



SEPARATION ANXIETY EVENT

In this packet, you will find official rules and helpful suggestions for running a Separation Anxiety Event.

This kit is designed to support 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

Event Organizers running this event supply each player with a full set of materials to play the event. Event Organizers should facilitate players meeting up in shared spaces or at their own homes to play event games.

Once players have completed their games, they return to the Event Organizer to receive their prize support.

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 *Marvel: 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.

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 do not build rosters in this event but will build squads. Some of these missions will limit what is available to players when building a roster or a squad or give additional characters they can use. The rules for building a roster or squad can be found on page 9 of the *Core Rules* book, found at AtomicMassGames.com/Rules.

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 ORGANIZE 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.

PRIZE SUPPORT

A player who plays at least one game receives either the promotional version of Uneasy Allies or All Webbed Up Team Tactic cards. A player who plays at least one game with a fully painted squad receives both Team Tactic Cards.

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MISSION: SEPARATION ANXIETY

While in transit to a secure S.H.I.E.L.D. facility, a transport ship containing several canisters of Klyntar symbiotes sent out a sudden distress call before crashing into the Earth. While the cause of the crash is still unknown, the impact caused the containment canisters to scatter all over the crash site. Now several Crisis squads have converged on the site, each one with their own reasons for trying to secure the symbiotes. Unknown to all, however, the crash has damaged several of the canisters, and the escaped symbiotes have an agenda all their own.

Separation Anxiety is a four-player narrative scenario for *Marvel: Crisis Protocol* in which each player builds a squad and attempts to secure the most symbiote containment canisters in a frenzied free-for-all. However, many of the canisters have been damaged and their occupants are loose, searching for new hosts to bond with. Each symbiote brings with it powerful abilities that can enhance its host, but beware—symbiotes have no time for weakness and will abandon their hosts should they prove inadequate in combat.

MULTIPLAYER (FREE FOR ALL)

This four-player format involves a few changes to the Core Rules of the game:

- All other players are opponents.
- Whenever an effect tells your opponent to resolve something, the effect is resolved by the opponent to your left.
- Players may not voluntarily pass their turn in multiplayer games.
- See the Priority rules below.

PRIORITY

Multiplayer free-for-all games of *Marvel: Crisis Protocol* use a different set of rules for how priority changes throughout the game. Each player chooses a token to represent them on the Priority Tracker. Shuffle these tokens and place them randomly on the four spots of the tracker marked "Priority," leaving the "Next Round" spots blank. This will determine deployment order and turn order for the first round of the game. See opposite for how priority changes during gameplay.

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- When a player completes their turn, the player with a Priority token on the next numbered space of the Priority Tracker, skipping over any empty spaces, takes the next turn. Once the last player has taken their turn, the first player on the tracker takes the next turn. Continue this process until all characters have Activated tokens as normal.

- At the end of a player's turn, if all of their characters have Activated or Dazed tokens, they move their Priority token to the first available spot on the "Next Round" portion of the Priority Tracker. They may no longer take turns this round.
- After all Priority tokens have been moved to the "Next Round" portion of the Priority Tracker, the Activation Phase is over. Move on to the Cleanup Phase.
- When resolving effects in the Cleanup Phase, use the order of the tokens in the "Next Round" section of the Priority Tracker.
- During the Cleanup Phase, when a player would normally pass the Priority token, move all Priority tokens from the "Next Round" section up to the "Priority" section, maintaining the order of the tokens. This is the new turn order for this round.

SQUAD CREATION

Each player creates a **Maximum Threat: 11** squad with 3 Team Tactic cards.

MISSION SETUP

When creating the battlefield for this mission, make sure to include thematic elements and add some destruction and/or symbiote goo around your battlefield. We suggest a higher density of terrain than normal (i.e., 20 or more pieces, primarily of Size 2 or 3).

Shuffle the deck of 16 Symbiote cards and place it near the battlefield.

DEPLOYMENT

Starting with the player with priority, each player chooses a corner to deploy in. Players take turns deploying one character at a time within ⊕ 5 of their corner. Once a player has deployed a character, the player to their left deploys the next character. Repeat this process until all characters are deployed.

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Canister Klyntar Beacon Symbiote

SCORING & SPECIAL RULES

SCORING & VICTORY

During the Cleanup Phase, a player scores 1 VP for each Canister they are securing.

During the Cleanup Phase, a player scores 1 VP for each character they control that is holding a Symbiote token.

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During the Cleanup Phase, a player scores an additional 1 VP for each character they control that is holding a Symbiote token if a character they control is holding the Klyntar Beacon.

The first player to score 16 VPs wins the game.

GENERAL

Symbiote Deck: The Symbiote Deck is made up of 14 unique Symbiote cards and 2 Sonic Rifle cards. A character may never have more than one Symbiote card at a time, but it may have a Symbiote card and a Sonic Rifle card at the same time. If at any time a player must draw a card from the Symbiote Deck and there are no cards remaining in the deck, shuffle all discarded cards to form a new Symbiote Deck.

Symbiote: A character can never have more than one Symbiote card or Symbiote token. A character with a Symbiote gains the attacks and/or superpowers listed on the Symbiote card.

Pah! WEAKLING!: When a character holding a Symbiote token drops or loses it, they also discard their Symbiote card.

Creepy Crawly Goo: During the Cleanup Phase, starting with the player with priority, players take turns moving Symbiote tokens on the battlefield. Choose one symbiote on the battlefield and place it within ⊕ 2 of its current position. If it is now within ⊕ 1 of a character, that character picks up the Symbiote token. If the character cannot pick up the Symbiote token because it already has one, the character suffers 1 ⚡, gains 1 ♣, and draws another Symbiote card. The character then discards one of its Symbiote cards at random as one of the symbiotes wins the fight over the host.

"Willing" Hosts: Characters do not have to pay ♣ to use Interact abilities during this mission.

Interact (Klyntar Beacon): Pick up the Klyntar Beacon. When a character ends its activation while holding the Klyntar Beacon, it suffers 3 ⚡ if it did not make an attack that activation.

Interact (Canister): Draw a card from the Symbiote Deck and give it to the interacting character. If it is a Symbiote card, pick up a Symbiote token.

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SYMBIOTE: ANTI-VENOM



SYMBIOTIC CLEANSING 2

Action: This character or an allied character within \oplus 3 of this character removes up to 2 \ominus or one special condition. A character may be affected by this superpower only once per round.

IMMUNITY [POISON]

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SYMBIOTE: AGONY




INURED TO PAIN 1

If this character would suffer \ominus , it may use this superpower. Reduce the amount of \ominus suffered by 1.

SYMBIOTIC RESILIENCE

This character does not suffer \ominus from collisions with other characters.

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SYMBIOTE: CARNAGE




PAINT THE TOWN RED 0

If this character Dazes or KO's an enemy character with an attack during its activation, this character may use this superpower. This character immediately advances \ominus , then makes an attack with a power cost of 0. This superpower can be used only once per turn.

SYMBIOTIC BARBS

Enemy characters damaged by an attack made by this character gain the Bleed special condition.

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SYMBIOTE: LASHER




SYMBIOTIC WHIP 3 5 0

After this attack is resolved, this character gains \oplus equal to the \ominus dealt.

After this attack is resolved, the target character gains the Bleed special condition.

IMMUNITY [BLEED]


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SYMBIOTE: MANIA



APEX HUNTER

This character's Speed is 1.
Additionally, during the Power Phase, this character gains 1 additional \oplus .

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SYMBIOTE: MAYHEM




POUNCE 2

This character is thrown \ominus . It does not suffer damage if it collides with another character or terrain feature. This superpower can be used only once per activation.

ANGER ISSUES

Add 1 die to this character's attack rolls for each \ominus token it has.

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SYMBIOTE: PHAGE



PARTING SHOT 2

After an attack targeting this character is resolved, this character may use this superpower. The attacking character suffers 1 . This character may advance away from the attacking character .

STEALTH

Characters must be within \oplus 3 of this character to target it with attacks.

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SYMBIOTE: RAZE



ABNORMAL WEAKNESS

When this character is the target of a Mystic attack, it rolls 1 less defense die.

POWER HUNGRY

This character gains 3 additional during the Power Phase.

Additionally, this character may have up to 15 instead of the normally allowed 10. If this character loses this card, it discards any over 10.

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SYMBIOTE: RIOT



CONTEMPT FOR THE WEAK 3

During the next attack action made by this character this turn, add 2 dice to its attack rolls.

AGGRESSIVE

After an attack targeting this character is resolved, if this character suffered it may advance toward the attacking character.

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SYMBIOTE: SCORN



TECHNO-HYBRID

When this character is attacking, before choosing a target, this character chooses whether this attack's type is or .

Additionally, this character's attacks gain the following special rule:

Sap Power: Before is dealt, the target character loses 1 for each in the attack roll, and this character gains that amount of .

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SYMBIOTE: SCREAM



SONIC SHRIEK B4 5 0

ENERGY RESISTANCE

This character adds 1 die to its defense rolls when defending against attacks.

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SYMBIOTE: SLEEPER



SLEEPWALKER 3 5 0

- After this attack is resolved, this character gains equal to the dealt.
- If this attack deals , after this attack is resolved this character may advance the target character .

FLIGHT

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SYMBIOTE: TOXIN



SWARM PHEROMONES

Choose an enemy character. Allied characters roll 1 additional attack die when targeting the chosen character with attacks this round.

INFECTION

Enemy characters damaged by an attack made by this character gain the Poison special condition.

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SYMBIOTE: VENOM



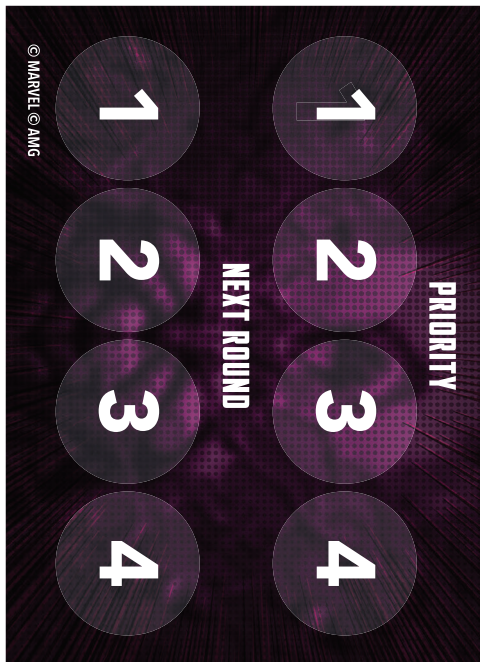
SYMBIOTIC INSTINCTS

When this character is attacking, the defending character cannot modify its defense dice.

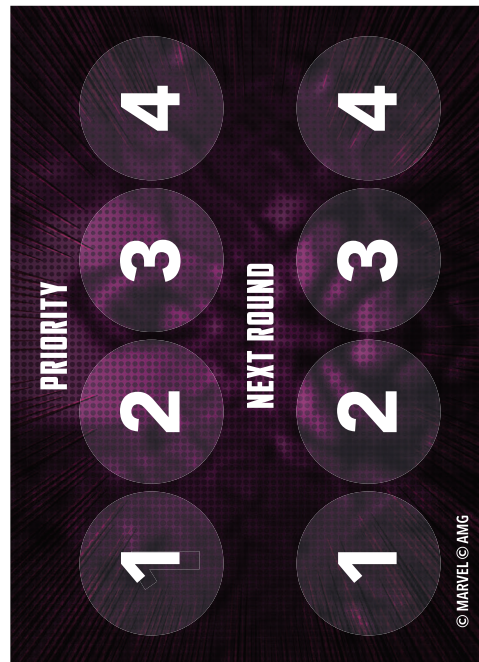
PROGENITOR

This character and other characters within ⊕ 3 of it with a Symbiote token gain an additional ⊕ during the Power Phase.

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SONIC RIFLE



SONIC RIFLE

- ⊕ ⊕ **Forced Separation:** If the target character has a Symbiote token, after this attack is resolved, they drop it.
- After all attacks are resolved, you move each Symbiote token under the range tool used to measure the range of this attack as described in the Creepy Crawly Goo special rule.

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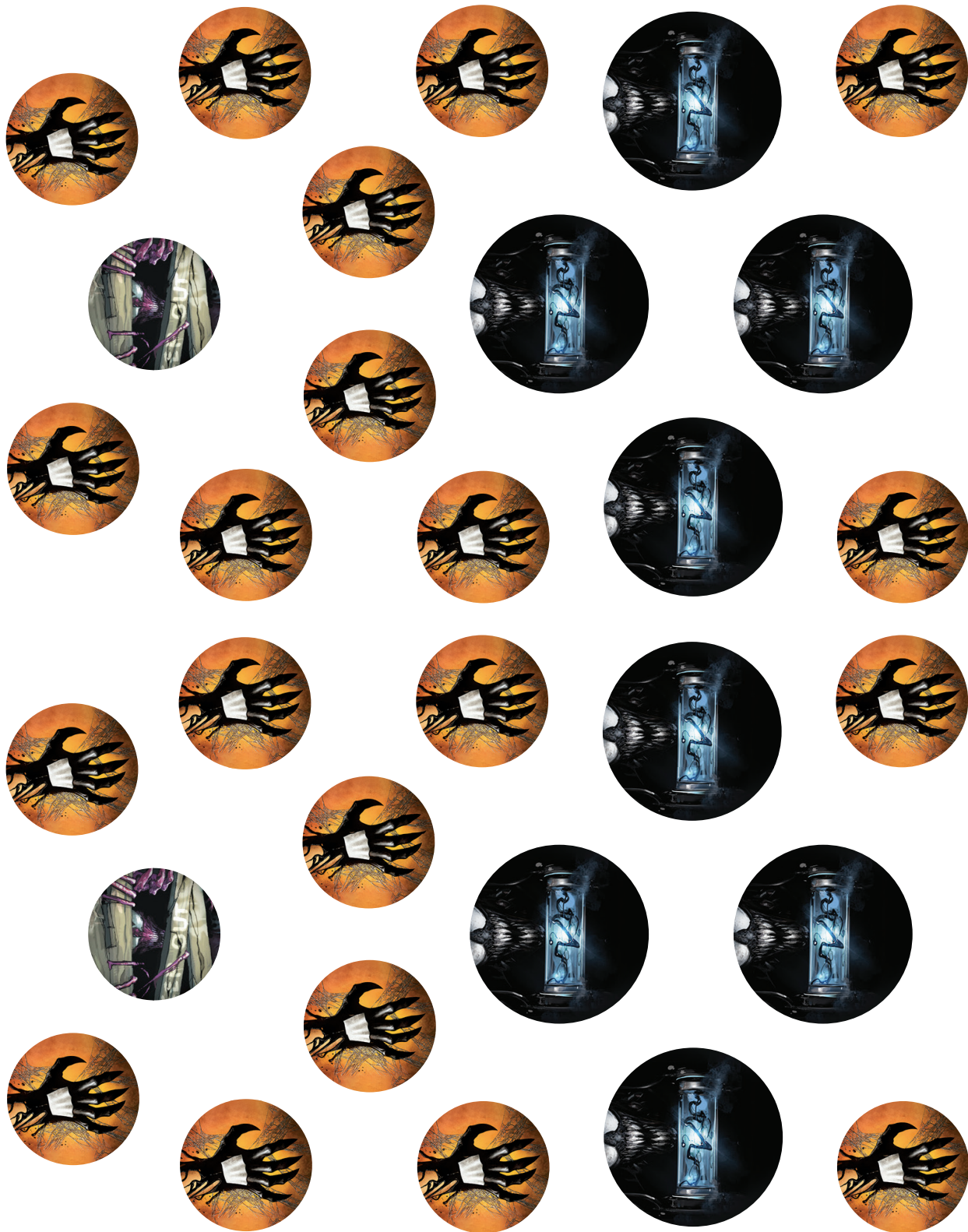
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