

INFINITY WAR LEAGUE

In this packet you will find official rules and helpful suggestions for running an Infinity War league.

This kit is designed to be used as a three-week league 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 three-week league. Players will play at least one game per week. Each player receives 6 special Crisis cards, 1 sticker sheet, 1 tracking card and 1 token sheet at the start of the event which are theirs to keep and use during this league.

As players play games, they will discover the secrets to controlling the Infinity Gems and begin to unlock their true power. After each game played during this league, a player may take 1 Infinity Gem sticker from their sheet and attach it to their tracking card. Each sticker will give them additional effects and abilities they can use during following league games.

A player may have no more than 3 stickers on their tracking card at a time. If a player's card already has 3 stickers, they may replace a sticker currently on their card with a new one by placing the new sticker over a previously placed one. Note that each player is limited to the stickers on their own sheet. So replacing a sticker with another one will mean the player can never access that sticker's power again for the rest of the league.

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.

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Mind Device



Amplifier



Mind Gem Shard



Power Gem Shard



Space Gem Shard



Soul Gem Fragment



Reality Gem Fragment



Time Gem Fragment

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 use standard rosters throughout this league as defined in Core Rules except they must use the unique Crisis Cards for the league. The rules for building a roster 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 each week.

PRIZE SUPPORT

A player who plays at least one game each week of the league receives either of the promotional versions of Victory Point Trackers. A player who plays at least one game with a fully painted squad receives the other promotional version of Victory Point Tracker.



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MIND WAR

SETUP SCORING

Place one Mind Device (Target of Opportunity) on the central position shown on map F. Place four Mind Shards (Asset) as shown on the remaining points on map F.

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

Interact (Mind Shard): Pick up a Mind Shard.

A character cannot hold more than one Mind Shard.

During the Cleanup Phase the player Securing the Mind Device may take control of each enemy character holding a Mind Shard. Then, each character holding a Mind Shard may make one attack with a Power Cost of 0 or Advance ⚡. The control of those characters return to their original players at the end of the Cleanup Phase.

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SOUL JOURNEY

SETUP SCORING

Place four Soul Fragments (Asset) as indicated on map D.

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

Interact (Soul Fragment): Pick up a Soul Fragment.

When a character plays a Team Tactic card, they pay 1 less ⚡ for each Soul Fragment they are holding, to a minimum of 0.

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A MATTER OF TIME

SETUP SCORING

Place three Time Fragments (Asset) as shown on map E.

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

Interact (Time Fragment): Pick up a Time Fragment.

At the start of a character activation, if it is holding a Time Fragment roll 1 die. If the result is a ⚡, ⚡, or ⚡ they may make an additional action this turn. Otherwise, they gain the Stagger special condition.

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TRUE POWER

SETUP SCORING

Place two Amplifiers (Target of Opportunity) onto the central points on map A. Place two Power Shards (Asset) on the other two points.

Players score 2 VPs for each allied character that is holding a Power Shard while contesting an Amplifier during the **Cleanup Phase**.

During the **Power Phase**, each character within $\oplus 2$ of an Amplifier suffers 1 \otimes for each character holding a Power Shard that is within $\oplus 2$ of the Amplifier. Characters gain \otimes equal to the damage they suffered this way.

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SHIFTING REALITY

SETUP SCORING

Place four Reality Fragments (Target of Opportunity) as indicated on map B.

Players score 1 VP for each Reality Fragment they secure during the **Cleanup Phase**.

During the **Power Phase**, reality shifts. Each player rolls a die for each Reality Fragment they are Securing. If a \oplus result is rolled the player may return one previously used Team Tactic card to their hand or choose an Unused Team Tactic card from their Roster and add it to their hand.

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MASTER OF SPACE

SETUP SCORING

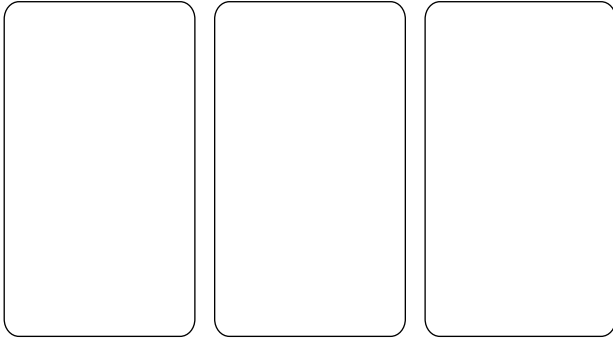
Place three Space Shards (Target of Opportunity) as indicated on map C.

Players score 1 VP for each Space Shard they Secure during the **Cleanup Phase**.

Interact (Space Shard): Place this character within $\oplus 1$ of another Space Shard.

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INFINITY WAR LEAGUE



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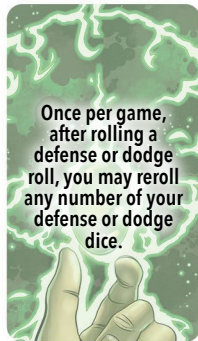
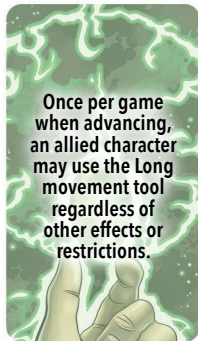
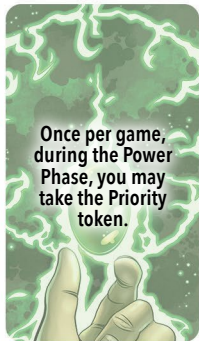
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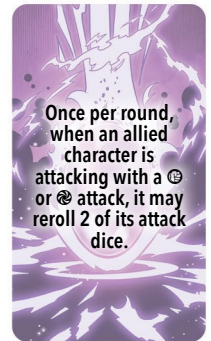
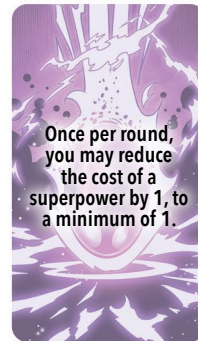
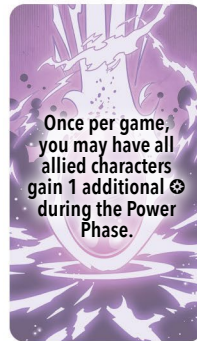
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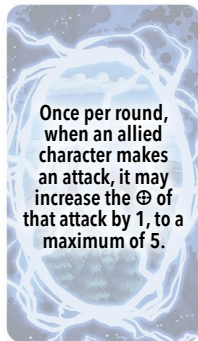
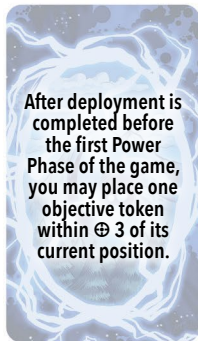
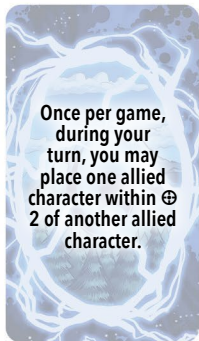
TIME GEM



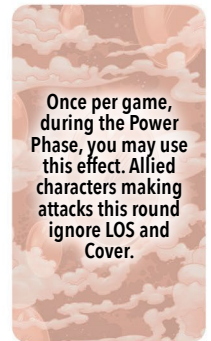
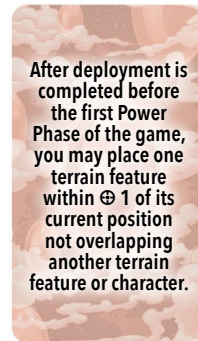
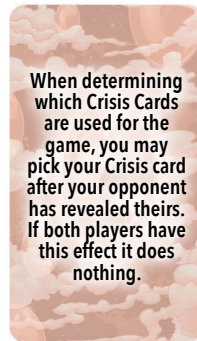
POWER GEM



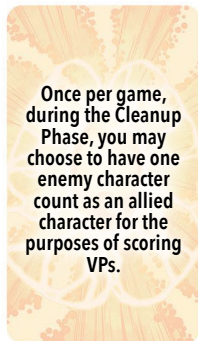
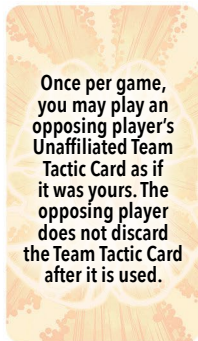
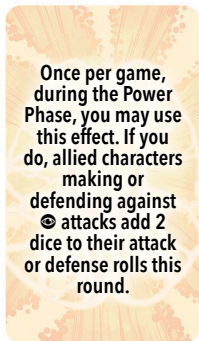
SPACE GEM



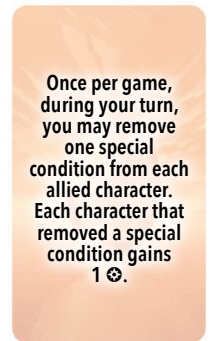
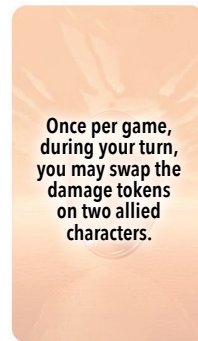
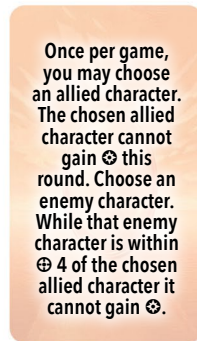
REALITY GEM



MIND GEM



SOUL GEM



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