WEB EX

MARVEL
CRISIS PROTOCOL
MINIATURES GAME

ALL WILL BE METAL
ENCOUNTER RULES

ATOMIC MASS GAMES

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 n 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**.
7. **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:
ALL WILL BE METAL

ULTIMATE ENCOUNTER: ALL WILL BE METAL

The Crisis Team players must battle Ultron, Master of Metal while evacuating civilians from the city. If they can Daze Ultron five times, his firmware will break down and he will be forced to retreat. Additionally, delaying his Doomsday Device long enough to rescue the terrified citizens will complete their objective of saving the populace from the mad machine!

Ultron, Master of Metal is attempting to destroy the city and its people. As the game goes on, Terrified Citizen tokens will appear around the battlefield. Removing those tokens using his Doomsday Device or interacting with them will score victory points. Additionally, controlling and powering up the Doomsday Device will not only help him eliminate the city but also score points directly. And as always with any good villain, Dazing and KO'ing opposing characters will bring him closer to victory!

Terrified Citizens

Home Base

Corrupted Firmware

Doomsday Consoles

Evacuated

DESIGNER NOTE

This Ultimate Encounter is designed to be able to be played with only the *Marvel: Crisis Protocol* Core set and a few print outs as an introduction to Ultimate Encounters. Feel free to customize your squads in the future – but if you would like to jump right in, we suggest the following squads for the Crisis Team:

Crisis Team 1: Captain America, Captain Marvel, Spider Man, and Iron Man

Crisis Team 2: Red Skull, Cross Bones, Doctor Octopus, Baron Zemo, Black Widow

SQUAD COMPOSITION

The Crisis Team is made up of two players, each with **Maximum Threat: 15** squads. 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 **Ultron, Master of Metal**.

DIFFICULTY

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

DIFFICULTY	TEAM TACTICS CARDS	DOOMSDAY DEVICE
Tutorial	0	Roll 2 dice for the Doomsday Device each turn.
Normal	3	Roll 3 dice for the Doomsday Device each turn.
Hard	2	Rolls 4 dice for the Doomsday Device each turn.
Insane	1	Roll 5 dice for the Doomsday Device each turn.

MISSION SETUP

When creating the battlefield for this encounter, make sure to include thematic elements such as buildings or other city features that civilians could hide in. Feel free to change the placement of the terrain so that the Home Base would be in a vantage point or hidden from Ultron.

Priority

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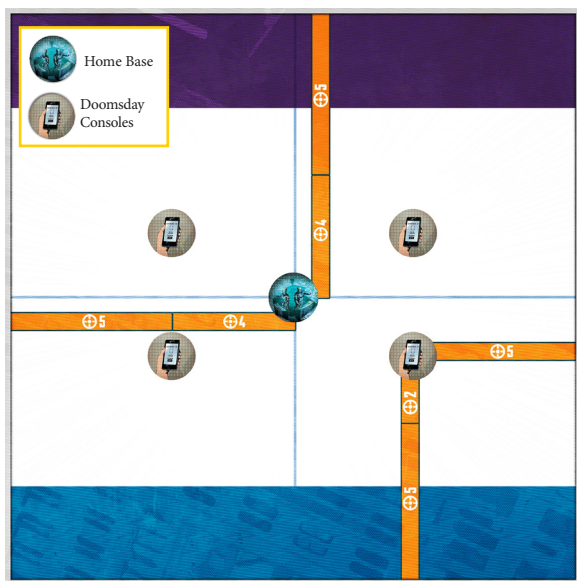
DEPLOYMENT

The Crisis Team deploys their squads within ⊕ 3 of their battlefield edge. Then the Cosmic Threat player deploys Ultron, Master of Metal within ⊕ 3 of his battlefield edge.

TOKENS

Terrified Citizen (Civilian): Terrified Citizens are attempting to flee Ultron's Doomsday Device and must be evacuated by the Crisis Team. A Crisis Team character cannot hold more than one Terrified Citizen at a time.

- Whenever a Crisis Team character drops a Terrified Citizen, the Crisis Team places the token instead of the Cosmic Threat.
- A character holding a Terrified Citizen cannot perform more than one move action per turn.

Home Base (Target of Opportunity): Home Base is a safe haven for Terrified Citizens, who must be brought there by the Crisis Team.

Evacuated (Target of Opportunity): Evacuated tokens show that the Crisis Team has already searched the terrain feature this round.

- Remove all Evacuated tokens from terrain features during the Cleanup Phase.

Corrupted Firmware: If Ultron would be Dazed, he gains Corrupted Firmware (see the **We Are ULTRON!** superpower). As the corruption spreads through his systems, he becomes less predictable.

Doomsday Console (Target of Opportunity): These are Ultron's control consoles for his Doomsday Device. If he can get the device fully operational, it will destroy the whole city!

- Ultron rolls an additional die for the Doomsday Device effect for each Console he is controlling.
- Each player scores 1 VP at the end of each round for each Doomsday Console they are controlling.

DOOMSDAY DEVICE

Ultron, Master of Metal has assembled a mighty Doomsday Device to destroy the city.

At the start of each of the Cosmic Threat player's turns, they roll dice equal to the number specified by the difficulty level. Add one die to this roll for each Doomsday Console they are controlling. Consult the list on the Cosmic Threat player card for the effects of each result, resolving the effect only once no matter how many of a given result are rolled. The effects are resolved in the order they appear in the list.

ENDING THE ENCOUNTER

Mission Accomplished: If the Crisis Team has 12 or more victory points at any time, they have thwarted Ultron's plans and win the game!

- The Crisis Team earns victory points for each Doomsday Console they are controlling during the Cleanup Phase.
- The Crisis Team earns victory points for each Terrified Citizen token they bring to the Home Base during their turns.
- The Crisis Team wins the game if Ultron is KO'd.

Pathetic Plans: If the Cosmic Threat player has 12 or more victory points at any time, they have crushed the Crisis Team's will and destroyed the city! The Cosmic Threat player wins.

- The Cosmic Threat player earns victory points for each Doomsday Console they are controlling during the Cleanup Phase.

Extinction Imperative: If at any point Ultron controls all four Doomsday Consoles, the machine immediately becomes fully operational and destroys the city, and the Cosmic Threat player wins the game.

SCORING

- Players score 1 VP for each Doomsday Console they are controlling during the Cleanup Phase.
- The Crisis Team can score VPs by evacuating Terrified Citizens at the Home Base.
- The Cosmic Threat can score VPs by interacting with Terrified Citizens, via the Doomsday Device, or by KO'ing Crisis Team characters.

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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PROGRAMMING FUNCTIONS

Is there a character holding a **Terrified Citizen** within ⊕ 5 of Ultron?	**IF YES** ➡	Advance toward the character.	**THEN**
IF NO ⬇			
Is there a **Terrified Citizen** token within ⊕ 5 of Ultron?	**IF YES** ➡	Advance toward the token.	**THEN**
IF NO ⬇			
Is there a **Doomsday Console** NOT controlled by Ultron **NOT** within ⊕ 5 of Ultron?	**IF YES** ➡	Advance Ultron toward the Console. Use **Matter Transferrence** to place Ultron within ⊕ 1 of the Doomsday Console, if needed. Ultron interacts with the Console.	**THEN**
IF NO ⬇			
Is there a **Doomsday Console** NOT controlled by Ultron within ⊕ 5 of Ultron?	**IF YES** ➡	Advance Ultron toward the Console. Use **Matter Transferrence** to place Ultron within ⊕ 1 of the Doomsday Console, if needed. Ultron interacts with the Console.	**THEN**

PERFORM ASSAULT FUNCTION ⬅

PRIORITY PROGRAMMING: Holding a Terrified Citizen Token ➡ Injured ➡ Lowest Energy Defense

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ASSAULT FUNCTIONS

Is there only one Crisis Team Character within ⊕ 2 of Ultron?

IF YES → Ultron makes a **Metallic Talons** attack targeting that character. Ultron uses **The Folly of Man** superpower when making this attack. **THEN**

IF NO ↓

Are there MORE than one Crisis Team Characters within the Range (⊕) of the 'Rage of Ultron' attack?

IF YES → Ultron makes a **Rage of Ultron** attack. If Ultron has more than 3 **Corrupted Firmware** tokens, Ultron uses **The Folly of Man** superpower when making these attacks. **THEN**

IF NO ↓

Is there a Crisis Team character within ⊕ 4 of Ultron?

IF YES → Ultron makes an **Energy Blast** attack targeting a Crisis Team character. If multiple characters are in range, see Prioirty Programming to pick a target. **THEN**

IF NO ↓

Perform another **Programming Function**.

END COSMIC THREAT TURN

PRIORITY PROGRAMMING: Holding a Terrified Citizen Token → Injured → Lowest Energy Defense

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ALL WILL BE METAL PROGRAMMING CARD

These tip cards give flow charts and guidance for a different way to play the All Will Be Metal Ultimate Encounter. By following these rules, you can play this encounter with only two players—both on the Crisis Team. The players will still have to make some decisions for Ultron and should always do so in an intelligent way. Ultron would never move in a way that would prevent him from executing his plan or that would block his attacks! We suggest that a player who is familiar with the encounter be the one to resolve all Ultron, Master of Metal activations, but all players should give input when making decisions on how and where Ultron will move and attack.

SPECIAL RULES

When a Function selects a character or object, ignore Dazed characters or characters with special rules that would prevent the Function from occurring (such as the Stealth superpower).

We Are Ultron!: When selecting the position Ultron is placed after being Dazed, prioritize the following options in order: (1) an Ultron-controlled Doomsday Console with the fewest Crisis Team characters within ⊕ 2, (2) if there is a tie or Ultron controls no Doomsday Consoles, place Ultron toward the Home Base token.

Enough!!!: If Ultron ever suffers 3 or more damage from an enemy attack, he uses the **Enough!!!** superpower on the attacking character. When resolving the throw, Ultron does the following:

If there is another Crisis Team character in range to suffer a collision with the thrown character, Ultron throws the attacking character into that character. If there are multiple Crisis Team characters in range, the players should prioritize the following options in order: (1) holding a Terrified Citizen token, (2) Injured, (3) lowest Physical Defense. If there is still a tie, the players should choose the option that is worst for them.

If there is no character in range for the character to suffer a collision with but there is an interactive terrain feature in range, Ultron throws the character into the terrain feature.

If there is no terrain feature within range, Ultron throws the character away from himself. Players should throw the character in a manner that is least beneficial to themselves.

THE DOOMSDAY DEVICE:

Secondary Power Reserves: Ultron, Master of Metal gains 1 VP when this result is rolled. The chosen console is one not within ⊕ 5 of Ultron. If this is not possible or there are multiple consoles not within ⊕ 5 of Ultron, the players choose the console that becomes Ultron's, prioritizing any they control.

One Path to Peace: N/A

Horrifying Scraping Sound: N/A

A Better Age…: When selecting the terrain feature to be destroyed, prioritize the following options in order: (1) within ⊕ 2 of Home Base, (2) within ⊕ 2 of Ultron, (3) largest Size. If there is still a tie, the players must choose which terrain feature is destroyed.

Devastating Barrage: When selecting which characters will be affected by the Barrage, prioritize the following the Priority Programming found on the AI card. If there is still a tie, the players choose any remaining characters.

PROGRAMMING & ASSAULT FUNCTIONS

Functions: After resolving the Doomsday Device, Ultron will follow his programming depending on his surroundings. At the start of each Cosmic Threat turn, players reference the Programming Functions card to see what Ultron will do during his turn. Always start with the top left Function on the AI card. If there are multiple options for Ultron that all meet the requirement of the Function, first use the Priority Programming section of the AI card to determine the choice. If it is still not possible, the players choose the option that is the worst outcome for them. Some Functions require Ultron to spend power, but in this version of the Ultimate Encounter, Ultron does not gain or spend power—he can always use the attacks or superpowers listed in his Functions.

Terrified Citizens: If Ultron ever ends a movement or activation within ⊕ 1 of a Terrified Citizen, he interacts with it immediately.

COSMIC THREAT TIP CARD:
ALL WILL BE METAL

TOKENS

Terrified Citizen (Civilian): Terrified Citizens are attempting to flee Ultron's Doomsday Device and must be evacuated by the Crisis Team. A Crisis Team character cannot hold more than one Terrified Citizen at a time.

- Whenever a Crisis Team character drops a Terrified Citizen, the Crisis Team places the token instead of the Cosmic Threat.

- A character holding a Terrified Citizen cannot perform more than one move action per turn.

Home Base (Target of Opportunity): Home Base is a safe haven for Terrified Citizens, who must be brought there by the Crisis Team.
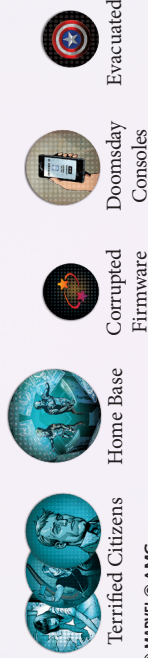
Evacuated (Target of Opportunity): Evacuated tokens show that the Crisis Team has already searched the terrain feature this round.

- Remove all Evacuated tokens from terrain features during the Cleanup Phase.

Corrupted Firmware: If Ultron would be Dazed, he gains Corrupted Firmware (see the **We Are ULTRON!** superpower). As the corruption spreads through his systems, he becomes less predictable.

Doomsday Console (Target of Opportunity): These are Ultron's control consoles for his Doomsday Device. If he can get the device fully operational, it will destroy the whole city!

- Ultron rolls an additional die for the Doomsday Device effect for each Console he is controlling.

- Each player scores 1 VP at the end of each round for each Doomsday Console they are controlling.

| Terrified Citizens | Home Base | Corrupted Firmware | Doomsday Consoles | Evacuated |

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
CRISIS TEAM TIP CARD:
ALL WILL BE METAL

TOKENS

Terrified Citizen (Civilian): Terrified Citizens are attempting to flee Ultron's Doomsday Device and must be evacuated by the Crisis Team. A Crisis Team character cannot hold more than one Terrified Citizen at a time.

- Whenever a Crisis Team character drops a Terrified Citizen, the Crisis Team places the token instead of the Cosmic Threat.

- A character holding a Terrified Citizen cannot perform more than one move action per turn.

Home Base (Target of Opportunity): Home Base is a safe haven for Terrified Citizens, who must be brought there by the Crisis Team.
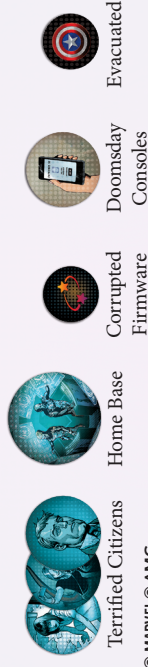
Evacuated (Target of Opportunity): Evacuated tokens show that the Crisis Team has already searched the terrain feature this round.

- Remove all Evacuated tokens from terrain features during the Cleanup Phase.

Corrupted Firmware: If Ultron would be Dazed, he gains Corrupted Firmware (see the **We Are ULTRON!** superpower). As the corruption spreads through his systems, he becomes less powerful.

Doomsday Console (Target of Opportunity): These are Ultron's control consoles for his Doomsday Device. If he can get the device fully operational, it will destroy the whole city!

- Ultron rolls an additional die for the Doomsday Device effect for each Console he is controlling.

- Each player scores 1 VP at the end of each round for each Doomsday Console they are controlling.

| Terrified Citizens | Home Base | Corrupted Firmware | Doomsday Consoles | Evacuated |

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CRISIS TEAM SPECIAL RULES

Find the Civilians: Crisis Team characters can interact with terrain features as if they were Objective tokens.

Interact (Terrified Citizen): Pick up the Terrified Citizen.

Interact (Home Base): A Crisis Team character does not have to spend ✪ to interact with this token. If the interacting character is holding a Terrified Citizen, remove the Terrified Citizen from the character. The Crisis Team scores 1 VP.

Interact (Terrain Feature): If the terrain feature does not have an Evacuated token, roll dice equal to the size of the terrain feature. If one or more dice are 🔷 or @, the character has found a Terrified Citizen and picks it up. If the character finds a Terrified Citizen, add an Evacuated token to the terrain feature.

Interact (Doomsday Console): If the Doomsday Console is not contested by an enemy character, the Crisis Team players are now controlling the Doomsday Console.

ENDING THE ENCOUNTER

Mission Accomplished: If the Crisis Team has 12 or more victory pointsat any time, they have thwarted Ultron's plans and win the game!

- The Crisis Team earns victory points for each Doomsday Console they are controlling during the Cleanup Phase.

- The Crisis Team earns victory points for each Terrified Citizen token they bring to the Home Base during their turns.

- The Crisis Team wins the game if Ultron is KO'd.

Pathetic Plans: If the Cosmic Threat player has 12 or more victory points at any time, they have crushed the Crisis Team's will and destroyed the city! The Cosmic Threat player wins.

- The Cosmic Threat player earns victory points for each Doomsday Console they are controlling during the Cleanup Phase.

Extinction Imperative: If at any point Ultron controls all four Doomsday Consoles, the machine immediately becomes fully operational and destroys the city, and the Cosmic Threat player wins the game.

COSMIC THREAT SPECIAL RULES

Interact (Terrified Citizen): Remove the Terrified Citizen from the battlefield. The Cosmic Threat player scores 1 VP.

Interact (Doomsday Console): The Cosmic Threat player is now controlling the Doomsday Console.

The Flesh Is Weak: The Cosmic Threat player scores 1 VP each time an enemy character is KO'd.

DOOMSDAY DEVICE

Ultron, Master of Metal has assembled a mighty Doomsday Device to destroy the city.

At the start of each of the Cosmic Threat player's turns, they roll dice equal to the number specified by the difficulty level. Add one die to this roll for each Doomsday Console they are controlling. Consult the list below for the effects of each result, resolving the effect only once no matter how many of a given result are rolled. The effects are resolved in the order they appear in the list below.

Blank or 🔴 **Secondary Power Reserves:** Ultron, Master of Metal gains 3 ✪. Additionally, if the Cosmic Threat player is not controlling any Doomsday Consoles, choose a Doomsday Console. The Cosmic Threat player is now controlling that Doomsday Console.

🔵 **One Path to Peace:** Remove all Terrified Citizen tokens from the battlefield. The Cosmic Threat player scores 1 VP for each Citizen removed in this way.

⚡ **Horrifying Scraping Sound:** Crisis Team characters drop all Objective tokens they are holding. If no Crisis Team characters are holding Objective tokens, treat this result as a Devastating Barrage.

@ **A Better Age...:** The Cosmic Threat player chooses a terrain feature with an Evacuated token on it. If there are no Evacuated tokens on terrain features, they may choose any terrain feature. The Crisis Team places a Terrified Citizen token within ⊕ 1 of the chosen terrain feature, then the terrain feature is destroyed and removed from the battlefield. Ultron, Master of Metal gains ✪ equal to the size of the terrain feature.

💥 **Devastating Barrage:** The Cosmic Threat player chooses three Crisis Team characters within ⊕ 3 of the Home Base token. The chosen characters suffer 1 🟠 and gains 1 ✪.

3 6 9 12
2 5 8 11
1 4 7 10

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ULTRON, MASTER OF METAL

Ultron

Metallic Talons — ⊕2 |—|6 ✧0
- After this attack is resolved, this character gains ✪ equal to the ⊘ dealt.
- ◎ **Bleed**: After this attack is resolved, the target character gains the Bleed special condition.
- ◎ **Pierce**: Change one of the defending character's ⊕, ◎, or ◉ results to a blank.

Energy Blast — ⊕4 |—|7 ✧2
- After this attack is resolved, this character gains 1 ✪.
- This attack rolls one less attack die for each **Corrupted Firmware** token on this character.

The Rage of Ultron — ⊕A1 |—|9 ✧6
- If this attack deals ⊘, after this attack is resolved push the target character ⊖.
- If this character has three or more **Corrupted Firmware** tokens, increase the range of this attack to A2.

Matter Transference — ✧2
Place this character within ⊕ 2 of its current position. This superpower can be used only once per turn.

Enough!!! — ✧2
- Increase the cost of this superpower by 1 for each **Corrupted Firmware** token on this character.
- After an attack that damaged this character is resolved, you may use this superpower. Throw the attacking character ⊖.

The Folly of Man — ✧2
Before rolling attack dice, you may use this superpower. During this attack, this character adds blanks in its attack rolls to its total successes.

∞ We Are Ultron!
When Ultron, Master of Metal would gain a Dazed token, if he has four or less Corrupted Firmware tokens he instead removes all ⊘ and special conditions from himself and gains a **Corrupted Firmware** token. Place him within ⊕ 3 of his current location or within ⊕ 1 of a Doomsday Console that is controlled by the Cosmic Threat player. Otherwise, Ultron, Master of Metal is KO'd and removed from the table.

〜 8   》 M   ⌶ 3   ✷ 30
✊ 5   🌀 4   👁 5

∞ Encounter Character, Flight, Immunity [Bleed, Poison, Stagger, Stun]

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