

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.

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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. 5). 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.

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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.

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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

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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.

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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: UNSTOPPABLE COLOSSUS

The Crisis Team must do the impossible: subdue the Unstoppable Colossus before his rampage reduces the city to rubble! After touching the Crimson Gem of Cyttorak, the gentle Piotr Rasputin has gained Juggernaut's immense powers. This, combined with his remarkable mutant abilities, has made Colossus one of the most dangerous Avatars of Cyttorak to ever exist. Unable to withstand the destructive urges brought on by the gem's influence, Colossus cuts a swath of destruction through the city.

Professor Xavier has deployed a network of Cerebro Towers that can contain the Unstoppable Colossus for a short time in the hope that the Crisis Team can subdue him and save the city. However, it will be no easy task. Colossus gains ever-increasing momentum as he continues his path of destruction.

The AI Unstoppable Colossus, powered by the helmet of Cyttorak, has one goal: destroy the city.

SQUAD COMPOSITION

The Crisis Team is made up of two squads, each with **Maximum Threat: 17** and the number of Team Tactic cards listed for the difficulty level (see "Difficulty" below). The Cosmic Threat is controlled by the game—no one plays the Cosmic Threat. Its squad consists of the **Unstoppable Colossus**.

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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

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COOPERATIVE ULTIMATE ENCOUNTER

This is a cooperative Ultimate Encounter. The rules of this Encounter give guidelines about how the **Unstoppable Colossus** moves, but how he attacks is up to the players to decide. When players have to make a decision for the **Unstoppable Colossus**, they should always choose whatever outcome is the worst for the players. For instance, The **Unstoppable Colossus** should never move in a way that would prevent him from executing his plan or that would block him from attacking or destroying MORE of the city! Players should work together to make sure any decisions required by them for the **Unstoppable Colossus** maintain the spirit and the excitement of the Encounter.

DIFFICULTY

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

DIFFICULTY	TEAM TACTICS CARDS	SUBDUCE TOKENS NEEDED FOR VICTORY
Narrative	0	2
Normal	2	3
Hard	1	4
Unstoppable	0	5

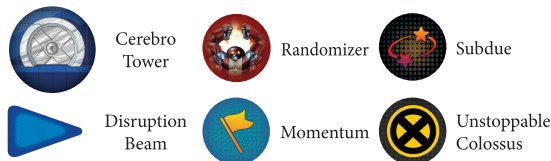
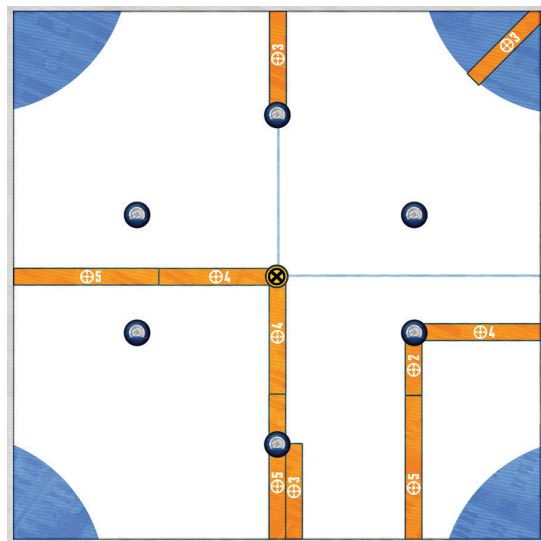
MISSION SETUP

When creating the battlefield for this Ultimate Encounter, make sure to include thematic elements to represent a dense urban environment for the **Unstoppable Colossus** to rampage through. Placement of several size 3, 4, and 5 buildings is recommended. Most of the terrain should be placed near the center of the battlefield. Place the

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Cerebro Towers randomly as shown on the setup map. Set up the Momentum Tracker, and set the **Unstoppable Colossus's** Momentum token to 9.

Shuffle the 6 Cerebro Tower Randomizer tokens and place them face-down in random order in the 6 "Priority Tracking" spots on the Momentum Tracker. Flip the first token face-up to determine the priority Cerebro Tower.



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Additionally, all Crisis Team characters within ⊕ 1 of the destroyed tower suffer 2 and gain 2.

- Crisis Team characters may not end a movement overlapping a Cerebro Tower.

6 Randomizer Tokens: These tokens are randomized and placed on the Momentum Tracker at the start of the game and determine which direction the Unstoppable Colossus will Rampage in. Each token corresponds to a numbered Cerebro Tower. The face-up token determines the priority Cerebro Tower.

Disruption Beam: Disruption Beams are psychic barriers that slow down the Unstoppable Colossus. They must be created by the Crisis Team by Linking the Cerebro Towers together.

- A Crisis Team character can interact with a Cerebro Tower to place a Disruption Beam token pointing toward a second Cerebro Tower. Once two Disruption Beam tokens are pointing at each other, those two Cerebro Towers become Linked.
- If a character interacts with a Cerebro Tower that already has a Disruption Beam token on it, place an additional Disruption Beam token pointing toward a new Cerebro Tower. If no additional Cerebro Towers exist, no additional Disruption Beam tokens may be placed.
- Each time the **Unstoppable Colossus** moves, if his base or the movement tool would cross any straight line drawn between two Linked Cerebro Towers, his Momentum is decreased by 3. Remove both Disruption Beam tokens associated with the Link. This can occur multiple times during a single movement if more than one group of Linked Cerebro Towers are crossed.

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PRIORITY

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

DEPLOYMENT

The **Unstoppable Colossus** is deployed first at the center of the battlefield as shown on the setup map. Then the Crisis Teams deploy. One player picks a corner to deploy their squad in. The other player deploys their squad in the opposite corner.

VICTORY POINTS

Players cannot score victory points during this Ultimate Encounter.

TOKENS AND OBJECTIVES

Cerebro Tower (Target of Opportunity): The Cerebro Towers surround the map and represent the psychic field within which Xavier has managed to contain the **Unstoppable Colossus**.

- Crisis Team characters can interact with Cerebro Towers to Link them together, creating Disruption Beams to slow down the **Unstoppable Colossus**.
- When the **Unstoppable Colossus's** base contacts or overlaps a Cerebro Tower, he stops his movement and the tower is destroyed. If the tower is Linked to one or more other towers and the **Unstoppable Colossus** did not break those Links while moving, he loses 3 Momentum.
- When a Cerebro Tower is destroyed, remove its token and all Disruption Beam tokens Linked to it from the battlefield. Remove the corresponding Randomizer token from the Momentum Tracker and flip the next Randomizer token face-up.

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THE UNSTOPPABLE COLOSSUS

Colossus, while wearing the Helmet of Cyttorak, has lost control and has begun rampaging through the city, destroying all in his path. He will continue to move through the city unhindered by terrain until he is finally subdued. Players use the Momentum Tracker to show the **Unstoppable Colossus's** Momentum level. The higher the Momentum, the more aggressive he is and the higher his defense. The Momentum Tracker has 5 tiers. The **Unstoppable Colossus** begins the game with the Momentum Tracker at its maximum level of 9.

MOMENTUM

Throughout the game, the **Unstoppable Colossus** gains and loses Momentum. This is tracked on the Momentum Tracker. When Momentum is gained, increase the Momentum Tracker by the appropriate amount, to a maximum of 12. When Momentum is lost, reduce the Momentum Tracker by that amount, to a minimum of 0.

- The **Unstoppable Colossus** gains 1 Momentum after each time he Rampages (see below) if one or more terrain features of Size 2 or greater were destroyed during the Rampage.
- The **Unstoppable Colossus** gains 1 Momentum each time a Crisis Team member is Dazed or KO'd.
- The **Unstoppable Colossus** loses 3 Momentum each time he crosses or overlaps a Disruption Beam (see Disruption Beam rules above).
- The **Unstoppable Colossus** loses 1 Momentum each time he suffers damage.

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RAMPAGE

The **Unstoppable Colossus** is on a rampage through the city and must be stopped at any cost! When the **Unstoppable Colossus** Rampages, he will move and then roll on the Rampage chart.

At the start of each of the **Unstoppable Colossus's** turns, he Rampages toward the current priority Cerebro Tower. Push the **Unstoppable Colossus** toward the priority Cerebro Tower using the movement tool shown for the current level on the Momentum Tracker.

The **Unstoppable Colossus** does not stop if he contacts an interactive terrain feature during this push. Instead, the contacted terrain feature is destroyed, then this character continues being pushed.

If the **Unstoppable Colossus** contacts one or more other characters during this push, all contacted characters suffer the damage shown on the Momentum Tracker. The **Unstoppable Colossus** does not stop due to contacting other characters. If the **Unstoppable Colossus** would end a movement overlapping another character's base or a terrain feature because he did not have enough movement to move to the other side, he stops along the movement tool at the last position that was not overlapping the character's base or the terrain feature. If the **Unstoppable Colossus** contacts a Cerebro Tower, the Cerebro Tower is immediately destroyed and the **Unstoppable Colossus** stops moving. Remove the corresponding Randomizer token and flip the next token on the Momentum Tracker face up.

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Ending the Encounter

Destruction: If all six Cerebro Towers are destroyed, the city is lost and the Crisis Team loses the game.

Evacuation: If the Crisis Team Subdues the **Unstoppable Colossus** the number of times specified by the difficulty level, the Crisis Team wins the game.

Special Rules

You will find all of the special rules for the Crisis Team and the **Unstoppable Colossus** on the tip cards for this Ultimate Encounter.

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Once the Rampage movement is complete, roll a die on the Rampage chart below:

Critical	The Unstoppable Colossus gains 1 Momentum. Choose a character within ⊕ 2 of the Unstoppable Colossus and throw it away ⊖.
Wild	Choose an interactive terrain feature within ⊕ 2 of the Unstoppable Colossus and throw it ⊖. If there are no terrain features within ⊕ 2 or if no enemy character suffers a collision, Rampage again.
Hit, Block, or Blank	The Unstoppable Colossus makes a Bare Metal Hands attack against a Crisis Team character within ⊕ 2 and in LOS. If there are no Crisis Team characters within ⊕ 2, execute the Failure result instead.
Failure	The Unstoppable Colossus makes a Hurl Debris attack against a Crisis Team character within ⊕ 5 and in LOS. If there are no Crisis Team characters within ⊕ 5, Rampage again.

AVATAR OF CYTTORAK – THE UNSTOPPABLE COLOSSUS

When the **Unstoppable Colossus's** Momentum drops to zero, he is Subdued. Add 1 Subdue token to his stat card and remove all damage and effects from him. He then Rampages. During this Rampage, always use the ⊖ movement tool. After this Rampage, increase the Momentum Tracker to 9.

If the **Unstoppable Colossus** is Subdued during a Rampage, he finishes the current Rampage before triggering a new Rampage due to being Subdued. If he would gain Momentum during the remainder of his current Rampage, he does not gain Momentum and is still Subdued as normal.

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COSMIC THREAT TIP CARD: THE UNSTOPPABLE AVATAR OF CYTTORAK

AVATAR OF CYTTORAK

When the **Unstoppable Colossus**'s Momentum drops to zero, add 1 Subdue token to his stat card and remove all damage and effects from him. He then Rampages. During this Rampage, always use the **⊕** movement tool. After this Rampage, increase the Momentum Tracker to 9.

COOPERATIVE ULTIMATE ENCOUNTER

This is a cooperative Ultimate Encounter. The rules of this Encounter give guidelines about how the **Unstoppable Colossus** moves, but how he attacks is up to the players to decide. When players have to make a decision for the **Unstoppable Colossus**, they should always choose whatever outcome is the worst for the players. For instance, The **Unstoppable Colossus** should never move in a way that would prevent him from executing his plan or that would block him from attacking or destroying MORE of the city! Players should work together to make sure any decisions required by them for the **Unstoppable Colossus** maintain the spirit and the excitement of the Encounter.

Cosmic Threat Special Rules

RAMPAGE

The **Unstoppable Colossus** is on a rampage through the city and must be stopped at any cost! When the **Unstoppable Colossus** Rampages, he will move and then roll on the Rampage chart.

At the start of each of the **Unstoppable Colossus**'s turns, he Rampages toward the current priority Cerebro Tower. Push the **Unstoppable Colossus** toward the priority Cerebro Tower using the movement tool shown for the current level on the Momentum Tracker.

The **Unstoppable Colossus** does not stop if he contacts an interactive terrain feature during this push. Instead, the contacted terrain feature is destroyed, then this character continues being pushed.

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If the **Unstoppable Colossus** contacts one or more other characters during this push, all contacted characters suffer the damage shown on the Momentum Tracker. The **Unstoppable Colossus** does not stop due to contacting other characters. If the **Unstoppable Colossus** would end a movement overlapping another character's base or a terrain feature because he did not have enough movement to move to the other side, he stops along the movement tool at the last position that was not overlapping the character's base or the terrain feature.

If the **Unstoppable Colossus** contacts a Cerebro Tower, the Cerebro Tower is immediately destroyed and the **Unstoppable Colossus** stops moving. Remove the corresponding Randomizer token and flip the next token on the Momentum Tracker face up.

Once the Rampage movement is complete, roll a die on the Rampage chart below:

Critical	The Unstoppable Colossus gains 1 Momentum. Choose a character within ⊕ 2 of the Unstoppable Colossus and throw it away ⊖ .
Wild	Choose an interactive terrain feature within ⊕ 2 of the Unstoppable Colossus and throw it ⊖ . If there are no terrain features within ⊕ 2 or if no enemy character suffers a collision, Rampage again.
Hit, Block, or Blank	The Unstoppable Colossus makes a Bare Metal Hands attack against a Crisis Team character within ⊕ 2 . If there are no Crisis Team characters within ⊕ 2 , execute the Failure result instead.
Failure	The Unstoppable Colossus makes a Hurl Debris attack against a Crisis Team character within ⊕ 5 . If there are no Crisis Team characters within ⊕ 5 , Rampage again.

ENDING THE ENCOUNTER

Destruction: If all six Cerebro Towers are destroyed, the city is lost and the Crisis Team loses the game.

Evacuation: If the Crisis Team Subdues the **Unstoppable Colossus** the number of times specified by the difficulty level, the Crisis Team wins the game.

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COSMIC THREAT TIP CARD: THE UNSTOPPABLE AVATAR OF CYTTORAK

Crisis Team

The Crisis Team is made up of two squads, each with **Maximum Threat: 17** and the number of Team Tactic cards listed for the difficulty level. The Cosmic Threat is controlled by the game—no one plays the Cosmic Threat. Its squad consists of the **Unstoppable Colossus**.

Cosmic Threat Special Rules

Interact (Cerebro Tower): Place a Disruption Beam token on the Cerebro Tower pointing toward another Cerebro Tower.

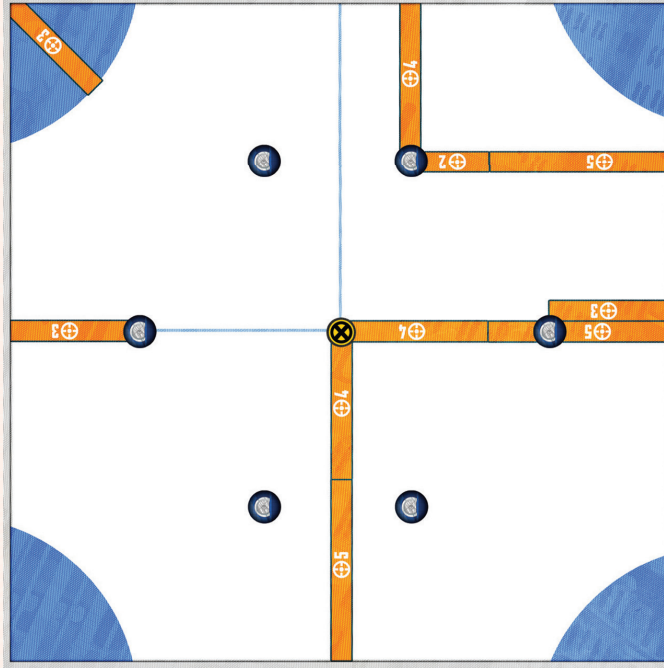
DISRUPTION BEAMS

When two Cerebro Towers have Disruption Beam tokens pointing at each other, they are **Linked** and can slow the **Unstoppable Colossus** by reducing his Momentum.

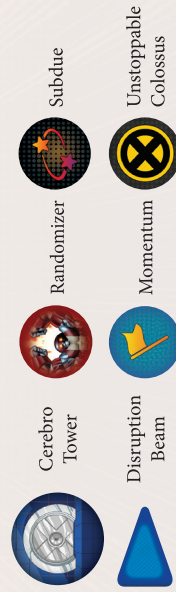
MOMENTUM

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- The **Unstoppable Colossus** gains 1 Momentum each time a Crisis Team member is Dazed or KO'd.
- The **Unstoppable Colossus** loses 3 Momentum each time he crosses or overlaps a Disruption Beam (see Disruption Beam rules above).
- The **Unstoppable Colossus** loses 1 Momentum each time he suffers damage.

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TOKEN LEGEND



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THE UNSTOPPABLE COLOSSUS

PIOTR RASPUTIN



90 * 3 UE

4 4 4

∞ Encounter Character, Immunity [Special Conditions]

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BARE METAL HANDS 2 8 0

- If this attack deals , after the attack is resolved, this character may throw the target character away .
- If the Momentum Tracker is at 7 or higher, the range of this attack is A2.

HURL DEBRIS 5 8 0

- If this attack deals damage, add one Momentum to the Momentum Tracker.

HELMET OF CYTTORAK

This character cannot be moved by Crisis Team effects. Additionally, add dice to this character's defense and dodge rolls equal to the amount specified on the Momentum Tracker.

ORGANIC STEEL

When this character would suffer from an enemy effect, reduce the amount suffered by 1, to a minimum of 1. After the effect is resolved, remove all from this character.

Increase this character's defenses by the amount shown on the current Momentum tier.

THE UNSTOPPABLE COLOSSUS

PIOTR RASPUTIN



90 * 3 UE

4 4 4

∞ Encounter Character, Immunity [Special Conditions]

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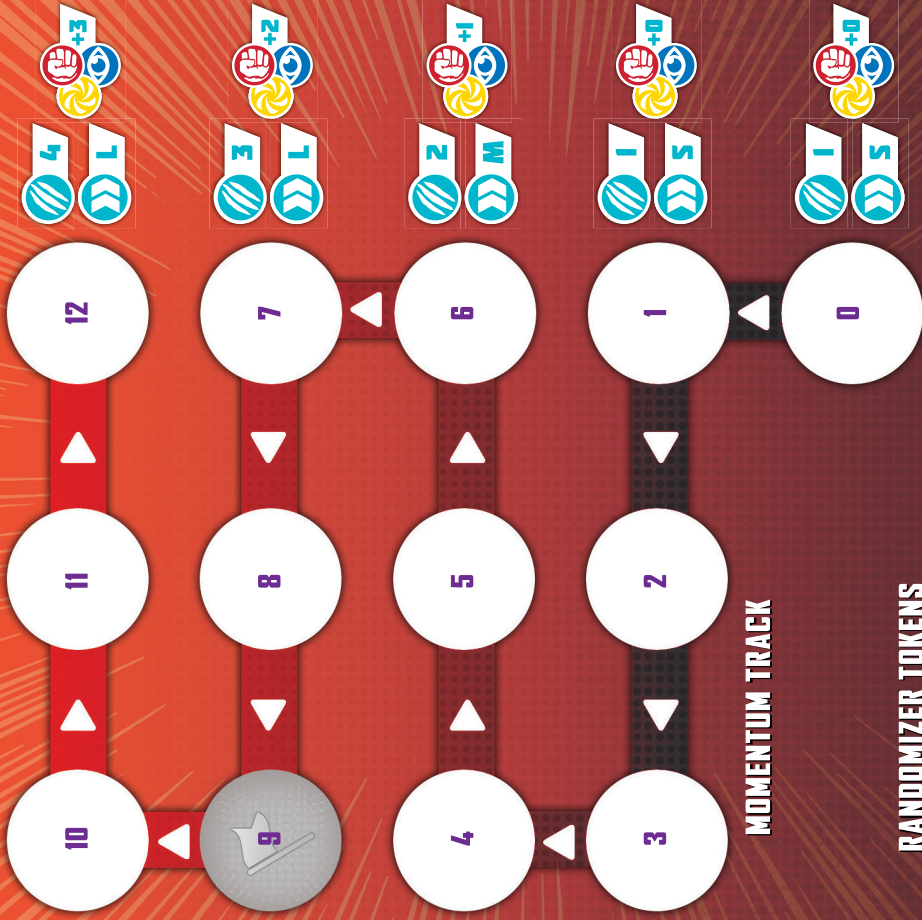
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Increase this character's defenses by the amount shown on the current Momentum tier.

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ULTIMATE ENCOUNTER: UNSTOPPABLE COLOSSUS

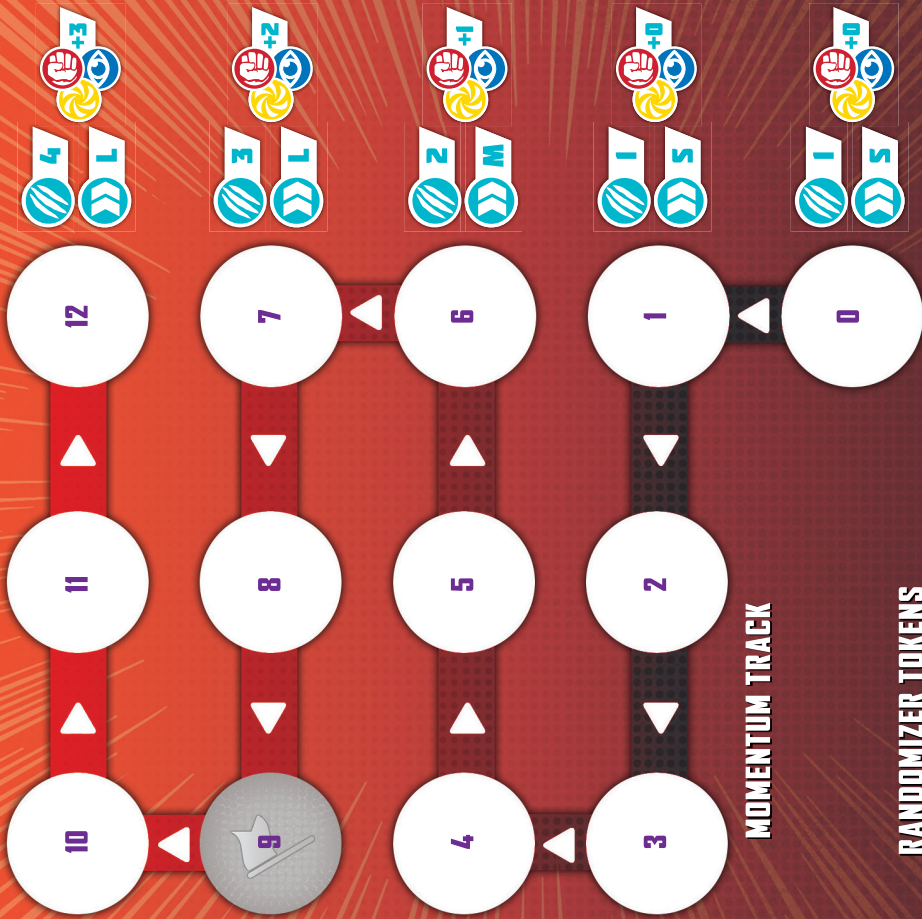


RANDOMIZER TOKENS

MOMENTUM TRACK

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ULTIMATE ENCOUNTER: UNSTOPPABLE COLOSSUS



RANDOMIZER TOKENS

MOMENTUM TRACK

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