# DOMAIN OF THE DREAD DORMAMMU EVENT

In this packet you will find official rules and helpful suggestions for running the Domain of the Dread Dormammu Event.

This kit is designed to be used as a one-day event and supports 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

This event is a one-day event. Players will play two games – once as each side of an asymmetrical Mission. Each player receives 2 mission cards, 1 *Entity card,* and 1 token sheet at the start of the event, which are theirs to keep.

Do not track wins and losses during this event. This event is designed to create a narrative story experience and is not about winning or losing games. Players should help each other with the rules of the game and the tactics implemented during play.

## 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 *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 ORGANIZER 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 Advanced R&D Team Tactic card and the Demons Downtown! crisis card. If a player plays both games, they receive both the Advanced R&D and Demons Downtown! cards. A player who plays at least one game with a fully painted squad receives the promotional version of the Doctor Strange Character Card.

# DOMAIN OF THE DREAD DORMAMMU

The attacking squad is entering the Dark Dimension to save their possessed friends from the grip of the Dread Dormammu and banish the power of his Entity. In order to end the possession, they must break the Entity's control over the defending team.

The defending squad has fallen under the possession of the Dread Dormammu. Their goal is to hold off the attackers and protect the Dark Dimension. They must secure the sacred portals to prevent further intrusion and protect the mystical artifacts from being used to break Dormammu's control over them.

## PRIORITY

Players may either roll off or decide among themselves which side of the scenario they will play: Attacker or Defender. The Defender starts the game with priority.

## SQUAD CREATION

The Attacker creates a 12 Threat Value squad with two Team Tactic cards. The Attacker then creates another list of characters totalling 18 Threat Value, which will serve as their reserves. When determining affiliation, count only the characters in the squad, not those in the reserves. Only characters with a printed Threat Value of 6 or lower and different Alter Egos may be used in squad and reserves creation. Infinity gems cannot be used in this mission.

The Defender creates a 17 Threat Value squad with two Team Tactic cards from their collection. The Defender must use the Dark Dimension affiliation and the Leadership ability from the Entity card regardless of the characters in their squad. Only characters with a printed Threat Value of 6 or lower may be used in squad creation. Infinity gems cannot be used in this mission.

## DEPLOYMENT

The Attacker deploys first, placing all of their characters within ⊕ 3 of their battlefield edge.

Then the Defender deploys, placing all of their characters within ⊕ 3 of their battlefield edge. The Defender chooses a character in their squad to be the Entity and places the Entity card next to the chosen character.

# SPECIAL RULES

**Ancient Artifact (Asset):** A character cannot hold more than one Ancient Artifact token at a time.

When a character holding an Ancient Artifact makes a ⊕ attack or ⊕ defense roll, add one die to the roll. When a character drops an Ancient Artifact, instead of being placed within ⊕ 2 of the character it is placed within ⊕ 1 of a Portal that does not have another Ancient Artifact within ⊕ 1 of it.

**Change Host:** When a character with the Entity card is Dazed or KO'd, the Entity is banished. (See Defender special rules.)

**Altar (Target of Opportunity):** Characters may not end a movement overlapping the Altar. The Altar is considered to be a Size 2 non-interactive terrain feature.

**Portal (Target of Opportunity):** Portals are either Open or Sealed. Sealed portals are noted with an X.

**Spawn Gate (Target of Opporptunity):** Reinforcements will arrive through this portal. See Attacker Special Rules for more information.

## DEFENDER

**Interact (Open Portal):** Roll dice equal to the interacting character's ⊕ Defense. If the roll contains more ⊕, ⊕, and ⊕ results than the number of Healthy contesting enemy characters, flip the Open Portal to its Sealed side. It is now a Sealed Portal.

**Banishment:** When the Entity is banished, the Defending player chooses a non-Dazed allied character. Move the Entity card to that character. If there are no non-Dazed allied characters, choose a Dazed allied character instead. The chosen character removes all damage, special conditions, then flips its stat card to the Injured side and becomes the Entity. Move the Entity card to that character. If the chosen character has an Activated token, remove it. Add a Banishment (Dazed) token to the Entity card.

## ATTACKER

**Backup!:** During the Cleanup Phase, flip each Sealed Portal controlled by the Attacker to the Open Portal side. Then, the Attacker puts characters from their reserves with a total Threat Value equal to 3 plus the number of Open Portals onto the battlefield. These characters are placed within ⊕ 1 of the Spawn Gate.. They are now part of the Attacker's squad. After a character is placed into play, it gains ✪ equal to the current game round.

**Interact (Ancient Artifact):** Pick up an Ancient Artifact.

**Interact (Sealed Portal):** Roll dice equal to the interacting character's ◉ Defense. If the roll contains more ⊕, ◎, and ✪ results than the number of Healthy contesting enemy characters, flip the Sealed Portal to its Open side. It is now an Open Portal.

**Interact (Altar):** Characters do not have to pay ✪ to use this Interact. If this character is holding an Ancient Artifact, place the Ancient Artifact token on the Altar. Then, if all three Ancient Artifacts are on the Altar, the ritual is performed and the Entity suffers damage until it is Dazed. Then the Defender places each Ancient Artifact within ⊕ 1 of a Portal that does not already have an Ancient Artifact within ⊕ 1 of it.

## SCORING

The Attacker cannot score victory points (VPs) during this scenario.

The Attacker wins the game when the fourth Banishment token is placed on the Entity card.

During the Cleanup Phase, the Defender scores VPs based on the number of Sealed Portals at the end of each round. They score 1 VP if one Portal is Sealed, 3 VPs if two Portals are Sealed, and 6 VPs if all three Portals are Sealed.

The Defender wins the game at the end of the sixth round or if they score 13 VPs.

If at any point a player has no characters in play, they lose the game.

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Altar

Spawn Gate

Portal

Artifacts

**ATTACKER**

**DEFENDER**

4⊕   5⊕

⊕5   5⊕   4⊕

⊕4   ⊕2   ⊕5

## MISSION SETUP

When creating the battlefield for this mission, make sure to include thematic terrain elements around the Altar, Ancient Artifacts, and Portals to represent the weird and twisted dark realm of the Dread Dormammu.

Because this mission is narrative-focused and asymmetrical, keep in mind which side the Attacker will deploy on when setting up terrain features. Place the objective tokens as shown in the diagram with the Open side of the Portal tokens face up.

## THE ENTITY

🌀 +1  👁 +1

⭐ **Power of the Dark Dimension (Affiliation: Dark Dimension)**
This character and each other character you control gains 1 additional ✪ during the Power Phase. During the Power Phase, if another allied character has 6 or more ✪, it suffers 1 ⊘.

∞ **The Dread Lord's Protection**
When an enemy character targets this character with an attack, it may use its 👁 Defense regardless of the attack's type unless the attacking character pays 1 ✪.

∞ **The Perfect Host**
All attacks made by this character are 👁 attacks. Additionally, add one die to this character's attack rolls for every Banishment token on this card.

∞ **Dread Lord's Domain**
During the Cleanup Phase, you must place this character within ⊕ 1 of the Altar.

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## DEMONS DOWNTOWN!
## HAS OUR COMEUPPANCE COME DUE?

THREAT — SECURE **19** THREAT — SECURE

**SETUP**
Place three Flaming Portals (Target of Opportunity) as indicated on map E.

**SCORING**
Players score 1 VP for each Flaming Portal they are securing during the **Cleanup Phase.**

During the **Power Phase**, all characters within ⊕ 1 of a Flaming Portal gain the Incinerate special condition.

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