

## 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 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.

## 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.
4. **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.

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## 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: MUTANT MASTERWORKS

Magneto, the Master of Magnetism, has chosen a new moniker: the Mutant Masterworks. Unwilling to sit idly by as mutants suffer persecution at the hands of the world's anti-mutant governments, Magneto has determined he must do whatever is necessary to ensure the survival and supremacy of his people. Believing the only language the leaders of the world understand is force, Magneto has set out from his base on Asteroid M to capture a nuclear warhead from a secure ballistic missile facility. The facility's commander, realizing they are no match for the Omega-level mutant, has sent out a call for help. But can the combined might of the Crisis Team stop Magneto from reaching his teleporter and claiming his prize? Or will the Mutant Masterworks prove too much for even them to overcome?

### SQUAD COMPOSITION

The Crisis Team is made up of two players, each with a **Maximum Threat: 17** squad. Each Crisis Team player chooses a number of Team Tactic cards based on the difficulty level (see Difficulty below). The Cosmic Threat player's squad consists of **Magneto, Mutant Masterworks**.

### DIFFICULTY

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

DIFFICULTY	TEAM TACTICS CARDS	STARTING DEBRIS
Narrative	0	5
Normal	3	8
Hard	2	10
Homo Superior	1	12

### ENCOUNTER SETUP

When creating the battlefield for this encounter, make sure to include thematic elements showing a destroyed military base. This battlefield should be extremely dense with terrain—we suggest at least 20 pieces of terrain, with two or more being Size 4. Set up the objective tokens on the battlefield, then place the Debris Piles covering the Magnetic Field Dampeners (see Tokens & Objectives below). Shuffle the Soldier tokens and place them face down on the dashboard.

### Priority

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

### DEPLOYMENT

Each player on the Crisis Team chooses one deployment zone marked on the Setup Map (pg. 11) and deploys their characters as shown. Then the Cosmic Threat player deploys Magneto, Mutant Masterworks within Range ① of the Nuclear Missile.

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## TOKENS & OBJECTIVES

**Nuclear Missile (Target of Opportunity):** An active atomic warhead that Magneto intends to steal.

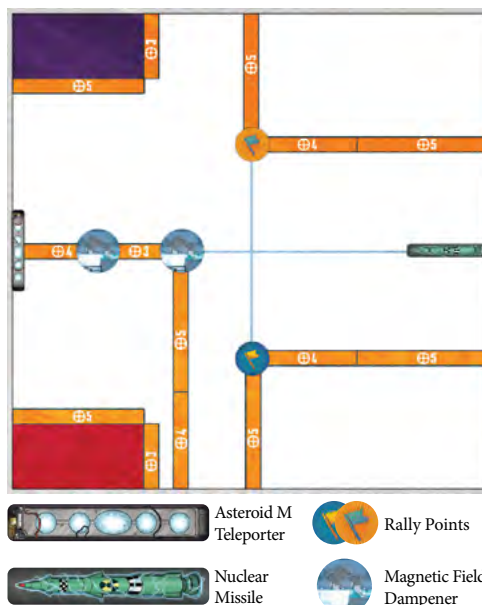
- Characters cannot end a movement overlapping the Nuclear Missile token.
- This token has two sides: Shielded and Non-Shielded. It begins the game with its Shielded side up and flips to its Non-Shielded side once Magneto, Mutant Masterworks has three or more Exhaustion tokens.
- At the end of each round, Magneto, Mutant Masterworks moves the Nuclear Missile. Place the Missile within Range 3 of its current location.

**Teleporter (Target of Opportunity):** Magneto has brought a teleporter with him that will transport the Nuclear Missile back to Asteroid M for safe-keeping—he just has to get the Missile to it!

- Characters cannot overlap the Teleporter.

**Debris Pile:** Magneto has piled debris on top of the Magnetic Field Dampeners, overloading their capabilities. The Crisis Team must clear the Debris Piles to reactivate the Magnetic Field Dampeners.

- Debris Piles are represented by Magneto's Metallic Constructs and are non-interactive Size 2 terrain that can be attacked and damaged as if they were characters. When they suffer damage, place that damage on the Dashboard. Debris Piles are treated as allied characters to the Cosmic Threat. Debris Piles do not suffer the special rules



- of attacks, and they make dodge rolls normally. Debris Piles are immune to all special conditions.
- As the Debris Piles suffer damage, shrapnel flies from them—controlled by Magneto, this is quite dangerous! The Tip Cards explain the effects of the shrapnel.

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**Magnetic Field Dampeners (Target of Opportunity):** Military tech at its finest, these Magnetic Field Dampeners can shut down Magneto, Mutant Masterworks's powers. Clearing the debris he has piled on top of the devices will return them to functioning status.

- The Crisis Team must reactivate these devices by clearing the debris off of them, thereby slowing the Nuclear Missile's advance to the Teleporter.
- The Nuclear Missile token cannot be placed if it is within Range 3 of a cleared Magnetic Field Dampener.
- The Nuclear Missile token cannot be placed within Range 3 of a cleared Magnetic Field Dampener.

**Rally Point (Target of Opportunity):** The fractured and overwhelmed soldiers manning the base have started to congregate around these rally points.

- At the end of each of the Cosmic Threat player's turns, they place 1 random Soldier token face down within Range 2 of the Rally Point and not within Range 2 of another Soldier token. If a token would be placed, but none remain, shuffle all discarded Soldier tokens and choose one at random to be placed. If there are no available discarded Soldier tokens, a Soldier is not placed.

**Soldiers (Civilian):** The military occupants of the base have been scattered and broken. These remaining soldiers hold the code(s) to shutting down the missile and are represented by double-sided tokens. Two have the Shutdown Codes, two have



Secret Information for Magneto, and two are blank.

- Interacting with the Soldier tokens will flip them over to reveal what information they have.
- The Crisis Team must find the Shutdown Codes and use them on the Non-Shielded Missile to deactivate the missile and prevent Magneto's plans from succeeding.
- Magneto, Mutant Masterworks can interrogate these soldiers, sometimes finding out hidden information and gaining Power 1.

**Shutdown Code (Asset):** These are the two codes needed to safely deactivate the nuclear warhead inside the missile. The Crisis Team must collect both codes from the soldiers around the Rally Points.

**Exhaustion:** As Magneto fights the Crisis Team, he will become exhausted. The Crisis team must whittle away his strength until he can no longer sustain the shield around the Nuclear Missile. Once there are three Exhaustion tokens on the dashboard, the shielding on the Nuclear Missile will fall!

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### Debris Storm

Magneto, Mutant Masterworks has created a whirlwind of debris and wreckage to cover his escape. As more destruction and mayhem occurs, the whirlwind grows in strength. Each time a terrain feature is destroyed, move the Debris Tracker on the Dashboard up a number of spots equal to the size of the terrain feature. If this would cause the Debris Tracker to move to a new row, the Storm Level has increased. If the Debris Tracker would move back a row, the Storm Level has decreased. If an effect would cause you to lower the Debris Tracker, but you cannot, lower the Debris Tracker to zero, and the effect does not occur. As the Storm Level grows, the following effects are applied to the game. Include the current Storm Level and all lower levels.

STORM LEVEL	EFFECT
0	No Effect.
1	<b>Reduced Visibility:</b> When a Crisis Team character targets a character or Debris Pile with an attack, if they are not within Range ② of the target, it has Cover.
2	<b>Communications Disruption:</b> When a Crisis Team character plays a Team Tactic card, they must pay 1 Power ⚡ before playing the card.
3	<b>Unforeseen Impact:</b> At the end of each of the Cosmic Threat player's turns, the Cosmic Threat chooses a Crisis Team character. The chosen character gains one of the following special conditions: Bleed, Slow, or Stun.
4	<b>Swirling Shrapnel:</b> At the end of each of the Cosmic Threat player's turns, each Crisis Team character suffers 1 damage 🔪 and gains 1 Power ⚡.

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### Victory Points

Players do not score Victory Points during this Ultimate Encounter.

### Ending the Encounter

**Disaster Averted:** If at any time both Shutdown Codes are on the Nuclear Missile, it has been successfully disarmed, and the Crisis Team wins the game!

The Crisis Team must gather the Shutdown Codes from around the battlefield and use them to shut down the Nuclear Missile after removing its shielding.

**Escape Successful:** If at any time the Nuclear Missile is overlapping the Teleporter, the Cosmic Threat immediately wins the game.

The Nuclear Missile moves at the end of each round as Magneto moves it toward the Teleporter.

### 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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# MUTANT MASTERWORKS

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- This token has two sides: Shielded and Non-Shielded. It begins the game with its Shielded side up and flips to its Non-Shielded side once Magneto, Mutant Masterworks has three or more Exhaustion tokens.
- At the end of each round, Magneto, Mutant Masterworks moves the Nuclear Missile. Place the Missile within Range 3 of its current location.

**Teleporter (Target of Opportunity):** Magneto has brought a teleporter with him that will transport the Nuclear Missile back to Asteroid M for safe-keeping—he just has to get the Missile to it!

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**Debris Pile:** Magneto has piled debris on top of the Magnetic Field Dampeners, overloading their capabilities. The Crisis Team must clear the Debris Piles to reactivate the Magnetic Field Dampeners.

- Debris Piles are non-interactive Size 2 terrain that can be attacked and damaged as if they were characters. When they suffer damage, place that damage on the Dashboard. Debris Piles are treated as allied characters to the Cosmic Threat. Debris Piles do not suffer the special rules of attacks, and they make dodge rolls normally. Debris Piles are immune to all special conditions.
- As the Debris Piles suffer damage, shrapnel flies from them—controlled by Magneto, this is quite dangerous! The Crisis Team Tip Cards explain the effects of the shrapnel.

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## COSMIC THREAT TIP CARD: MUTANT MASTERWORKS

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STORM LEVEL	EFFECT
0	No Effect.
1	<b>Reduced Visibility:</b> When a Crisis Team character targets a character or Debris Pile with an attack, if they are not within Range Ⓢ 2 of the target, it has Cover.
2	<b>Communications Disruption:</b> When a Crisis Team character plays a Team Tactic card, they must pay 1 Power Ⓢ before playing the card.
3	<b>Unforeseen Impact:</b> At the end of each of the Cosmic Threat player's turns, the Cosmic Threat chooses a Crisis Team character. The chosen character gains one of the following special conditions: Bleed, Slow, or Stun.
4	<b>Swirling Shrapnel:</b> At the end of each of the Cosmic Threat player's turns, each Crisis Team character suffers 1 damage Ⓢ and gains 1 Power Ⓢ.

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## COSMIC THREAT SPECIAL RULES

**Interact (Magnetic Field Dampener):** If there is no Debris Pile covering this device, lower the Debris Track by 4. If you do, place a Debris Pile with no Damage Ⓢ tokens on it covering this Magnetic Field Dampener.

**Interact (Debris Pile):** Lower the Debris Tracker by up to 3. Remove damage from this Debris Pile equal to the amount removed from the Debris Tracker.

**Interact (Soldier):** Reveal the Soldier token. If it is a Secret Info token this character gains 2 Power Ⓢ. Then, discard the Soldier token.

**Interact (Shutdown Code):** Place the Shutdown Code in the discard pile face down.

**Flying Shrapnel:** When a Debris Pile is damaged, roll dice equal to the damage it suffered. Crisis Team characters within Range Ⓢ 2 of the Debris Pile suffer 1 damage Ⓢ for each Critical Ⓢ and each Wild Ⓢ rolled. Crisis Team characters gain Power Ⓢ equal to the damage suffered in this way. Once a Debris Pile has damage equal to its Stamina, it is destroyed and removed from the table, and the Magnetic Field Dampener underneath it is uncovered and reactivated.

## ENDING THE ENCOUNTER

**Disaster Averted:** If at any time both Shutdown Codes are on the Nuclear Missile, it has been successfully disarmed and the Crisis Team win the game!

The Crisis Team must gather the Shutdown Codes from around the battlefield and bring them to the Nuclear Missile after removing its shielding.

**Escape Successful:** If at any time the Nuclear Missile is overlapping the Teleporter, the Cosmic Threat immediately wins the game.

The Nuclear Missile moves at the end of each round as Magneto moves it toward the Teleporter.

## TOKEN LEGEND



Magnetic Field Dampener



Soldiers



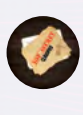
Rally Points



Exhaustion



Shutdown Codes



Secret Info



Blank



Nuclear Missile



Asteroid M Teleporter

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# MAGNETO, MUTANT MASTERWORKS

MAX EISENHARDT



Encounter Character, Flight, Immunity [Stagger, Stun]

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**REVERSE POLARITY** 3 6 0

- After this attack is resolved, this character gains equal to the dealt.
- If the target character is within 2 of this character, this character may reroll any number of its attack dice; if it is not, after the attack is resolved, push the target character .

**SHOCKWAVE** B4 6 2

- Magnetic Lethargy:** After each attack is resolved, this character pushes the target character away . The pushed character gains the Slow special condition.

**MAGNETIC DEVASTATION** 4 9 3

- When making the dice pool for this attack, you may reduce the Debris Track by up to 3 to add that many dice to this attack roll.

**FATAL ATTRACTION** X

This character may spend 1 to 4 when paying the cost of this superpower. Choose an interactive terrain feature within 3 and with a Size equal to or less than the spent to use this superpower and throw it . This superpower can be used only once per turn.

**ULTIMATE DOMINION** 2

Advance this character . This superpower can be used only once per turn.

**DEBRIS SHIELD** 1

When this character or a Debris Pile within 3 of this character is targeted by an enemy attack, this character may use this superpower. You may reduce the Debris Track by up to 3 to add that many dice to the defense roll.

**OMEGA LEVEL THREAT**

At the start of the Cosmic Threat player's turn, if this character has a Dazed token, he removes all , special conditions, and the Dazed token from himself and adds an Exhaustion token to the Dashboard. If there are three or more Exhaustion tokens on the Dashboard, flip the Nuclear Missile over to its Non-Shielded side. Then, reduce the Debris Tracker by the number of Exhaustion tokens on the Dashboard.

**TRUE POTENTIAL**

This character may reroll a number of its attack dice equal to the Storm Level.

At the start of each of this character's activations, it gains equal to the Storm Level.

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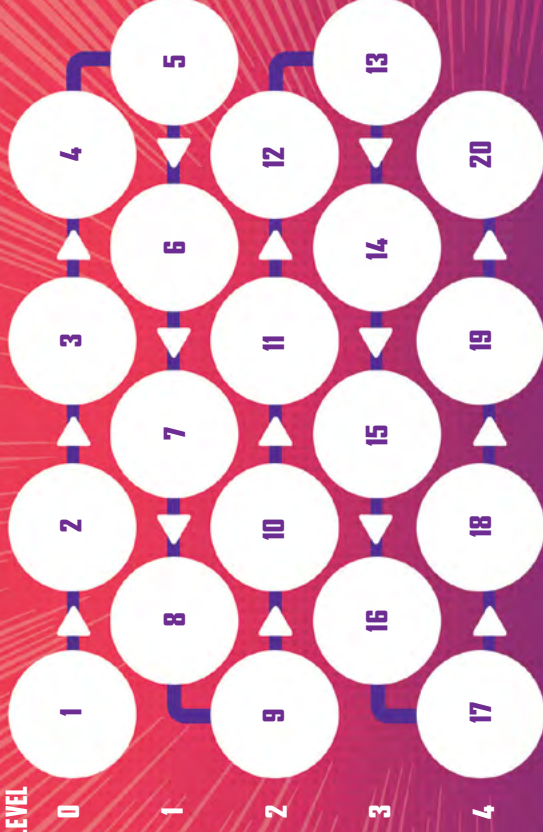
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# ULTIMATE ENCOUNTER: MUTANT MASTERWORKS

STORM  
LEVEL

DEBRIS TRACKER



ACTIVATED



EXHAUSTION



SOLDIER



DISCARD

DEBRIS PILE

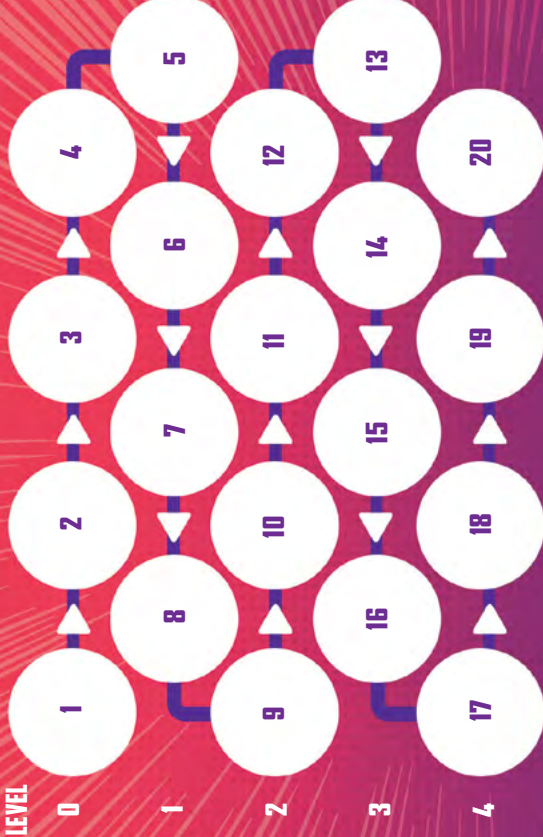


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# ULTIMATE ENCOUNTER: MUTANT MASTERWORKS

STORM  
LEVEL

DEBRIS TRACKER



ACTIVATED



EXHAUSTION

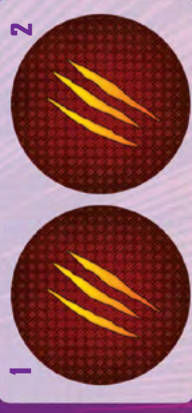


SOLDIER



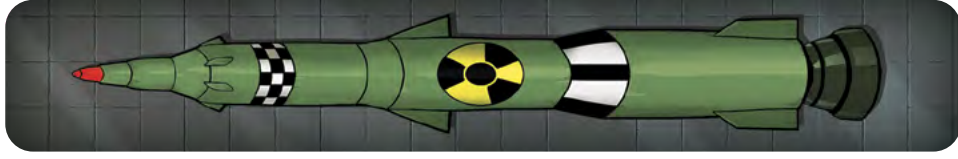
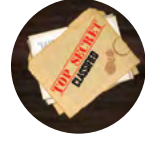
DISCARD

DEBRIS PILE



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