

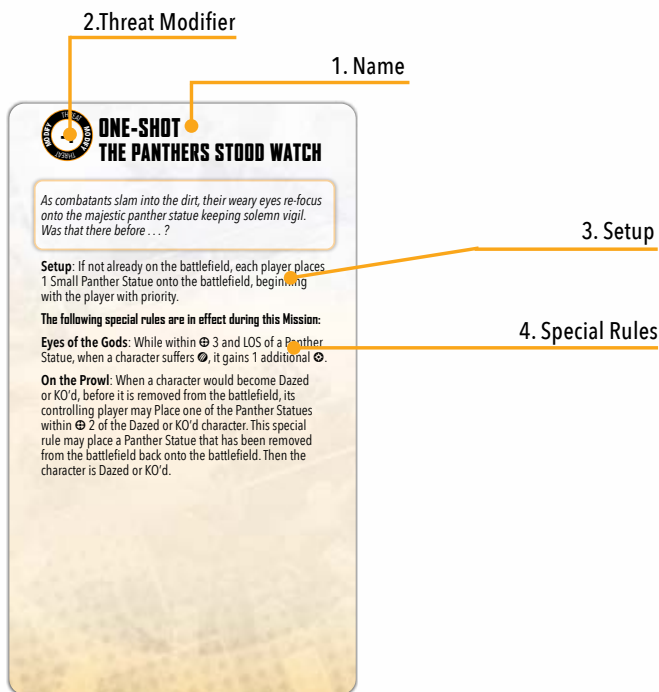
APPENDIX H: ONE-SHOT CARDS

Characters rarely choose ideal locations to battle over. Day-to-day objects quickly become dangerous projectiles when thrown with super-powered strength, and environmental effects give unexpected advantages to friend and foe alike. One-Shot Cards are an optional way for players to capture these moments and bring them to their games of *Crisis Protocol*.

PARTS OF A ONE-SHOT CARD

Each One-Shot Card is made up of the following parts:

1. **Name** - The name of the card.
2. **Threat Modifier** - The modifier applied to the mission's Maximum Threat Value. If multiple One-Shot Cards are being used, add the Threat Modifiers together before applying them to the mission's Maximum Threat Value.
3. **Setup** - Additional rules on how to incorporate the One-Shot Card into the mission.
4. **Special Rules** - Special rules that affect the mission.



After determining priority and before setting up the mission, if all players agree to use one or more One-Shot Cards, follow the Setup rules on the agreed upon One-Shot Cards, if any.

Place any One-Shot Cards in use in a place where they are easily accessible to both players.

Once any One-Shot Cards have been chosen and resolved, players continue setting up the mission as normal.