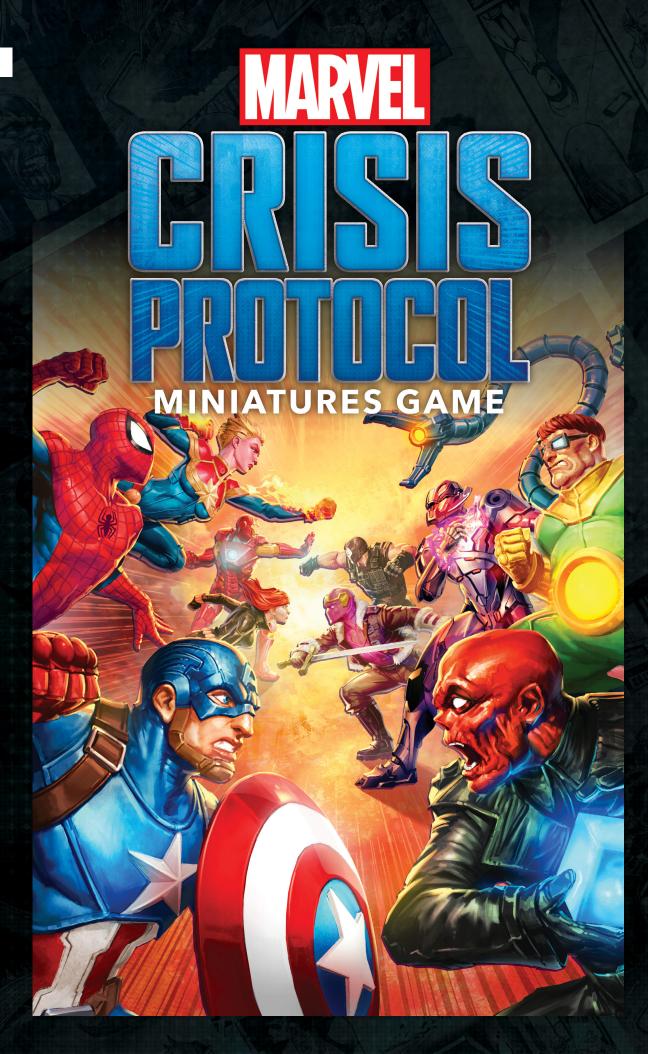
WEBEX





THE COLLECTOR

Collector games are a new opportunity for players of Marvel: Crisis Protocol to explore their collections and play with different character combinations than they normally would. Collector games can be played with two or four players.

Instead of building rosters normally, each player brings two packs of characters and Team Tactic cards to the event (see below) and their choice of three Crisis cards of each type (Secure and Extract). All of the packs are shuffled together to create the Draft Pool, and players draft their roster from the packs over four Drafting Rounds. The Crisis cards are used to create the mission as normal before each game, but the players will always use a Threat Value of 17 for their mission.

AVAILABILITY

When creating packs, players should take into account what characters and Team Tactic cards are available to all participating players.

When players create their own packs, they should keep the following rules in mind:

- Packs include seven characters.
- All packs must have exactly one character designated as the Pack Leader.
- At least three of the six other characters must be from the affiliation of the Pack Leader.
- The other three characters are up to the player creating the pack but should synergize with other characters in the pack in interesting ways.
- Packs include six Team Tactic cards.
- A pack cannot contain more than three Team Tactic cards that require an affiliation or a specific character. Any Team Tactic cards that require an affiliation or a specific character should match the Leadership ability and/or characters in the pack.
- The remainder of the cards should be unaffiliated Team Tactic cards that do not require a specific character.

At the end of this document, you will find seven preconstructed packs to use as examples for your first Collector game, as well as guidelines for players to create packs from their own collections. When it comes to making packs, feel free to get creative—just remember the golden rule that all players need to have access to everything in each pack among their collections! Once all packs have been assembled, players follow the steps below to draft their Collector rosters:

- 1. Select a Leader Shuffle all of the Leader character cards from all of the packs together. Deal two Leader character cards to each player. Each player will pick one of the Leader characters and add it to their roster. Discard the other Leader character.
- **2.** Create the Draft Pool Shuffle all of the character cards from all of the packs together. Then shuffle all of the Team Tactic cards from all packs together. These two stacks are the Draft Pool.
- **3.** *Pair Players If there are four players, pair players randomly.*
- **4. Determine Draft Round Order** Randomly determine who will make the first pick with a Priority roll. The winning player takes the Priority token.
- 5. Set Up Draft Round Deal six character cards in front of the players (if a two-player game) or each pair of players (if a four-player game), then deal out one Team Tactic card over each character card.
- 6. Draft Characters Players take turns picking character cards starting with the player that has the Priority token. When a character card is taken, its associated Team Tactic card is also taken, and both are added to the player's roster.
- 7. End Draft Round Once each player has picked two character cards each round, the remaining character cards and Team Tactic cards are discarded. Pass the Priority token to the other player.
- 8. Reset for New Round Repeat steps 5 through 7 three more times to complete your rosters.

Once drafting is complete, each player will have a roster of nine characters (one leader and eight drafted characters) and eight Team Tactic cards to build their squad for each game they play. Players may always choose to use the Affiliation of their leader, even if they do not have a majority of characters from that affiliation in their squad.

Players then play games of Marvel: Crisis Protocol with these newly formed rosters. In the case of four players, we suggest the players play round-robin (Each player plays all other players) with the same drafted roster but selects a new set of Crisis cards each round of play.



EXAMPLE PACKS

Below are some packs we have created - feel free to make your own and explore your collection.

PACK 1

Captain America	Leader (©)
Black Widow	Avengers Assemble
Captain Marvel	Pym Particles
Wasp	Ricochet Blast
Iron Man	Heave Ho
Winter Soldier	Heavy Firepower
Thanos, The Mad Titan	Hired Muscle

PACK 2

Red Skull	Leader (♥)
Baron Zemo	The Age of Ultron
Ultron	Cosmic Invigoration
Crossbones	Dark Reign
Vision	Patch Up
Shuri	Follow Me
Ronan the Accuser	Heavy Ordinance

PACK 3

Spider-Man (Miles Morales)	Leader (②)
Spider-Man (Peter Parker)	All Webbed Up
Venom	Lethal Protector
Daredevil	Uneasy Allies
Black Widow, Agent of S.H.I.E.L.D.	Doomed Prophecy
Ghost-Spider	Marked for Death
Black Panther	No Matter the Cost

PACK 4

Kingpin	Leader (🔾)
Bullseye	Well Laid Plans
Green Goblin	Shadow Organization
Killmonger	Usurp the Throne
Taskmaster	Rocket Boots?!
Ant-Man	Brace for Impact
Doctor Octopus	Battle Lust

PACK 5

Thor, Prince of Asgard	Leader (🗘)
Hela, Queen of Hel	Odin's Blessing
Loki, God of Mischief	Execute
Valkyrie	Blood Red and Personal
Corvus Glaive	Inspiring Monologue
Proxima Midnight	Face Me
Punisher	Escort to Safety

PACK 6

Star-Lord	Leader (♥)
Rocket Raccoon	We Are Groot
Groot	Deadly Duo
Gamora	Crew of the Milano
Nebula	One-Two Punch
Drax	Disarm
Okoye	Medpack

PACK 7

Doctor Strange	Leader (🔾)
Hulk	Gamma Launch
Ghost Rider	Pentagram of Farralah
Wong	Shhh
Hawkeye	Trip Up
Black Dwarf	Advanced R&D
Ebony Maw	Smash

