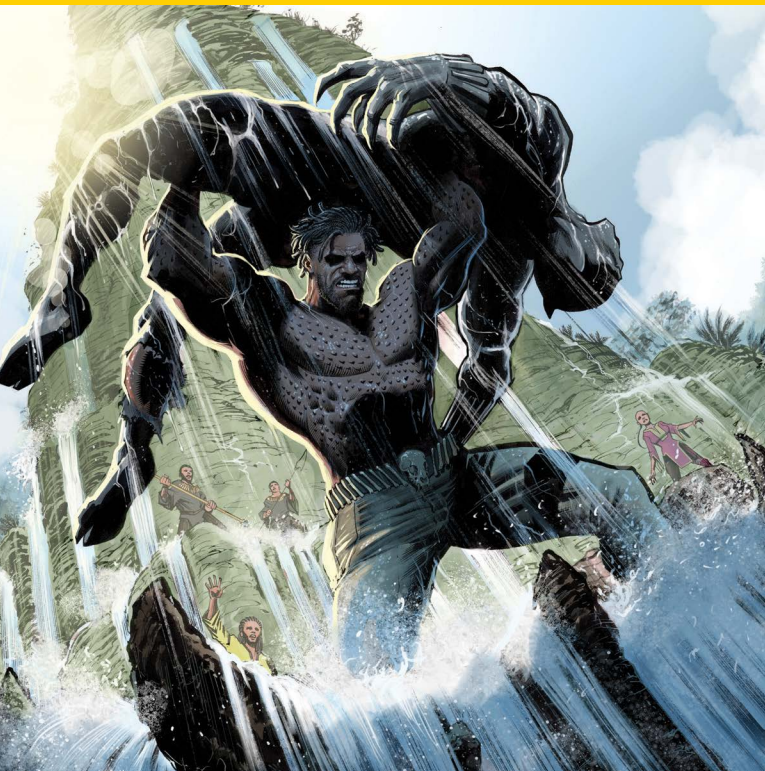
A player must have all Character cards, Team Tactic cards, and Crisis cards included in their roster or squad. Proxies of cards are not allowed.

DICE

Players must use official *Crisis Protocol* dice. This includes the dice found in the Core Box, Dice Expansions, and / or promotional material distributed by Atomic Mass Games. Players may not use replacement dice.

MEASURING TOOLS

Players are required to bring their own set of measuring tools. This includes both range and movement tools. Players are never allowed to modify their measuring tools but may replace them. Players using substitutions should check with the EO before the event begins so the tools can be verified as being the correct size and shape. Players may not use measuring devices that do not have an equivalent tool supplied by Atomic Mass Games.



TOKENS

There are two types of tokens in *Crisis Protocol*: *essential* and *nonessential*. **Essential** tokens are tokens placed on the game board to represent specific effects. These tokens have a specific size and are supplied with the characters or cards that require them. **Nonessential** tokens are usually placed on character cards and are used to track damage, power, or an effect.

Players are never allowed to modify their essential tokens but may replace them. Players using substitutions should check with the EO before the event begins so the tokens can be verified as being the correct size and shape. Players may modify or replace nonessential tokens as long as the tokens used are clear and do not interfere with game play.

ROSTERS & SQUADS

Players do not build rosters in this event but will build squads. Some of these missions will limit what is available to players when building a roster or a squad or give additional characters they can use. The rules for building a roster or squad can be found on page 9 of the *Core Rules* book, found at AtomicMassGames.com/Rules.

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SPORTSMANSHIP

Disputes and disagreements about the application of rules may happen during the course of a game, but this is an event designed to let everyone learn the rules of the game in a fun, friendly, and positive atmosphere. If players have trouble locating a rule or solving a dispute, they can either ask another player or the Event Organizer for help or simply use dice to roll off for it in the same way as rolling for Priority at the start of the game. After the game, the players can take the time to check the rules to determine how to handle the situation in the future.

EVENT ORGANIZER RESPONSIBILITIES

TERRAIN

Event Organizers are responsible for supplying 3D terrain and game mats and should attempt to use consistently sized terrain for all tables if possible. If using terrain other than official Atomic Mass Games terrain, Event Organizers should find a way to mark the size of the terrain to remove the possibility of any player disputes. See page 24 of the *Core Rules* book for a reference chart describing the sizes of terrain.

RULES QUESTIONS

It is very helpful if the Event Organizer knows the rules of the game or makes sure there is someone present who can answer rules questions as they arise. Players should be encouraged to ask questions and seek clarification on the rules.

PAIRINGS

This event does not use normal pairings. Players may play as many games as they like against any other players, or the EO may choose to pair players against each other at random.

PRIZE SUPPORT

A player who plays at least one game receives either the promotional version of *Wakanda Forever* or *Usurp the Throne Team Tactic* cards. If a player plays both games, they receive both the *Wakanda Forever* and *Usurp the Throne Team Tactic* cards. A player who plays at least one game with a fully painted squad receives the promotional version of *Recalibration Matrix*.

MISSION: VIBRANIUM HEIST

Killmonger has organized an elite squad to raid a vibranium stockpile deep in Wakanda. This raiding force must hack into the computer systems and disrupt their function while unlocking the vibranium vaults. Once the vaults are unlocked, the raiding force must escape with the vibranium!

The defending squad has accepted a contract to guard a hidden vibranium stockpile. Starting with a smaller squad size on the table, they must quickly sound the alarm to bolster their squad and use the security systems to prevent the raiding force from escaping with the vibranium.

PRIORITY

Players may either roll off or decide among themselves which side of the scenario they will play: Attacker or Defender. The Attacker starts with priority and retains it through the entire mission.

SQUAD CREATION

The Attacker creates a 17 Threat Value squad with five Team Tactic cards from their collection. The Attacker may include **Erik Killmonger**, **Chosen of K'illuna** in their squad. If they do, they may use his Leadership ability regardless of affiliation. Players use the **Killmonger** miniature to represent this character.

The Defender creates a 22 Threat Value squad with five Team Tactic cards from their collection. The Defender may choose to use the Wakanda affiliation regardless of the characters in their squad.

MISSION SETUP

When creating the battlefield for this mission, make sure to include thematic elements and fortifications for the Vaults and Security Consoles, as Wakanda would not keep them in the open and easily accessible to all!

Because this mission is asymmetrical, keep in mind which side the Attacker will deploy on when setting up terrain features. Place the objective (Target of Opportunity) tokens as shown in the diagram on page 2.

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Disruption Tokens

Vibranium Tokens (Asset)

DEPLOYMENT

The Attacker deploys first, placing all of their characters within ⊕ 3 of their battlefield edge.

The Defender then deploys 10 Threat Value worth of their characters within ⊕ 3 of their battlefield edge. The remaining 12 Threat Value of characters is kept off the battlefield until they are brought into the game through the Sound the Alarm! special rule. Undeployed characters still gain Power during the Power Phase as normal and grant their squad Leadership abilities as if they were in play. Undeployed characters cannot play Team Tactic cards until they are on the battlefield.

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SCORING & SPECIAL RULES

SCORING

If no characters have escaped with Vibranium tokens at the end of round 6, the Defender wins the game.

If at any point the Attacker has no characters in play, the game ends. If no characters have escaped with a Vibranium token, the Defender wins the game. If one character has escaped with a Vibranium token, the mission is a Success for the Attacker. Killmonger has his prize! If two characters have escaped with Vibranium tokens, the mission is a Great Success for the Attacker, and Killmonger has triumphed this day!

GENERAL

Vibranium: A character holding a Vibranium token cannot perform more than one move action per turn. A character cannot hold more than one Vibranium token. Only Attacking characters can hold Vibranium tokens.

ATTACKER

Interact (Security Console): Add Disruption tokens to the Security Console until there are 3 Disruption Tokens on it. Roll dice equal to the number of Disruption tokens added. If one or more ❸ results are rolled, the Defender may **Sound the Alarm!**

Interact (Vault): Remove up to a total of three Disruption tokens from any combination of Security Consoles. For each token removed, roll a die. If the roll result matches an open position on the Vault, you may add that die to the Vault. When the last position in a Vault is filled with a die, the interacting character immediately picks up a Vibranium token and removes the Vault from the battlefield. The Defender may immediately **Sound the Alarm!**

Interact (Exit): If the interacting character is holding a Vibranium token, remove the character from the table. It has escaped with the vibranium! (See Scoring above.)

Interact (Vibranium): Pick up the Vibranium token.

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DEFENDER

Interact (Security Console): If the Security Console has any Disruption tokens on it, roll 3 dice. For each ❶, ❷, or ❸ rolled, remove one Disruption token. If there are no Disruption tokens on the Security Console after this roll, or if there were no Disruption tokens on it initially, the Defender may Sound the Alarm!

Sound the Alarm! When the players Sound the Alarm, the Defender chooses one of the following effects. Each effect may be chosen only once per round.

- **Patrol:** Place one undeployed character within ❹ 2 of a side battlefield edge.
- **Suppression Protocols:** Attacker characters within ❹ 2 of a Vault suffer the Slow and Stunned special conditions.
- **Automated Defenses:** Make an attack using the profile below against any enemy character on the battlefield. This attack is considered to be an enemy effect.

AUTOMATED DEFENSES

❶ - ❷ ❸ ❹ ❺ ❻ ❼ ❽ ❾ ❿

- If this attack would deal two or more ❸, it deals 1 ❸ instead.
- ❷ Push: After this attack is resolved, push the target character ❸.



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CONSOLE 3

CONSOLE 2

CONSOLE 1

ERIK KILLMONGER

CHOSEN OF K'LILUNA

N'JADAKA

7

M

2

4

4

4

3

VIBRANIUM WEAPONS

2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Pierce:** Change one of the defending character's , , or results to a blank.

VIBRANIUM RUSH

2 6 2

- After this attack is resolved, this character may advance .
- Bleed:** After this attack is resolved, the target character gains the Bleed special condition.

HAND-PICKED TEAM (AFFILIATION: VIBRANIUM HEIST)

Allied characters do not have to spend to interact with Vibranium Vaults. When Interacting with a Vibranium Vault, an allied character may reroll one of its dice.

POUNCE

2

This character is thrown . It does not suffer damage if it collides with another character or terrain feature. This superpower can be used only once per activation.

PARTING SHOT

2

After an attack targeting this character is resolved, this character may use this superpower. The attacking character suffers 1 . This character may advance away from the attacking character .

VIBRANIUM ARMOR

When defending against or attacks, this character adds blanks in its defense roll to its total successes.

Encounter Character

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ERIK KILLMONGER

CHOSEN OF K'LILUNA

N'JADAKA

7

M

2

4

4

4

3

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Encounter Character

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USURP THE THRONE

UNAFFILIATED

Active

Killmonger may spend 3 ⚡ to play this card.
This round, **Killmonger** adds two dice to his attack rolls when attacking the enemy character with the highest threat value. If **Killmonger** Dazes or KOs that character this round, his controlling player scores 2 VPs.
If there is a tie for highest threat value, **Killmonger**'s controller chooses one to be affected by this card.

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USURP THE THRONE



WAKANDA FOREVER

WAKANDA

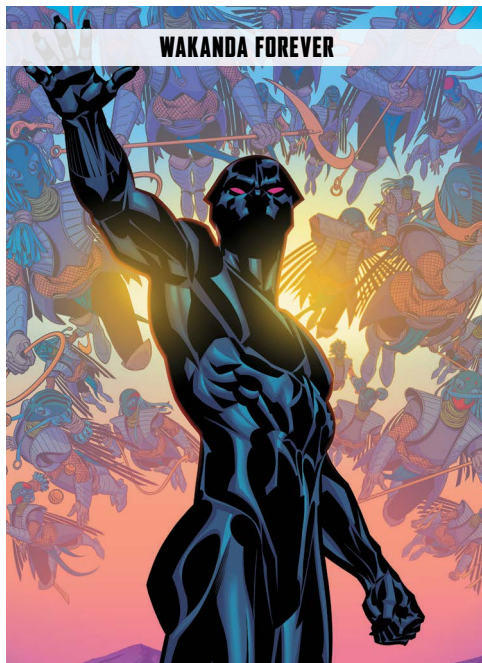
Active

Any number of allied **Wakanda** characters may spend 1 ⚡ to play this card.
Each character that spent ⚡ may immediately perform an attack with a ⚡ cost of 0.

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WAKANDA FOREVER



RECALIBRATION MATRIX

UNAFFILIATED

Reactive

When an allied character is attacking or defending, before the Calculate success or failure step, at the end of the Modify Dice step of the attack, it may spend 3 ⚡ to play this card.
The attacking and defending characters reroll all of their attack and defense dice.

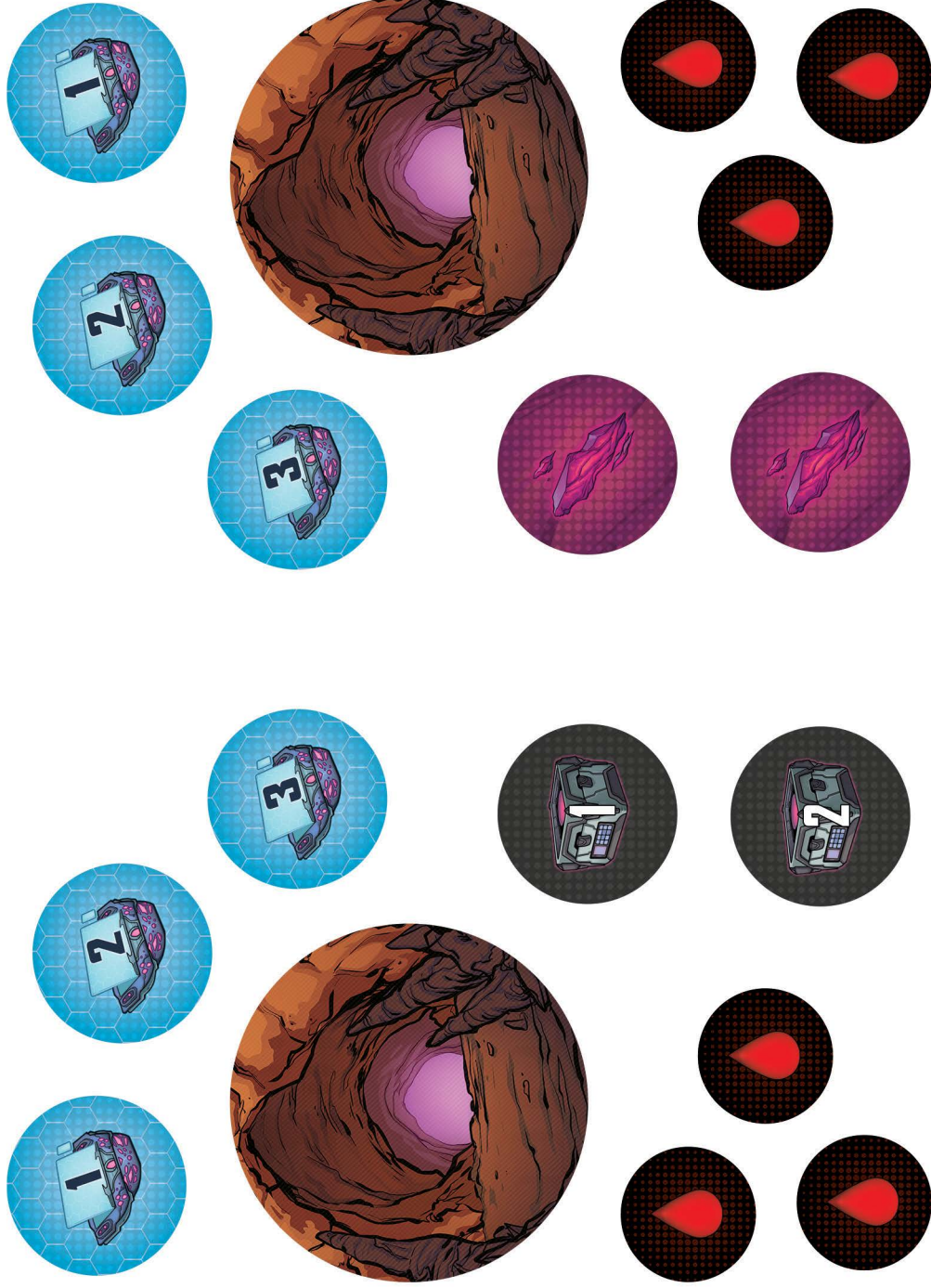
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RECALIBRATION MATRIX



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