

WEB EX

ULTIMATE ENCOUNTER:  
THE INCREDIBLE HULK RULES

**MARVEL**

# CRISIS PROTOCOL

MINIATURES GAME



## ULTIMATE ENCOUNTER CORE RULES

In an Ultimate Encounter, players form a Crisis Team with multiple squads to battle a deadly threat in unique narrative missions called Encounters. Each of these Encounters specifies the number of players as well as the squad size for each player in the squad composition section.

### CRISIS TEAM

Whenever the rules refer to the Crisis Team, it means all players that are part of the Crisis Team. If the Crisis Team must make a choice, players should work together to choose the most beneficial option for the team. The members of a Crisis Team are always working together and should help each other during the game!

### COSMIC THREAT

The Cosmic Threat is represented by the opponent of the Crisis Team. The Cosmic Threat player's goal is to complete their objectives and/or to thwart the plans of the Crisis Team.

### GAME ROUNDS

Ultimate Encounters do not use the normal rules for game rounds. Instead of players alternating turns, the Crisis Team and the Cosmic Threat alternate turns.

Turns work slightly differently in Ultimate Encounters. When the Crisis Team takes a turn, they activate three characters in a row, completing each activation and adding an Activated token to characters after each of their activations as normal.

After the Crisis Team has taken their turn and activated three characters, the Cosmic Threat player takes a turn in which they can activate an Encounter Character and up to one Minion character (see Minions on pg. 8). Instead of adding an Activated token to an Encounter Character at the end of an activation, they add an Activated token to the Encounter Tracker. Once the Encounter Tracker contains three Activated tokens, the Activation Phase is over and players proceed to the Cleanup Phase.

When an effect states that it lasts for one round, or the effect happens for 'this round', it does not actually last the entire round during Ultimate Encounters. Effects with a duration like this will last until the end of the next Cosmic Threat player's turn.

Below are the modified rules for game rounds to be used with Ultimate Encounters.

## THE POWER PHASE

1. Each character gains 1 Power ☼.
2. Resolve any player effects that happen during the Power Phase, starting with the side with priority.
3. Resolve any effects of **Encounters or Status cards** that happen during the Power Phase. The side with priority chooses the order.

## THE ACTIVATION PHASE

1. Resolve any effects that happen at the start of the Activation Phase, starting with the side with priority. After any player effects, resolve **Encounter or Status card** effects that happen at the start of the Activation Phase.
2. **The Crisis Team takes a turn, during which it activates three characters. Then the Cosmic Threat takes a turn, activating the Encounter Character and up to one Minion character. At the end of the Cosmic Threat player's turn, they add an Activated token to the Encounter Tracker.** A player who activates a character may make actions, use superpowers, and interact with objectives with that character. **Repeat this process until three Activated tokens are added to the Encounter Tracker. When the third Activated token is added, move to step 3.**
3. Resolve any effects that happen at the end of the Activation Phase, starting with the side with priority. After any player effects, resolve **Encounter or Status card** effects that happen at the end of the Activation Phase.

## CHARACTER ACTIVATIONS

Because of the way turns and activations work in Ultimate Encounters, it is possible that not all characters will activate every round.



## THE CLEANUP PHASE

1. Players score victory points (VPs) from Encounters or Status cards, if applicable. Mark these points on the Encounter Tracker.
2. Resolve player effects that occur during the Cleanup Phase.
3. Resolve effects from **Encounters or Status cards** that occur during the Cleanup Phase. The side with priority chooses the order.
4. Characters with a Dazed token remove all Damage (☉) tokens, special conditions, and their Dazed token. They then flip their stat cards over to the Injured side.
5. **Crisis Team characters without an Activated token may advance ☉.**
6. Remove all Activated tokens from characters **and the Encounter Tracker.**
4. **If the encounter uses a round counter, move the Round token to the next round on the Encounter Tracker, then begin a new round, starting with the Power Phase.**

## **SQUAD BUILDING**

Players take one of two sides: Crisis Team or Cosmic Threat. How players build squads is indicated on each Encounter Setup card.

When Crisis Team players build their squads, they may use any characters and Team Tactic cards from their collection unless otherwise specified in the Encounter. However, players may not duplicate Alter Egos between their squads, even if their collections would allow it. Each player may use a different affiliation for their squad, but active Leadership abilities will affect only their squad. Team Tactic cards, however, can be used with any allied characters as specified on the individual card.

### **AFFILIATION & TACTICS**

If a Team Tactic card refers to a character by affiliation, that character must be part of a squad using that affiliation. For example, if both players are playing squads with the Avengers affiliation, all Avengers characters may use the Avengers Assemble Team Tactic card when it is played.

## **Minions**

Some missions allow the Cosmic Threat player to control specific additional characters. These characters are called Minions and are always part of the Cosmic Threat Squad. If a mission tells players to use specific characters as Minions but you do not have those characters available to use, use the characters in your collection that best fit your narrative. Maybe Hulk is being controlled by the Mind Gem and is helping

Thanos achieve his goals. Perhaps Loki has struck a deal for his own life and is now fighting in service to the Cosmic Threat!

## **DIFFICULTY**

Encounters have a Difficulty option that will change portions of the Encounter. Players should agree on the difficulty level they would like to play during setup.

### **SELECTING A DIFFICULTY**

When playing an Ultimate Encounter, keep in mind that these are narrative scenarios meant to tell a story and create an atmosphere. While you can create highly optimized and effective squads designed around each Encounter, the difficulty level you choose should be adjusted to compensate for this.

## **PRIORITY**

In an Ultimate Encounter, priority is not determined by a dice roll or passed during the Cleanup Phase. The mission setup explains how priority works for the Encounter.

## **ACTIVATING MINIONS**

If the Cosmic Threat player has Minions in play, each of them may be activated once per round like a normal character. When it is the Cosmic Threat

player's turn, they may activate one Minion without an Activated token before or after activating the Cosmic Threat. The Minion receives an Activated token as normal.

## **STATUS CARDS**

Encounters may tell players to gain or draw a Status card from a deck. Status cards may give additional superpowers to characters, change how an existing rule on a character functions, or alter the rules of the Encounter. These cards should be placed next to the stat card of the character or in the play area of the player that receives them.

## **ENCOUNTER CHARACTERS**

Characters with the Encounter Character keyword can only be used in the Encounter that specifies them by name and may not be included in rosters. Encounter Characters do not always have Threat Levels. If an Encounter Character is part of an affiliation, it will be listed in the Setup section of the Encounter.



## ULTIMATE ENCOUNTER: INCREDIBLE HULK

The Crisis Team has been exposed to dangerous levels of gamma radiation, which has caused them to “Hulk out.” Unable to control the gamma-fueled rage coursing through their blood, the members of the Crisis Team threaten to cause untold damage. Only the Incredible Hulk has the power to stop the Crisis Team’s rampage, cure the gamma poisoning, and save the city!

This is a fast-paced, no-holds-barred, “King of the Ring”-style encounter designed for high-octane *Marvel: Crisis Protocol* action in a shorter-than-usual amount of time. This Ultimate Encounter is designed to be a true kinetic spectacle as an unbound Hulk smashes his way through the Crisis Team before “tossing” them out of the game by getting them into the Gamma Absorbers. Even though this is the Hulk like we’ve never seen before, don’t think the Crisis Team is going to go quietly back to their “puny” selves. Amped up by the gamma radiation, every Crisis Team member has access to a powerful throw superpower, allowing them to literally pile it on the Hulk, as well as access to a gamma-enhanced rage that grants them more power than they’ve ever had before. We suggest playing with thematic or “what if”-style rosters and a professional wrestling sense of atmosphere to best enjoy this Ultimate Encounter. And don’t forget to make sure the “ring” is filled with lots of interactive terrain to SMASH! Estimated Play Time 30–45 Min.

## SQUAD COMPOSITION

The Crisis Team is made up of two players, each with **Maximum Threat: 17** squads. Crisis Team squads cannot use affiliations. A Crisis Team squad chooses a number of Team Tactic cards based on the difficulty level (see “Difficulty” below). The Cosmic Threat player’s squad consists of **The Incredible Hulk**.



## DIFFICULTY

Before setting up the Encounter, players should choose the difficulty level from the following chart.

DIFFICULTY	TEAM TACTICS CARDS	STARTING RAGE TOKENS
Narrative	0	0
Normal	3	1
Hard	2	2
SMASH!	1	3

## ENCOUNTER SETUP

When creating the battlefield for this encounter, make sure to include thematic elements showing the destruction caused by the rampaging Crisis Team.





### Priority

The Crisis Team starts with priority and retains priority for the entire Encounter.

### DEPLOYMENT

The Crisis Team deploys their squads within Range ⊕ 3 of their battlefield edge. Then the Cosmic Threat player deploys The Incredible Hulk within Range ⊕ 3 of their battlefield edge. The Incredible Hulk begins the game with the number of Rage tokens specified by the difficulty level chosen for the Encounter.



Rage /  
Subdued



Gamma  
Absorber



Booster  
Serum

### TOKENS & OBJECTIVES

**Subdued:** When Crisis Team characters would normally be Dazed, they gain a Subdued token instead. The Gamma-Powered special rules listed on the tip card describe the full effects, but Subdued characters can be KO'd by The Incredible Hulk!

**Rage:** Rage tokens show the anger level of The Incredible Hulk. The Crisis Team scores VPs for each Rage token The Incredible Hulk gains. Some superpowers and attacks give benefits to The Incredible Hulk based on the number of Rage tokens he has.

**Booster Serum (Target of Opportunity):** Booster Serums can return Subdued characters to full strength.

During the Cleanup Phase, any character with a Subdued token that is within Range  $\oplus$  1 of a Booster Serum removes all damage tokens and its Subdued token.

**Gamma Absorber (Target of Opportunity):** This machine can remove the gamma radiation from a rampaging Crisis Team character! A Subdued Crisis Team character can be pushed or thrown into a Gamma Absorber to become KO'd, cleansing it of its gamma illness and scoring 2 VPs for the Cosmic Threat.

## Gamma Aura

The Incredible Hulk seeps gamma radiation, affecting the environment and characters around him.

At the start of each of the Cosmic Threat player's turns, they roll 1 die. The result gives an effect, shown in the following table, that lasts until the start of the next Cosmic Threat player's turn.

RESULT	EFFECT
Blank or ☉ GRRRAAHHHH!	The Incredible Hulk gains Power ☉ equal to the number of Rage tokens he currently has. All Crisis Team characters within Range ⊕ 3 of The Incredible Hulk gain 1 Power ☉.
☾ or ☉ ARRRAAGGHHH!	The Incredible Hulk gains Power ☉ equal to the number of Crisis Team characters within Range ⊕ 3 of him. The Incredible Hulk and Crisis Team characters that make Physical ☾ attacks while within Range ⊕ 3 of him add 2 dice to their attack rolls.
☾ or ☉ HRAAAAGHHH!	The Incredible Hulk and Crisis Team characters within Range ⊕ 3 of him gain Power ☉ equal to the Size of any terrain feature they destroy, after the effect is resolved.

## Scoring

The Cosmic Threat gains 2 VPs when a Crisis Team character becomes KO'd.

The Crisis Team gains 2 VPs each time The Incredible Hulk gains a Rage token. (Do not gain VPs for Rage tokens gained during deployment based on the difficulty level.)

The Crisis Team gains 1 VP for each Gamma Absorber they are securing during the Cleanup Phase.

## Ending the Encounter

**Mission Accomplished:** If the Cosmic Threat player scores 12 VPs, they win the game.

The Cosmic Threat must Subdue Crisis Team characters and push or throw them into Gamma Absorbers to KO them and earn VPs.

**Gamma Rampage:** If the Crisis Team players score 12 VPs, they win the game.

Secure Gamma Absorbers while fighting The Incredible Hulk to gain VPs.

Anger The Incredible Hulk further by giving him Rage Tokens to gain VPs.

**Rampage Over:** If the Crisis Team has fewer than three characters in play at any time, the Cosmic Threat wins the game.

## Special Rules

You will find all of the special rules for the Crisis Team and the Cosmic Threat on the tip cards for this Ultimate Encounter.

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# ULTIMATE ENCOUNTER: THE INCREDIBLE HULK

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ENCOUNTER TRACKER





# THE INCREDIBLE HULK

BRUCE BANNER



**STRIKE** 2 6 0

• After this attack is resolved, this character may push the target character away .

**THUNDER CLAP** B3 6 3

• If this character has three or more **Rage** tokens, increase the range of this attack to B4.

• **Stun**: After this attack is resolved, the target character gains the **Stun** special condition.

**HULK SMASH!** 1 9 6

• If this character has two, three, or four **Rage** tokens, increase the range of this attack to A1.

• If this character has five or more **Rage** tokens, increase the range of this attack to A2.

**THE STRONGEST ONE THERE IS** 2

Choose an interactive terrain feature or an enemy character, both of Size 4 or less and within 2, and throw it . This superpower can be used only once per turn.

**SUPER GAMMA LEAP** 3

Place this character within 3 of its current position. This superpower can be used only once per turn.

**PUNY!** 1

When this character is targeted by an attack or would suffer a collision, it may use this superpower. Reduce the amount of dealt by this attack or collision by 1. This character cannot be pushed as a result of special rules this attack or collision.

**INNER RAGE** 2

During the **Power Phase**, this character gains 2 additional .

**RRRRRAAGGHHH!** 2

When this character would be Dazed, it gains a **Rage** token instead; then remove all tokens from this character and push all **Crisis Team** characters within 2 of this character away . For each **Rage** token this character has, it may reroll 1 die in its attack rolls and may have one additional **Power** over the normal maximum of 10.

Encounter Character, Immunity [Poison, Stagger, Stun]

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# TIP CARD: THE INCREDIBLE HULK

## OBJECTIVES

**Booster Serum (Target of Opportunity):** Booster Serums can return Subdued characters to full strength.

During the Cleanup Phase, any character with a Subdued token that is within Range ⊕ 1 of a Booster Serum removes all damage tokens and its Subdued token.

**Gamma Absorber (Target of Opportunity):** This machine can remove the gamma radiation from a rampaging Crisis Team character! A Subdued Crisis Team character can be pushed or thrown into a Gamma Absorber to become KO'd, cleansing it of its gamma illness and scoring 2 VPs for the Cosmic Threat.

## SPECIAL RULES

**Collective Rage:** During the Power Phase, each Crisis Team character gains 2 additional Power ⊕.

**Gamma-Powered:** When a Crisis Team character would be Dazed, it gains a Subdued token instead. A Subdued character's movement becomes ⊖. A Subdued character cannot suffer damage or remove damage tokens. If a Subdued character would suffer damage, it is pushed ⊖ by the Cosmic Threat player instead.

Crisis Team characters gain the following superpower:



**GAMMA THROW**



Choose an interactive terrain feature within Range ⊕ 2 of this character with a Size equal to or less than the throwing character. Throw it ⊖.

## GAMMA AURA

The Incredible Hulk seeps gamma radiation, affecting the environment and characters around him.

At the start of each of the Cosmic Threat player's turns, they roll 1 die. The result gives an effect, shown in the table (see opposite), that lasts until the start of the next Cosmic Threat player's turn.

RESULT	EFFECT
Blank or ☹️ GRRRAAAHHHH!	The Incredible Hulk gains Power ⚡ equal to the number of Rage tokens he currently has. All Crisis Team characters within Range Ⓡ 3 of The Incredible Hulk gain 1 Power ⚡.
☹️ or ☹️ ARRRAAGGHHH!	The Incredible Hulk gains Power ⚡ equal to the number of Crisis Team characters within Range Ⓡ 3 of him. The Incredible Hulk and Crisis Team characters that make Physical ☹️ attacks while within Range Ⓡ 3 of him add 2 dice to their attack rolls.
☹️ or ☹️ HRAAAAGHHH!	The Incredible Hulk and Crisis Team characters within Range Ⓡ 3 of him gain Power ⚡ equal to the Size of any terrain feature they destroy, after the effect is resolved.

## Scoring

The Cosmic Threat gains 2 VPs when a Crisis Team character becomes KO'd.

The Crisis Team gains 2 VPs each time The Incredible Hulk gains a Rage token.

The Crisis Team gains 1 VP for each Gamma Absorber they are securing during the Cleanup Phase.

## Ending the Encounter

**Mission Accomplished:** If the Cosmic Threat player scores 12 VPs, they win the game.

**Gamma Rampage:** If the Crisis Team players score 12 VPs, they win the game.

**Rampage Over:** If the Crisis Team has fewer than three characters in play at any time, the Cosmic Threat wins the game.



Rage / Subdued



Gamma Absorber



Booster Serum