

STRIKE TEAMS

QUICK-START TUTORIAL RULES

This Tutorial Rulebook serves as a quick introduction to the game, and is appropriate both for learning the game and for teaching friends how to play. When you finish playing the tutorial, you should read the Full Rulebook to learn the complete rules of the game.

Marvel Strike Teams allows you to send a strike team of heroes (played by 1 - 4 players) to invade the base of a villainous mastermind (played by 1 player alone) in order to complete a challenging scenario. This tutorial assumes you are playing with 1 - 2 Hero Players (who control *Captain America* and *Iron Man*) and 1 Mastermind Player (who controls *6 Hydra Soldiers*). Rules for including more heroes and villains in the tutorial are included in the Full Rulebook.

Object of the Game: The heroes are all part of the same team and work together to score **Objective Points (OP)**. The Mastermind controls her own team of villains and tries to win the game on her own. Each team tries to score the most OP by the end of the game by completing the requirements on the Scenario Card and by defeating their enemies in battle.

Tutorial Components: You will need the following components to play the tutorial. Set aside all of the other components for now.



5 WAREHOUSE MAP TILES



2 COMMAND DIALS



Captain America Hero Card
+ 2 Starter Action Cards
[“Hurl Shield” & “Shield Block”]



CAPTAIN AMERICA
FIGURE + TOKEN



Iron Man Hero Card
+ 2 Starter Action Cards
[“Jet Boots” & “Iron Armor”]



IRON MAN
FIGURE + TOKEN



6 Hydra Soldiers
Henchmen Card
+ 2 Starter Action Cards
[“Concussion Rocket” &
“Trench Knife”]



6 HYDRA SOLDIER
FIGURES + TOKENS



TUTORIAL MISSION
SCENARIO CARD



RUBBLE TOKENS



8 SPAWN POINT TOKENS



ACTION TOKENS



WOUND TOKENS



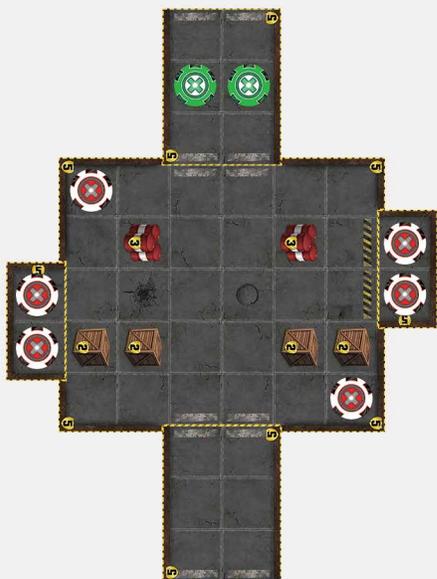
ROUND TOKENS # 1-4



OBJECTIVE POINT TOKENS

TUTORIAL SET UP

1. Set up the **Map Tiles** and **Spawn Point Tokens** as shown below. In the diagram, each individual Map Tile is surrounded by a dashed border to make it clear which pieces are used when creating the Map.



2. Place the **Hero Figures** on the Green Spawn Points and the **Henchmen Figures** on the White Spawn Points (as below).



The figures' directional facing is not important. Each figure's Clix dial should be set to Level 0 (see example at right).



3. When playing with 2 players, one player represents the **Heroes** and the other player represents the villainous **Mastermind**. When playing with 3 players, there are two Hero Players, each controlling a different hero. Each player places her corresponding Character Card(s) and Action Cards in front of herself, with the Action Cards placed in a horizontal row **above** the Character Card as shown at top right. Afterwards, place 1 **Action Token** on the "0" space of each character's Action Track (see top right).
4. Each team receives 1 **Command Dial**. The Mastermind uses 1 Command Dial for all of her characters, while the Hero Players share the other Command Dial. Set both teams' Command Dials to "0" and place them within easy reach of the players. Command Dials are always kept face up within view of all the players.
5. The Mastermind places the **Tutorial Mission Scenario Card** face up near her play area within view of all the players. She then places the 4 **Round Tokens** in a neat stack on the left side of the Scenario Card (ordered #1 - 4 from top to bottom). Leave space on the right side of the card for expired Round Tokens.
6. Sort all of the remaining tokens by type and place them off to the side, within easy reach of all the players.



PLAYING THE GAME

Marvel Strike Teams is normally played over the course of 3 **stages**. Each stage is represented by a Scenario Card and lasts for 4 **game rounds**. The Tutorial Mission only uses 1 Scenario Card and is therefore only 4 rounds long. Each round is further broken down into the following 4 phases:

1. **Command Dials:** Each Command Dial gains +1 Command Point (maximum of 12 Command Points total).
2. **Mastermind Turn:** The Mastermind activates each of her characters one at a time in the order of her choice. Each activated character spends her Action Points to move, attack, and trigger the powers on her Action Cards.
3. **Hero Turn:** The Hero Player(s) activate their characters one at a time in the order of their choice. Each activated hero spends Action Points to move, attack, and trigger the powers located on her Action Cards.
4. **End of Round:** The top Round Token is moved from the left side of the current Scenario Card to the right side of the Scenario Card. When the last Round Token in the game has been moved to the right side of the Scenario Card, the game ends and the team that has acquired the most Objective Points wins (see "Earning Objective Points" on page 4).

ACTIVATING CHARACTERS

Each character that activates must complete her entire turn before the next character activates. This means that if a character chooses to end her turn with some Action Points remaining, she cannot activate again to spend those points during the remainder of the round. She may, however, spend those points to **react** during an opponent's turn or save them for her next activation. When your character activates, follow the steps outlined below.

1. Add Action Points (AP) or Remove Wound Tokens:

Before proceeding with your character's turn, you must decide whether to add Action Points to your Action Track or to **rest** by removing up to 6 Wound Tokens.

To add AP, advance your Action Token forward on your Character Card's Action Track (at the bottom of your Character Card) a number of spaces equal to the bronze number located on the lower right portion of your Character Card. You cannot possess more than 12 AP at any given time.



To rest, remove up to 6 total Wound Tokens from among your Character Card and Action Cards. You may still take a full turn and spend AP left over from previous rounds.

- ### 2. Spend Action Points (AP):
- During your character's turn, you may spend your Action Points to move and attack, and you may perform these activities as many times and in any order that you like (move, attack, attack, move, etc.), as long as you can afford to pay the requisite number of AP for each activity. You may also spend your AP to trigger the power on one of your Action Cards. You may do this at any time during your turn, although during this tutorial each Action Card can only be triggered once per round (flip the Action Card face down as a reminder, and then flip it face up again when the character activates during the next round).



This Action Card's power costs 4 AP to trigger.

You may also choose to spend 1 or more of the Command Points available on your team's Command Dial. Command Points can always be spent as Action Points by your team.

When you are done spending Action and Command Points, you must announce that your character's turn is over. Your character cannot be activated again for the rest of the round, but you may spend Action and Command Points to react to something your opponent does (see page 4). You may also save your character's AP for a later round.

Henchmen: The Hydra Soldiers are **henchmen** who are represented by the same Character Card. A group of henchmen activate together and share the same pool of Action Points, but each henchman must still be mobilized separately. You must complete each henchman's actions before mobilizing the next one.

MOVING ON THE MAP

Moving one of your characters to an adjacent space on the map costs 1 AP, including diagonally. This is called **advancing**. You cannot enter an enemy figure's space, but you **can** enter a space occupied by one of your allies as long as you do not end your movement in that space. During the tutorial, ignore the "Run" and "March" actions that appear on the Character Cards.

Movement Penalty (+1 AP): If you **enter** a space with an object printed on the map (such as a crate), you must pay a **movement penalty** of +1 AP in order to enter that space. Also, if you **leave** a space that is adjacent to an enemy figure, you must pay a movement penalty of +1 AP. You never have to pay a movement penalty more than once per space even if, for example, you are entering a space with an object while leaving a space adjacent to several enemies.

NOTE: You do not pay a movement penalty for **leaving** a space containing an object, nor do you pay a movement penalty for **entering** a space adjacent to an enemy.

Movement Powers: Some Action Cards, such as Iron Man's "Jet Boots," feature a special movement symbol (see right). Iron Man can use this power to move up to 4 spaces in a straight line. When using a special



movement power, you do not have to pay a movement penalty for entering a space containing an object or leaving a space adjacent to an enemy. However, unless the movement power specifically says so, **a movement power still does not allow you to enter or move through an enemy's space.**

ATTACKING

During your turn, you may attack an enemy by paying 2 AP. Each Character Card specifies whether the character's primary attack is a **melee attack** or a **ranged attack**.

*In the examples at right, Captain America's "Slug" attack is identified by the **Melee Attack Symbol**, and Iron Man's "Repulsor Ray" attack is identified by the **Ranged Attack Symbol**.*



A **melee attack** can target any **adjacent enemy**, including diagonally. A **ranged attack** can target any enemy that is 2 - 3 spaces away, but **cannot** target an adjacent enemy or an enemy more than 3 spaces away. In order to make a ranged attack, you must have line of sight to the target. To have **line of sight** to a target, you must be able to trace a straight imaginary line from the center of your square to the center of the target's square without crossing a wall.

Reactions: If you attack an enemy, the enemy has a chance to **react** by using the defensive ability listed on her Character Card, or by using a defensive ability listed on one of her Action Cards. In order to react to something during another character's turn, the ability must feature a red **reaction ring** around its Action Point cost (see right), and the character must have saved Action Points (or Command Points) in order to pay for the ability. A defending character can only react once to each attack.



Captain America can spend 1 AP to use his shield to react to an attack.

Sometimes a defensive ability creates **armor defense** (as in the example above), and other times it creates **dodge defense**. Most of the time, this distinction doesn't matter, but sometimes an enemy will have an ability that reduces the effectiveness of certain types of defenses. *For example, the Hydra Soldiers' "Trench Knife" ignores 1 point of Armor Defense.*

Obstruction Defense: If you make a ranged attack that passes through the square of another character (friend or foe), then the target receives **+1 obstruction defense** for every character's space that the attack carries through. This defense reduces the attacker's damage accordingly.

Similarly, if the target is adjacent to an object and your ranged attack passes through that object, then the target receives obstruction defense equal to the **material strength** listed on the object. If the target is not adjacent to the object, however, then the target does not receive any defense from the object, even if the attack passes through it.



Since Iron Man's attack passes through the barrels and the Hydra Soldier is adjacent to the barrels, the Hydra Soldier receives an obstruction defense of 3.

Since Iron Man is not adjacent to the barrels, Iron Man would not receive obstruction defense from the barrels if the Hydra Soldier attacks him.

Inflicting Wound Tokens: If the enemy does not react to your attack and does not receive any obstruction defense, then you inflict a number of Wound Tokens equal to the strength of your attack. *For example, Iron Man's "Repulsor Ray" (page 3) would inflict 3 damage.* If the enemy does react to your attack or receives obstruction defense, then you only inflict damage equal to the strength of your attack **minus** the strength of the enemy's defense. If this damage totals 0 or less, then you do not inflict any Wound Tokens against the enemy. *If Cap uses his "Shield Block" to react (see above), then he reduces the attacker's damage by 4 points.*

Some Action Cards provide a continuous defense, such as Iron Man's "Iron Armor" (see right). These abilities do not have an Action Point cost, so they provide their defense against **every** attack.



When a hero receives Wound Tokens, she places them in the square damage slots on her Character Card and Action Cards. In the tutorial, each hero has a total of 14 damage slots, but it doesn't matter where the Wound Tokens are placed. When all of a character's damage slots are filled, the character is defeated and temporarily removed from play (see "Respawning Defeated Characters" below).



2 of this Action Card's damage slots have been covered by Wound Tokens.

Henchmen in Combat: The Hydra Soldiers follow slightly different rules in combat. First, each individual Henchman Figure can only attack once per round. Second, Henchmen do not place Wound Tokens on their Character Cards or Action Cards. Instead, place Wound Tokens directly on each Henchman Figure's base. Every Henchman has a Health of 3, so each is defeated if he receives 3 or more damage.

Destroying an Object: You may attack objects as well as enemies if they are within range. If you target an object with a single attack that inflicts damage equal to or greater than the object's material strength (see right), then the object is destroyed and replaced with a Rubble Token. Destroyed objects no longer provide obstruction defense or impede movement.



Respawning Defeated Characters: When a hero is defeated, then all she can do on her next turn is return to one of the Green Spawn Points. She removes **all** of her Wound Tokens, but she does not receive Action Points and cannot take any actions during the turn that she respawns. However, a newly respawned hero also **cannot be attacked** during the next Mastermind Turn.

Rules for respawning Henchmen are different. A defeated Henchman can return to play at any time by paying 3 AP to respawn at any one of the White Spawn Points. Like heroes, an individual Henchman cannot take any actions during the round that she respawns. However, a respawned Henchman can be attacked by the heroes later that round.

Earning Objective Points (OP) & Winning the Mission: The first time that a hero is defeated, the Mastermind earns the corresponding Hero Token, as well as 1 OP Token. The Mastermind cannot earn more than 1 OP for defeating the same hero, no matter how many times she defeats that hero during the same game.

Each time a henchman is defeated, the Heroes receive one of the 6 corresponding Henchman Tokens, but the Hero Players only earn 1 OP for every 3 henchmen that they defeat. The Hero Players cannot earn more than 2 OP this way during the same game.

Players also earn points according to the objectives listed on the game's Scenario Card. During the Tutorial Mission, a hero adjacent to a Henchman Spawn Point can spend 3 AP to remove that Spawn Point from play, **even if a henchman is on top of it**. At the end of the game, the Heroes earn 1 OP for each destroyed Henchman Spawn Point, and the Mastermind earns 1 OP for each remaining Henchman Spawn Point. The side that earns the most OP by the end of the game wins the Tutorial Mission!