FORMAT: BATTLE REALM

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

ATOMIC MASS GAMES
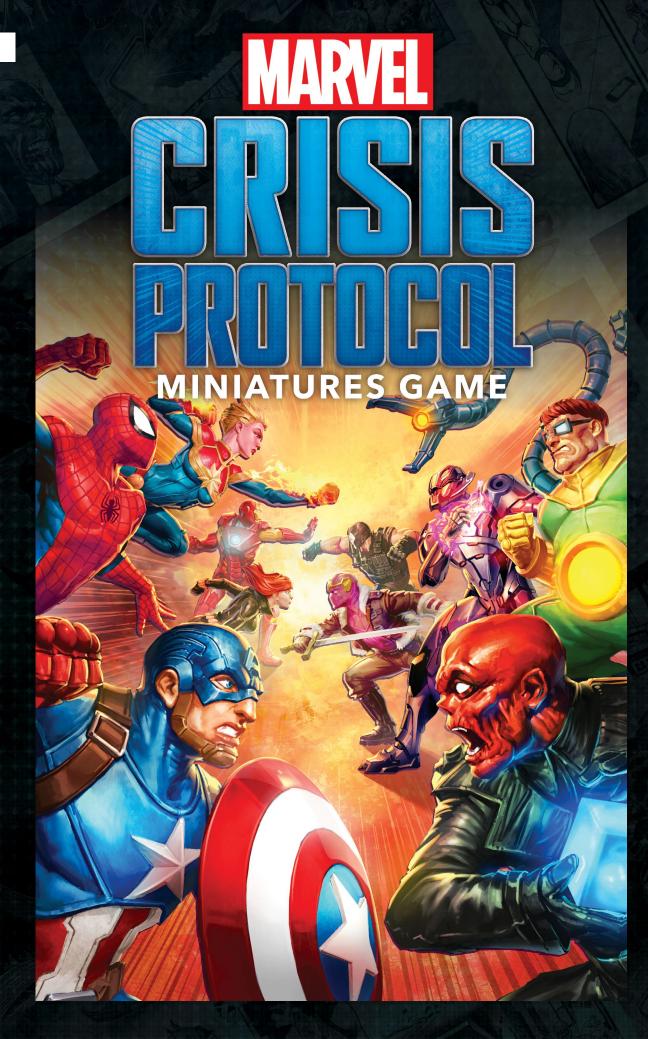
BATTLE REALM

In a Battle Realm game, players bring their mightiest characters to the game—but they may not command who they thought they would! Players bring 15-character rosters to the game, along with their entire collection of Team Tactic cards and five of each Crisis card type (Secure and Extract). Characters will be selected for, and removed from, these rosters during a Recruiting Phase.

Before recruiting can begin, players must select the mission for their game. To do so, the players roll for priority as normal. Each player then shuffles their Secure and Extract Crisis cards separately and deal one of each face down. The player with priority chooses Secure or Extract and takes the two face-down cards of that type. The other player takes the other two cards. Each player selects one of their two cards to be used for the game, placing it face down in front of them and returning the unused card to the owning player. The face-down cards are then revealed simultaneously. The player with priority chooses one of the two Threat Values to play as normal.

Once the mission is created, players move on to the Recruiting Phase. Players take turns choosing characters to remain in their roster, but their opponent will have the chance to remove characters as well! See the chart for the number and order of characters to be recruited and dismissed.

Once all steps have been completed, the Recruiting Phase is over, and the players must build their squads. Each player will have eight characters remaining in their roster to use to create their squad for the mission. They may now do so with access to all Team Tactic cards in their collection. Players may not include characters that have been Dismissed in their Squads.

Prioirty Player	Off Player
Recruit 1	
	Recruit 1
Dismiss 1	
	Dismiss 1
	Recruit 2
Recruit 2	
	Dismiss 3
Dismiss 3	
	Recruit 2
Recruit 2	
Dismiss 2	
	Dismiss 2
Recruit 2	
	Recruit 2
Dismiss 1	
	Dismiss 1
Recruit 1	
	Recruit 1