

This campaign is non-canon, fan-created content. The *Marvel Champions: The Card Game* design team had no part in the design of this campaign.

ALIAS INVESTIGATIONS BY CHRISTIAN FECTEAU

CAMPAIGN MODE RULES

REQUIRED PRODUCTS

The following *Marvel Champions* products are required to set up these scenarios:

- *Marvel Champions: The Card Game* (Core Set)
- *The Rise of Red Skull*
- *Mutant Genesis*

DECKBUILDING RESTRICTIONS

Jessica Jones is ready to do whatever it takes to find the culprit of this kidnapping case, and that means she will team up with any hero who agrees to help. Players may choose whatever heroes and aspects they like in any combination. After beginning the campaign, deck lists cannot be modified, so be ready for anything.

CLUES, LEADS, & EVIDENCE

Before each scenario of this campaign, the players will be instructed to create a separate encounter deck called a Clue deck. Each scenario will list the cards to be included in the Clue deck. Players assemble and shuffle the Clue Deck during setup after Step 11 (Shuffle Encounter Deck) but before Step 12 (Draw Cards.) The Clue Deck is separate from the Encounter Deck, and cards that interact with or manipulate the Encounter Deck cannot be used to manipulate or interact with the Clue Deck.

The Clue Deck will help the players (and Jessica) determine the identity of the kidnapper; each lead or piece of evidence discovered will change how the future scenarios play. When players defeat Stage I of the Villain (or Stage II in Expert Mode), the first player will reveal the

top card of the Clue Deck, resolve any “When Revealed” effects, and then put the card in to play – if it is a minion, it enters play engaged with the first player. For the first two scenarios, cards put into play from the Clue Deck gain the text “Victory 2” for the duration of the scenario.

At the end of each scenario, players will record the name of each revealed Clue Deck card in the victory display and list them under the “Evidence Gathered” section of the Campaign Log; this represents valuable information that the players have found about the kidnapper’s plans. Each Clue Deck card that was revealed but not put in the victory display is recorded under the “Leads Pursued” section of the Campaign Log; this represents the circumstantial insights that the players have gained about the kidnapper.

From the second scenario onwards, each scenario will instruct players to place every card listed in the “Leads Pursued” section into play after assembling the Clue Deck but before drawing player card hands. Each card put into play this way gains the text “Victory 1.” When a Clue Deck card is added to the “Evidence Gathered” section of the Campaign Log, players cross that card’s name off the “Leads Pursued” section (if it was there) as the players have successfully followed that lead.

JESSICA'S WOUNDS

Jessica Jones is a superpowered private investigator who is relentless in the pursuit of the kidnapper, but repeated injuries could threaten her ability to continue working. At the beginning of each scenario, players search their decks, hands, discard piles, and collections for the Jessica Jones ally (*Core Set #59*) and put her into play under the control of the first player. She gains the text “Victory -1” and “Jessica Jones does not count against your ally limit.” (*Note: this text only applies to the initial copy of Jessica Jones. If you play another copy of her, that copy does not gain this text.*)

At the end of each scenario, players will be instructed to check the victory display for Jessica Jones. If she is present there, players should check one box in the

“Jessica’s Wounds” section of the Campaign Log.

EXPERT MODE

For Expert mode, players must record each Identity’s remaining hit points at the end of each scenario (if they are above maximum, record the maximum hit point value instead.) For the next scenario, players start with that many hit points available. If a player was defeated but the scenario was still won, treat that player’s identity as though they had finished the scenario with 1 hit point remaining.

SCENARIO #1 - RHINO (AKA FIGHT AT THE FACILITY)

Jessica Jones has asked for your help with tracking down the culprit who kidnapped her client, and so you've met her at her office – Alias Investigations – to work with her and figure out a strategy. Her investigation has hit a few dead ends, but she tells you that one of her contacts has reached out to her with a new lead: a folder of case files that are currently stored inside a safety deposit box at a S.H.I.E.L.D. facility.

Right after she mentions this, the words "breaking news" flash across the screen of Jessica's old TV: Rhino is forcing his way into a nearby S.H.I.E.L.D. site, and authorities are advising everyone to steer clear until the situation is resolved. You turn to Jessica, as though to ask if this might be the same S.H.I.E.L.D. building where the documents are being stored, but you can already tell the answer to that question from the way that Jessica is holding her head in her hands and sighing exasperatedly.

There's no time to prepare or speculate as to whether the timing of Rhino's attack is a coincidence – you and Jessica grab your things and rush to the facility. Heroics first, ask questions later.

Villain Deck: Rhino (I), Rhino (II)
Remove Rhino (I) and add Rhino (III) for expert mode.

Main Scheme Deck: The Break In!

Encounter Deck: Rhino (Core Set) and one Standard set.
Weapon Master (The Rise of Red Skull).

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ After Step 1 (Select Heroes), each player records their name, identity, and aspect in the Campaign Log.
- ▶ After Step 11 (Shuffle Encounter Deck), the players

assemble the Clue Deck (see "Clues, Leads, & Evidence" on page 1) using the following three cards from the collection:

- Radioactive Man (Core Set #129, Masters of Evil #2)
 - Madame Hydra (Core Set #181, Legions of Hydra #3)
 - Mystique (Mutant Genesis #80, Mystique #1)
- ▶ Shuffle the Clue Deck and place it within easy reach of the first player.
 - ▶ After Step 13 (Resolve Mulligans), the first player searches every player's deck, hand, discard pile, and the collection for Jessica Jones (Core Set #59) and places her in play under the first player's control. This search cannot be cancelled. For the duration of the scenario, Jessica Jones gains the text "Victory -1" and "Jessica Jones does not count against your ally limit."

CAMPAIGN REMINDERS:

- ▶ **When players defeat Stage I of the Villain (or Stage II in Expert Mode):** the first player reveals the top card of the Clue Deck, resolves any "When Revealed" effects (if any) and then puts the card into play – if it is a minion, it enters play engaged with the first player. (This will only happen once during this scenario.)
- ▶ **When a card enters play from the Clue Deck:** that card gains the text "Victory 2."

VICTORY:

- ▶ If Jessica Jones is in the victory display, check one box under "Jessica's Wounds" in the Campaign Log.
- ▶ If the card revealed from the Clue Deck this scenario is in the victory display, record that card's name under "Evidence Collected" in the Campaign Log.

- ▶ If the card revealed from the Clue Deck this scenario is not in the victory display, record that card's name under "Leads Pursued" in the Campaign Log.
- ▶ Record the total victory value of cards in the victory display in the "Victory Tally" section of the Campaign Log.
- ▶ Proceed to Scenario #2.

SCENARIO #2 - SENTINEL (AKA BRAWL AT THE MALL)

Although Rhino seemed to have no interest in the case file at the facility, another foe appeared partway through the battle, and they were determined to keep you from getting the contents of the safety deposit box. While it occurred to you that the enemy you encountered might be the person behind the kidnapping, Jessica doesn't seem convinced; she thinks the real kidnapper probably sent someone to steal the files for them and wouldn't risk going in person. "That one's likely working with the kidnapper, though," Jessica says. "I doubt we've seen the last of them."

The documents you recovered from the facility are dense; you and Jessica take the files back to her office and start reading through them. As it turns out, Jessica's client isn't the only person kidnapped – the information you've found says that there's been several superpowered people who have gone missing within the last few weeks, and all of them disappeared within a two-mile radius of the local mall. If what you're reading is true, then it's possible that all the kidnappings are the work of the same individual.

There's only one way to find out, so you and Jessica head to the mall to check things out for yourselves.

Villain Deck: Sentinel (I), Sentinel (II)
Remove Sentinel (I) and add Sentinel (III) for expert mode.

Main Scheme Deck: Night of the Sentinels

Encounter Deck: Project Wideawake (Mutant Genesis) and one Standard set. Remove one copy of Abduction Protocols (Mutant Genesis #100, Project Wideawake #21) from the game.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ After Step 8 (Select Villain), check the Campaign Log:
 - If Radioactive Man is listed under "Leads Pursued" or "Evidence Collected," add the Masters of Evil encounter set (Core Set) to the villain's encounter deck.
 - If Madame Hydra is listed under "Leads Pursued" or "Evidence Collected," add the Legions of Hydra encounter set (Core Set) to the villain's encounter deck.
 - If Mystique is listed under "Leads Pursued" or "Evidence Collected," add the Mystique encounter set (Mutant Genesis) to the villain's encounter deck.
- ▶ After Step 10 (Resolve Scheme Setup), Check the Campaign Log: search the collection and place any cards listed under "Leads Pursued" into play, resolving any "When Revealed" effects. Each card that enters play this way gains the text "Victory 1."
- ▶ After Step 11 (Shuffle Encounter Deck), the players assemble the Clue Deck (see "Clues, Leads, & Evidence" on page 1) using the following three cards from the collection:
 - Taskmaster's Training Camp (The Rise of Red Skull #108, Taskmaster #23)
 - Test Subjects (The Rise of Red Skull #123, Zola #29)
 - Intruder Alert! (Mutant Genesis #19, Master Mold #16)
- ▶ Shuffle the Clue Deck and place it within easy reach of the first player.

- ▶ After Step 13 (Resolve Mulligans), the first player searches every player's deck, hand, discard pile, and the collection for Jessica Jones (Core Set #59) and places her in play under the first player's control. This search cannot be cancelled. For the duration of the scenario, Jessica Jones gains the text "Victory -1" and "Jessica Jones does not count against your ally limit."

CAMPAIGN REMINDERS:

- ▶ **When players defeat Stage I of the Villain (or Stage II in Expert Mode):** the first player reveals the top card of the Clue Deck, resolves any "When Revealed" effects (if any) and then puts the card into play – if it is a minion, it enters play engaged with the first player. (This will only happen once during this scenario.)
- ▶ **When a card enters play from the Clue Deck:** that card gains the text "Victory 2."
- ▶ **If a card entered play at the beginning of the scenario due to being listed under "Leads Pursued" in the Campaign Log:** that card gains the text "Victory 1."

VICTORY:

- ▶ If Jessica Jones is in the victory display, check one box under "Jessica's Wounds" in the Campaign Log.
- ▶ If the card revealed from the Clue Deck this scenario is in the victory display, record that card's name under "Evidence Collected" in the Campaign Log.
- ▶ If the card revealed from the Clue Deck this scenario is not in the victory display, record that card's name under "Leads Pursued" in the Campaign Log.
- ▶ If a card listed under "Leads Pursued" in the Campaign Log is in the victory display, cross that card's name out in the "Leads Pursued" section and record that card's name in the "Evidence Collected" section.

- ▶ For each **Captive** ally that entered play during this scenario, record that ally's name in the "Victims Rescued" section of the Campaign Log.
- ▶ If Jubilee (*Mutant Genesis* #88, *Project Wideawake* #5) entered play during this scenario and is not in the victory display, record her name in the "Victims Rescued" section of the Campaign Log.
- ▶ Record the total victory value of cards in the victory display in the "Victory Tally" section of the Campaign Log.
- ▶ Proceed to Scenario #3.

SCENARIO #3 - THE KIDNAPPER (AKA THE FINAL BATTLE)

After the battle at the mall, you and Jessica now know the identity of the kidnapper. You've discovered that they've used modified Sentinels to commit the kidnappings, and they've also enlisted minions to help cover their tracks. They didn't cover things up well enough, though, because now you and Jessica where to find them.

All you need to do now is stop them.

CAMPAIGN INSTRUCTIONS

- ▶ Check the campaign log:

If Taskmaster's Training Camp is listed under "Leads Pursued" or "Evidence Collected," use the following:

Villain Deck: Taskmaster (I), Taskmaster (II) (Taskmaster (II) and Taskmaster (III) instead if playing on Expert Mode)

Main Scheme Deck: Hunting Down Heroes

Encounter Deck: Taskmaster, Hydra Patrol (*The Rise of Red Skull*) and Standard encounter sets.

If Test Subjects is listed under "Leads Pursued" or "Evidence Collected," use the following:

Villain Deck: Zola (I), Zola (II) (Zola (II) and Zola (III) instead if playing on Expert Mode)

Main Scheme Deck: The Island of Dr. Zola, The Mad Doctor

Encounter Deck: Zola and Standard encounter sets.

If Intruder Alert! is listed under "Leads Pursued" or "Evidence Collected," use the following:

Villain Deck: Master Mold (I), Master Mold (II) (Master Mold (II) and Master Mold (III) instead if playing on Expert Mode)

Main Scheme Deck: The Sentinel Factory, Master

Mold's Agenda

Encounter Deck: Master Mold, Sentinels (*Mutant Genesis*), and Standard encounter sets.

SETUP:

- ▶ After Step 8 (Select Villain), check the Campaign Log:
 - If Radioactive Man is listed under "Leads Pursued" or "Evidence Collected," add the Masters of Evil encounter set (*Core Set*) to the villain's encounter deck.
 - If Madame Hydra is listed under "Leads Pursued" or "Evidence Collected," add the Legions of Hydra encounter set (*Core Set*) to the villain's encounter deck.
 - If Mystique is listed under "Leads Pursued" or "Evidence Collected," add the Mystique encounter set (*Mutant Genesis*) to the villain's encounter deck.
- ▶ After Step 10 (Resolve Scheme Setup), Check the Campaign Log: search the collection and place any cards listed under "Leads Pursued" into play, resolving any "When Revealed" effects. Each card that enters play this way gains the text "Victory 1."
- ▶ After Step 11 (Shuffle Encounter Deck), the players assemble the Clue Deck (see "Clues, Leads, & Evidence" on page 1) using the following steps:
 - Gather the 4 **Captive** allies (*Mutant Genesis* #89-92, *Project Wideawake* #6-9) from the *Project Wideawake* encounter set.
 - Check the Campaign Log and remove each **Captive** ally whose name is listed under the "Victims Rescued" section. (This could result in there being only 1 card in the Clue Deck.)
- ▶ Shuffle the Clue Deck and place it within easy reach of the first player. (If there is only one card in the Clue Deck, you may skip the shuffling step.)

- ▶ After Step 13 (Resolve Mulligans), the first player searches every player's deck, hand, discard pile, and the collection for Jessica Jones (Justice, Core Set #59) and places her in play under the first player's control. This search cannot be cancelled. For the duration of the scenario, Jessica Jones gains the text "Victory -1" and "Jessica Jones does not count against your ally limit."

- ▶ Record the total victory value of cards in the victory display in the "Victory Tally" section of the Campaign Log.
- ▶ You have won the campaign!

CAMPAIGN REMINDERS :

- ▶ **When players defeat Stage I of the Villain (or Stage II in Expert Mode) for this scenario:** the first player reveals the top card of the Clue Deck, resolves any "When Revealed" effects (if any) and then put the card into play under the control of the first player. (This will only happen once during this scenario.)
- ▶ **When a card enters play from the Clue Deck for this scenario:** that card enters play under the control of the first player. It gains the text: "This ally does not count towards your ally limit" and "If this card leaves play, the players lose the game." This is Jessica's missing person. You didn't make it this far to let them get defeated now!
- ▶ **If a card entered play at the beginning of the scenario due to being listed under "Leads Pursued" in the Campaign Log:** that card gains the text "Victory 1."

VICTORY:

- ▶ If Jessica Jones is in the victory display, check one box under "Jessica's Wounds" in the Campaign Log.
- ▶ If a card listed under "Leads Pursued" in the Campaign Log is in the victory display, cross that card's name out in the "Leads Pursued" section and record that card's name in the "Evidence Collected" section.
- ▶ Record the **Captive** ally's name under the "Victims Rescued" section of the Campaign Log.

END SCORING (AKA THE EPILOGUE)

Check the Campaign Log. Count the number of checked boxes under "Jessica's Wounds" and consult the table below.

3 checked boxes: *Jessica Jones temporarily closes Alias Investigations. She thanks you for your help and tells you that she needs to take some time before she can get back to working on her own again.*

2 checked boxes: *You stop in on Alias Investigations a few weeks later. Jessica is mostly the same as you remember her. Business is slow, she tells you, but her clients know that she does good work, and that's the important thing. You have a feeling that things will be tough for a bit, but she'll get through it; she always does.*

1 checked box: *Business seems good for Alias Investigations. Jessica's reputation in the community has grown since the last time you saw her. She meets up with you to catch up, and you share a good laugh about that one part of the case where she got knocked out and you had to finish the fight for her.*

0 checked boxes: *After the work done on the kidnapping case, Alias Investigations has a stellar reputation. Crime in the area has dropped significantly since then, and the police often call Jessica in as a consultant. She has also received calls from some superhero teams that were seeking her advice. The work keeps her busy, but she finds time to send you a letter thanking you for the work you did with her.*

Check the Campaign Log. Count the number of victory points you have in the Victory Tally and consult the table below:

6 or more: Super-Sleuth. You are a top-tier solver of mysteries. If you ever get tired of being a superhero, you could find some success opening your own investigations business.

4 or 5: Insightful Investigator. You have a knack for finding clues and tracking down leads before the trails go cold. Your quick thinking makes you a formidable foe for any criminal looking to get away with their schemes.

2 or 3: Dauntless Detective. Despite the occasional setback, you work hard to chase down criminals. You may not always find the most efficient route to the truth, but you find the truth nonetheless.

1 or less: Resilient Rookie. Some leads were just beyond your grasp, and sometimes luck just wasn't with you. Part of being a good crime fighter is having the ability to endure hardship, dust yourself off, and keep going.

ALIAS INVESTIGATIONS

CAMPAIGN LOG

PLAYER INFORMATION

Player #1's Name:

Player #2's Name:

Player #3's Name:

Player #4's Name:

Player #1's Identity:

Player #2's Identity:

Player #3's Identity:

Player #4's Identity:

Player #1's Aspect:

Player #2's Aspect:

Player #3's Aspect:

Player #4's Aspect:

Player #1's
Remaining Health
(Expert Mode Only)

Player #2's
Remaining Health
(Expert Mode Only)

Player #3's
Remaining Health
(Expert Mode Only)

Player #4's
Remaining Health
(Expert Mode Only)

Leads Pursued

Evidence Collected

Victims Rescued

Jessica's Wounds

Victory Tally

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HOUSE OF MOJO

BY AMANDA SHAGOURY

This winter the hit TV show everyone has been talking about returns after 20 years. With five years and eight seasons of content to reference, what twists and turns will happen this season on House of Mojo?

*This campaign is a celebration of *Marvel Champions: The Card Game's* 5-year anniversary. Players will take on a specific role within the team. This role will determine what upgrades can be unlocked by that player. A table with each role and upgrade cards can be found in the campaign log at the end of this document. Each of the game's campaign expansions from its first five years has been included in some way as part of this anniversary celebration. It is recommended that you use cards from each of these expansions when choosing rewards. Similarly, there are opportunities to add additional modular encounter sets into different scenario encounter decks. Adding these sets into the encounter deck is recommended if you have them as they provide an additional benefit later in the campaign.*

CAMPAIGN MODE RULES

Review any of the required rulebooks or references for further information about the scenario encounter sets. Any hero can be used in this campaign and preconstructed decks can be used, if desired. Refer to the rules reference for any questions regarding similar characters (and remember to have fun). Regular deck building and campaign rules also apply. Cards added to a player's deck by the campaign do not count towards your minimum or maximum deck size. Some setup and victory instructions are preceded by Expert Campaign Only. Players should ignore these instructions unless they are playing an expert campaign.

REQUIRED PRODUCTS

The following *Marvel Champions* products are required to set up these scenarios:

- *Marvel Champions: The Card Game* (Core Set)
- *The Rise of Red Skull* Expansion
- *The Mad Titan's Shadow* Expansion
- *Sinister Motives* Expansion
- *Mutant Genesis* Expansion
- *NeXt Evolution* Expansion
- *Age of Apocalypse* Expansion
- *MojoMania* Scenario Pack
- Either *Cyclops Hero Pack* or *Storm Hero Pack*

OPTIONAL PRODUCTS

- *The Galaxy's Most Wanted* Expansion
- *Magento Hero Pack*
- *Jubilee Hero Pack*
- *Iceman Hero Pack*

CAMPAIGN CARDS

The following cards are used throughout the campaign and may be referenced by just the name of the card.

From *The Rise of Red Skull*:

- "Basic Thwart Upgrade" #159A
- "Basic Attack Upgrade" #160A
- "Basic Defense Upgrade" #161A
- "Basic Recovery Upgrade" #162A

From *The Galaxy's Most Wanted* (optional):

- "Grapple" #156
- "Wing It" #157
- "Calculate the Odds" #154
- "Creative Solution" #155

From *The Mad Titan's Shadow* (optional):

- "Shawarma" #183

From *Sinister Motives*:

- "Public Outcry" #174B
- "Smear Campaign" #175

From *Mutant Genesis*:

- "X-Jet" #20 (Basic card)
- "Magneto" #172B
- "Ferocious Attack" #179
- "Surprise!" #187
- "Brazen Defense" #178
- "War Cry" #180

From *NeXt Evolution* :

- "Build Support" #27 (Basic card)
- "Assemble the Team" #190A
- "Establish Safehouse" #191A
- "Gear Up" #192A
- "Mission Prep" #193A
- "Practice Maneuvers" #194A
- "Prepare Defenses" #195A
- "Pouches" #196
- "Safehouse" #197

From *Age of Apocalypse* :

- "Find Lost Mutants" #169A
- "Mission Team" #171A
- "Destiny" #172
- "Blink" #173
- "Morph" #174
- "X-Man" #175
- The Mission Rules and Attempt reference card is recommended.

From *MojoMania*:

- "Longshot" #71
- From either *Cyclops* or *Storm Hero Packs*:
- "Utopia" Cyclops #20 or Storm #24 (Basic card)

SCENARIO #1 - TRAINING FOR THE END OF THE WORLD

After a well-known theme song that you'll keep humming throughout this campaign, this story starts out like many others, training in the Danger Room. Today's mission: stop the end of the world. Nothing we haven't faced before and we all know our roles. We just need to adjust the settings before we start. Now what will help us prepare for anything life throws our way?

Villain Deck: Apocalypse (I), Apocalypse (II) (from the scenario En Sabah Nur)

Remove Apocalypse (I) and add Apocalypse (III) for expert mode.

Main Scheme Deck: En Sabah Nur's Pyramid, The Rise of Apocalypse

Encounter Deck: En Sabah Nur (*Age of Apocalypse*), Clan Akkaba (*Age of Apocalypse*),

Standard sets (*Core Set*), and one of the following modular encounter sets: Super Strength, Telepathy, or Flight (*NeXt Evolution*). Players may choose to add the Hellfire Club (*Magneto Hero Pack*) modular set to the encounter deck.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Each player records their identity in the campaign log found at the end of this campaign rulebook. Players cannot change identities during the campaign.
- ▶ Each player chooses a role from the table in the campaign log. Record each player's role in the campaign log and put their conditions upgrade (*The Rise of Red Skull #159A -162A*) in play under their control with the basic side face up.

- ▶ As a team, decide which of these player side schemes (*NeXt Evolution Expansion #190A-#195A*) you will attempt to complete (choose only one):

- "Assemble the Team"
- "Establish Safehouse"
- "Gear Up"
- "Mission Prep"
- "Practice Maneuvers"
- "Prepare Defenses"

- ▶ **Note:** Apocalypse starts the game in his **Biomorph** form. For additional information on the three-sided villain and other special set rules, review the *Age of Apocalypse* rulebook.
- ▶ **Note:** The Clan Akkaba modular encounter set has a card that starts in play (*Ancient Ritual*).
- ▶ **Note:** The setting encounter sets (*Super Strength*, *Telepathy*, *Flight*) have one attachment that comes into play during setup.

VICTORY:

- ▶ In the campaign log, check the setting modular encounter set used in this scenario.
- ▶ If the setting encounter set was *Super Strength*, each player may add one *Aggression* or *Leadership* event to their deck (up to three copies). Record the name of the events added in the campaign log.
- ▶ If the setting encounter set was *Telepathy*, each player may add one *Justice* or *Leadership* event to their deck (up to three copies). Record the name of the events added in the campaign log.
- ▶ If the setting encounter set was *Flight*, each player may add one *Protection* or *Leadership* event to their deck (up to three copies). Record the name of the events added in the campaign log.
- ▶ If the training side scheme was defeated, check "Training Side Scheme Thwarted" in the campaign log.
- ▶ If the Hellfire Club modular set was used in the

encounter deck, check “Hellfire Club Disbanded” in the campaign log.

- ▶ **Expert Campaign Only:** Record each identity’s remaining hit points.

SCENARIO #2 - WANDA'S VISION

Right as training ends, the alarm starts to sound. Over the intercom, Professor X says, slightly out of character, "Everyone, to the X-Jet! Cerebro has located a disturbance in the Savage Lands! Based on ratings and our limited time for character development, it seems that the Scarlet Witch is overwhelmed by... grief or something... and must be stopped! Magneto's protecting her and he would rather destroy the world with Asteroid M than let her come to harm. And Sauron is still a danger roaming those lands! Think of the ratings!"

Villain Deck: Magneto (I), Magneto (II)
Remove Magneto (I) and add Magneto (III) for expert mode.

Main Scheme Deck: Asteroid M, Factory Online, The Rule of Magnus

Encounter Deck: Magneto (*Mutant Genesis*), Savage Lands (*Age of Apocalypse*), and Standard sets (*Core Set*). Players may choose to add the Sauron (*Iceman Hero Pack*) modular set to the encounter deck.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Put the X-Jet (*Mutant Genesis* #20 – basic card) into play under the first player's control.
- ▶ Based on their role, each player puts into play their condition upgrade from the table in the campaign log with the basic side facing up.
- ▶ If "Training Side Scheme Thwarted" is checked in the campaign log, put the training side scheme in play with the environment side face up (as if it was defeated).
- ▶ If "Hellfire Club Disbanded" is checked in the campaign log, each player may add one copy

of their "Scenario #1 Event" event cards to their hand. This does not count towards their starting hand limit.

- ▶ **Expert Campaign Only:** Set each player's hit point dial to their remaining hit point value recorded on the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may place one acceleration token on the main scheme to heal their identity to its full hit point value.

VICTORY:

- ▶ If the Sauron modular set was used in the encounter deck, check "Sauron Encountered" in the campaign log.
- ▶ If the main scheme advanced to "The Rule of Magnus", check "Advanced 2" in the campaign log. Otherwise, if the main scheme advanced to "Factory Online", check "Advanced 1" in the campaign log.
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points.

SCENARIO #3 - BALANCE WILL BE RESTORED

You barely scrape by Magneto but can't get to Wanda in time. She changes reality to a world where mutants rule and humans are forced into the shadows. How novel! In the change, many people have become mutants. With the world balance out of whack, that seems like the perfect opportunity for a climactic tie-in, and Thanos has come to Earth to snap the world into alignment. Thankfully, your team is working together better than ever.

(Maybe you all could stand together in a circle looking around as you team up for the trailer... Can we get some more wind on Thor's hair??)

Will you be able to stop Thanos from snapping half the world's population from existence?

Villain Deck: Thanos (I), Thanos (II)
Remove Thanos (I) and add Thanos (III) for expert mode.

Main Scheme Deck: The Infinity Stones, Balance the Scales

Encounter Deck: Thanos (*The Mad Titan's Shadow*), Infinity Gauntlet (*The Mad Titan's Shadow*), Legions of Hydra (*Core Set*), Hydra Assault (*The Rise of Red Skull*), and Standard sets (*Core Set*).

CAMPAIGN INSTRUCTIONS

- ▶ For this scenario, all friendly characters gain the traits: **MUTANT**, **X-MEN**, **X-FORCE**, and **X-FACTOR**.
 - ▶ Players may include trait-locked cards for any of these traits in their decks even if they previously were unable to do so. For example: "Mutant Protectors" (*Mutant Genesis* #17) is trait-locked with the text "Play only if your identity has the **X-Men** trait."
 - ▶ Note: The gained traits are gained on both the Alter-Ego and Hero sides of player identities.
- ▶ **Expert Campaign Only:** You may add, remove, or change aspect or basic cards for this scenario. Your deck must revert back to the previous deck list after this scenario.

SETUP:

- ▶ Place Public Outcry (*Sinister Motives* #174A) into play with the Standard side up for Standard mode or Expert side up for Expert mode. Shuffle Smear Campaign (*Sinister Motives* #175) into the encounter deck.
- ▶ If "Training Side Scheme Thwarted" is checked in the campaign log, put the player side scheme in play with the environment side face up (as if it was defeated).
- ▶ Based on their role each player puts into play their condition upgrade from the table in the campaign log with the basic side facing up.
- ▶ Each player may put a copy of "Children of the Atom" (*Magneto* #37) into play.
- ▶ **Note:** Review the *Mad Titan's Shadow* rulebook for all information related to the Infinity Gauntlet setup and rules.
- ▶ **Expert Campaign Only:** Set each player's hit point dial to their remaining hit point value recorded on the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may place one acceleration token on the main scheme to heal their identity to its full hit point value.
- ▶ **Expert Campaign Only:** If "Advanced 2" is checked in the campaign log, put the top card of the Infinity Stone deck into play.
- ▶ **Expert Campaign Only:** If "Advanced 1" is checked in the campaign log, add one per player threat to the main scheme.

VICTORY:

- ▶ Each player chooses to add a copy of Shawarma (*Mad Titan's Shadow* #183) or the market card associated with their role as shown in the campaign log to their deck. Record each player's decision in the campaign log.
- ▶ If "The Infinity Stones" main scheme did not advance to "Balance the Scales", check "The Team Has Gotten Stronger" in the campaign log.
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points.

Thanos's motivations have shown Wanda just how misguided her actions were, and she realizes she must return reality back to what it was. But, as she does, she whispers three words that will change history forever. "No more mutants." (Wait, was that in the script??)

SCENARIO #4 - SAVING GRACE

90% of the mutant population has lost their powers. The rest of society is afraid of the remaining mutants changing reality again, so they've been rounded up and are under the watchful eyes of the Sentinels. Time for a remarkable escape! The team has a plan to start a new nation for mutants. First, they need to rescue a group of mutants and only then can they escape to Utopia on the X-Jet. The Sentinels won't make this easy. Maybe Magneto will help. (Everyone loves a good cameo, luckily his schedule just cleared up.)

Villain Deck: Sentinel (I), Sentinel (II)
Remove Sentinel (I) and add Sentinel (III) for expert mode.

Main Scheme Deck: Night of the Sentinels

Encounter Deck: Project Wideawake (*Mutant Genesis*), Zero Tolerance (*Mutant Genesis*), Dystopian Nightmare (*Age of Apocalypse*), and Standard sets (*Core Set*). Players may decide to add the Genosha (*Age of Apocalypse*) modular set into the encounter deck.

CAMPAIGN INSTRUCTIONS

SPECIAL RULES:

To win this scenario you must have the following 4 tasks done:

1. Defeat the Sentinel villain
2. Rescue the mutants from the mission side scheme (see setup)
3. Have X-Jet in play
4. Have Utopia in play

Once in play, the X-Jet and Utopia gain the permanent keyword.

Note: Review the *Age of Apocalypse* rulebook for information on side missions.

SETUP:

- ▶ Put the Build Support player side scheme (*NeXt Evolution #27* – basic card) in play. This does not count towards the player side scheme limit.
- ▶ If “Training Side Scheme Thwarted” is checked in the campaign log, put the player side scheme recorded in the campaign log in play with the environment side face up (as if it was defeated).
- ▶ If “Sauron Encountered” is checked in the campaign log, put the Magneto ally (*Mutant Genesis #172B*) into play under the first player’s control.
- ▶ If “The Team Has Gotten Stronger” is checked in the campaign log, each player, based on their role, puts into play their condition upgrade from the table in the campaign log on the advanced side. Otherwise, it is put into play on the basic side.
- ▶ Put the “Find Lost Mutants” mission side scheme (*Age of Apocalypse #169A*) in play in the mission area. There is no **Overseer** minion for this scenario. Only the mission side scheme needs to be thwarted to complete the mission.
- ▶ **Expert Campaign Only:** Set each player’s hit point dial to their remaining hit point value recorded on the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may place one acceleration token on the main scheme to heal their identity to its full hit point value.

VICTORY:

- ▶ Each player may add one player side scheme to their deck from any aspect. Record these side schemes in the campaign log.
- ▶ If the Genosha modular set was added to the encounter deck, check “Escaped Genosha” in the campaign log.
- ▶ **Expert Campaign Only:** Record each identity’s remaining hit points.

With the Sentinels defeated and teammates saved, the team flies into the sunset towards Utopia. A new era of mutantkind is about to begin.

"And that's a wrap on House of Mojo! This is Caleb's last show with us. Yes. Yes. We'll miss him but we still have work to do people! We need more views, more ratings, more, more, more!"
Mojo says as the crew cheers.

He looks to you and says "Oh you didn't realize it was..."

SCENARIO #5 - MOJO ALL ALONG

After a brief song break describing with awkward specificity how Mojo was behind all the twists and turns (something that may have been more of a plot twist if the show didn't have his name in the title), he brings out his Wheel of Genres and says "

What to do now, what to do now? Ah I know! Everyone likes sitcoms. I'm sure Arcade can help us find an interesting twist on the genre. We'll start with that. Quiet on set!"

You are suddenly in a talking head of a family-friendly network sitcom. You need to find a way out of Mojo's clutches to get back to real life. You find Longshot is in the same show. He says, "I saw how you helped out those mutants. Now let me help you find a way out of here."

Villain Deck: Mojo (I), Mojo (II)
Remove Mojo (I) and add Mojo (III) for expert mode.

Main Scheme Deck: Mojomania

Encounter Deck: Mojo (*MojoMania*) and Standard sets (*Core Set*). Set aside the Sitcom (*MojoMania*) modular set and an additional 1 modular set from the *MojoMania* scenario pack per player. Use the Sitcom modular set as the main scheme's When Revealed modular set. Players may decide to add the Arcade (*Jubilee*) modular set into the encounter deck.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Under the first player's control put "Longshot" (*MojoMania* #71) into play.
- ▶ If the team decided to add the Arcade encounter set to the encounter deck, each player adds their role's associated role upgrade as shown in the campaign log to their deck.
- ▶ If "Training Side Scheme" is checked in the campaign log, put the player side scheme in play with the environment side face up (as if it was defeated).
- ▶ If "The Team Has Gotten Stronger" is checked in the campaign log, based on their role each player puts into play their condition upgrade from the table in the campaign log on the advanced side. Otherwise, it is put into play on the basic side.
- ▶ If "Escaped Genosha" is checked in the campaign log, players may decide to put one of the recorded player side schemes from Scenario #4 into play. This does not count towards the player side scheme limit.
- ▶ **Expert Campaign Only:** Set each player's hit point dial to their remaining hit point value recorded on the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may place one acceleration token on the main scheme to heal their identity to its full hit point value.

VICTORY:

- ▶ You escape and wake to find yourself back in your bed at the mansion. Is this really reality or is this just another illusion? Guess we'll just have to find out next time playing *Marvel Champions: The Card Game*.
- ▶ The players win the campaign!

PLAYER INFORMATION

| Role | Condition Upgrade | Market Card | Role Upgrade |
|------------------|------------------------|--------------------|------------------|
| Fighter | Basic Attack Upgrade | Grapple | Ferocious Attack |
| Tactician | Basic Thwart Upgrade | Wing It | Surprise! |
| Protector | Basic Defense Upgrade | Calculate the Odds | Brazen Defense |
| Tank | Basic Recovery Upgrade | Creative Solution | War Cry |

| Player | Identity | Role | Scenario #1 Event | Market or Shawarma? | Player Side Scheme | HP |
|--------|----------|------|-------------------|---------------------|--------------------|----|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

SCENARIO 1

Super Strength?

Telepathy?

Flight?

Training Side Scheme Thwarted?

Training Side Scheme:

Hellfire Club Disbanded?

SCENARIO 2

Sauron encountered?

Advanced 1

Advanced 2

SCENARIO 3

The Team Has Gotten Stronger



SCENARIO 4

Escaped Genosha?



This campaign is non-canon, fan-created content. The *Marvel Champions: The Card Game* design team had no part in the design of this campaign.

REVENGE OF THE BLACK ORDER

BY KARL RESCH

CAMPAIGN MODE RULES

The Revenge of the Black Order campaign is made up of three scenarios, all dependent on how the heroes are spending their downtime during a surprise invasion. As the assault intensifies, each group has to tackle different challenges in order to turn the tide of battle and save the day.

To begin a campaign, the players choose one of three possible story paths and record it in the Campaign Log. The story path determines what identities can be chosen, based off the traits possessed by the alter-egos. There are three possible paths:

Story Path 1: First Response – Identities must possess either the **Attorney, Civilian, Genius, Mystic,** or **Scientist** trait. The campaign begins with Scenario #1a.

Story Path 2: Spec Ops – Identities must possess either the **Android, King, Mercenary, S.H.I.E.L.D., Soldier, Spy,** or **Wakanda** trait. The campaign begins with Scenario #1b.

Story Path 3: Direct Assault – Identities must possess either the **Asgard, Inhuman, Mutant,** or **Outlaw** trait. The campaign begins with Scenario #1c.

After choosing which path they want to play, the players start by choosing their identities, per the available story path options. Each player must use their chosen identity for the entire campaign, but they are free to change aspects and alter the contents of their deck following the deck customization rules in the *Marvel Champions* Rules Reference between scenarios.

To play a scenario in campaign mode, set up the scenario as per the normal rules of the game. Then, follow that scenario's Setup instructions as listed below in its scenario section.

When the game ends, if the players won, follow the Victory instructions at the end of that scenario's section. The Victory instructions will direct the players on which scenario they will play next based on the choices they have made. If the players lost, they may reset the scenario and try again with no penalty.

NARRATIVE CAMPAIGN

Players may wish to play the entire story of Revenge of the Black Order, seeing what each group faces while answering some of the mysteries of the attack. To play a Narrative Campaign, it is recommended that each path is played in the following order:



When the First Response campaign is complete, players should record the player identities previously used in their new campaign log under "Narrative Campaign Restrictions" along with marking any names still marked in the "Black Order" section of the previous campaign log. Any identities previously used cannot have any corresponding ally cards included in player decks. This represents the fact that these heroes were dealing with their own challenges and cannot lend assistance. The only exception is if the ally is included in a hero's identity-specific set of cards.

Example: Mark and Lynn sit down to play a Revenge of the Black Order campaign, choosing the First Response Campaign Path. They choose to play as Iron Man and She-Hulk. Later, after they finish the campaign, Lynn decides to start the Spec Ops Campaign Path with Brandon and Hannah, continuing with Narrative Play. She records "Iron Man" and "She-Hulk" in the new campaign log under "Narrative Restrictions", so that all players know they cannot include these ally cards in their decks. For this campaign, Brandon chooses to play as War Machine. He does not remove the Iron Man ally

from War Machine's set of identity-specific cards. Next, Lynn references the "Black Order" section of her First Response campaign log and notes that "Black Dwarf" was still marked. She then marks "Black Dwarf" on the "Black Order" section of the group's new campaign log.

NARRATIVE CAMPAIGN SPECIAL RULES

During Campaign 2 and 3 of a Narrative Campaign (Spec Ops and Direct Assault, respectively), the following rules apply for each scenario, after following all other Setup instructions:

SETUP:

- ▶ If "Black Swan" is marked in the campaign log under "Black Order", put the "Black Swan" minion (*The Mad Titan's Shadow* #182B) into play engaged with the first player.
- ▶ If "Supergiant", "Black Dwarf", "Corvus Glaive" and/or "Proxima Midnight" are marked in the campaign log under "Black Order", shuffle each corresponding minion card(s) (*The Mad Titan's Shadow* #85, 86, 125, 126) into the encounter deck.

SPECIAL RULES:

All **BLACK ORDER** Minions count as having "Victory 1" for this game unless they already possess the Victory X keyword.

VICTORY:

For every **BLACK ORDER** Minion in the victory display, unmark the box with their name under the "Black Order" section of the campaign log.

NARRATIVE CAMPAIGN PROHIBITED CARDS

The Revenge of the Black Order campaign has no prohibited cards; however, if players wish for a more thematic variant, they may place restrictions on themselves while deckbuilding. For Narrative Play, the following cards cannot be included in any player decks:

- ▶ Venom (Eddie Brock) (*Sinister Motives* #190)
- ▶ Symbiote Suit (*Sinister Motives* #191)

In addition, the following cards are only available for certain campaign paths. If a card is listed in the campaign path group, players in that campaign path may use it in their player deck; otherwise, it is considered prohibited:

First Response:

- ▶ Ironheart (*Wasp Hero Pack* #18)
- ▶ Spider-Man (Miles Morales) (*Wasp Hero Pack* #19)

Spec Ops:

- ▶ Maria Hill (*Core* #67)
- ▶ Nick Fury (*Core* #84; *Black Widow Hero Pack* #19)

Direct Assault:

- ▶ Professor X (Charles Xavier) (*Mutant Genesis*, 19; *Gambit Hero Pack* #17)

CAMPAIGN-SPECIFIC CARDS

During a campaign, campaign-specific cards may be added to encounter decks and player decks. These cards cannot be included in a deck unless players are playing the Revenge of the Black Order campaign and instructed to add them via the Setup instructions of each scenario. If a card is added to a player deck, it does not count towards the minimum deck size requirement.

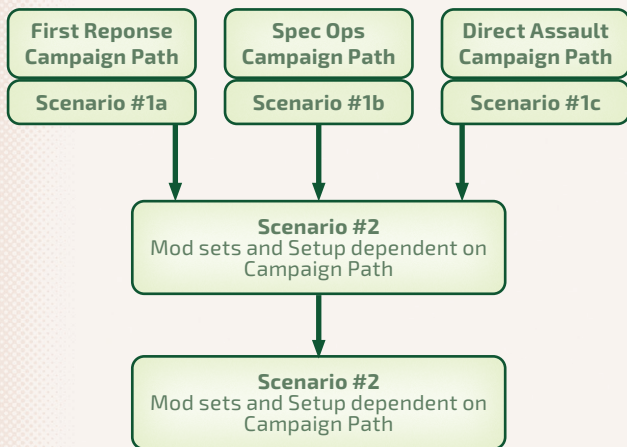
OBLIGATIONS IN PLAYER DECKS

Certain scenarios may require players to shuffle obligations that have player card backs into their deck. When a player draws an obligation from their deck, unless it has a Forced Response, they must immediately put that card into play in their play area. They do not draw a card to replace that obligation. These obligations represent the consequences of a player's choices. As a result, only the player with the obligation in their play area can use its Alter-Ego Action to deal with the card. Once a card is added to a player's deck during Setup and recorded in the campaign log, it is considered to be

part of their deck for each scenario.

CAMPAIGN LOG

The campaign log that can be found on the last page of this document tracks the progress of the entire campaign. At the end of each scenario, the players record their results by entering the required information in the campaign log. The campaign plays out in the following order (not including all the possible modular encounter set variations):



EXPERT CAMPAIGN

For players who want a more challenging campaign experience, Revenge of the Black Order can be played as an expert campaign.

- ▶ Some Setup and Victory instructions are preceded by Expert Campaign Only. Ignore these instructions unless you are playing an expert campaign.

PERSISTENT DAMAGE

While playing the Revenge of the Black Order campaign at the expert level, each player must record their remaining hit points in the campaign log after they win a game, replacing any previous values they

may have already recorded. This determines each player's starting hit points for the next scenario.

- ▶ If a player's remaining hit point value is greater than their base hit point value, record their base hit points in the campaign log instead.

The setup instructions for each scenario offer each player the opportunity to restore their identity to their full hit point value at a cost specific to that scenario.

ELIMINATION AND VICTORY

In an expert campaign, if a player is defeated during a scenario that their teammates go on to win, the defeated player does not participate in the Victory steps of that scenario.

However, during the Setup instructions of the next scenario, the defeated player may rejoin their teammates for the next scenario by following that scenario's setup instructions for healing their identity to its full hit points.

REQUIRED PRODUCTS

The following *Marvel Champions* products are required to set up these scenarios:

- *Marvel Champions: The Card Game (Core Set)*
- *The Rise of Red Skull*
- *The Galaxy's Most Wanted*
- *The Mad Titan's Shadow*
- *Sinister Motives*
- *Mutant Genesis*
- *NeXt Evolution*
- *Age of Apocalypse*
- *The Once and Future Kang Scenario Pack (Expert Mode only)*
- *The Hood Scenario Pack*
- *MojoMania Scenario Pack*

SCENARIO #1A - KRAZY KLYNTAR

Nothing beats a day to yourself. Wait, correct that - nothing beats a day to yourself spending it with those closest to you. You have amazing, glorious plans, like reading the book you've wanted to at your favorite coffee shop. Maybe spend time with loved ones. Go and grab lunch from your favorite shawarma place. Finally tell your crush your true feelings. So many possibilities on a beautiful day like this.

Except the day doesn't seem so beautiful anymore. The sky is starting to fill with spaceships, descending from the atmosphere, launching fighters and deploying troops. The tranquil silence is broken by screams and sirens. The National Guard begins to descend on the city, telling people to get indoors to safety and declaring martial law. The fear is palpable, which means it's time to use your gifts to help others, rushing in with the rest of the first responders.

It's no longer a city; it's a combat zone. The largest transports have landed, deploying hordes of aliens commanded by elite warriors; you recognize them as servants of the Mad Titan, Thanos. Several spaceships with large satellite-discs float above the city; the discs are pointed below at you. Some sort of high-pitched ringing hits your ears, though it's high enough that it doesn't seem to be bothering you. You're just not quite sure what it they are doing.

Amidst all the confusion, oily tendril-snakes slither and crawl from sewer drains and outlets, climbing higher and higher to be collected by small flying skiffs deployed from the stationary ships bombarding the city with the unique frequency. You head into the fray, noticing another being moving fast and attempting to gain height above the city - Venom, the lethal protector.

You shout his name, but he ignores you, his body twitching strangely. You get closer, only for him to unexpectedly grab and tackle you. You attempt to loosen yourself and fight him off, but he's in a feral state. He has no words, just mindless savagery. You spy a bell tower on the nearest block, and knock Venom into the area.

Villain Deck: Venom (I), Venom (II)
Remove Venom (I) and add Venom (III) for expert mode.

Main Scheme Deck: "Leave Us Alone!"

Encounter Deck: Venom (Sinister Motives), Symbiotic Strength (Sinister Motives), Black Order (The Mad Titan's Shadow) and Standard (Core Set) sets.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Each player records their identity in the campaign log. Players cannot switch identities during a campaign.
- ▶ Put the "Metro PD" (Mutant Genesis #171B) Support into play.
- ▶ Put the "Save the Shawarma Place" (Mad Titan's Shadow #182A) side scheme into play.
- ▶ Each player shuffles a copy of the "Martial Law" (The Rise of the Red Skull #165) obligation into their deck, and records it in the campaign log under "Obligations".
- ▶ In the campaign log under "Black Order", mark the "Black Dwarf", "Supergiant", and "Black Swan" boxes.
- ▶ **Expert Campaign Only:** Place 1 facedown boost card on each identity.

SPECIAL RULES:

All **BLACK ORDER** Minions count as having "Victory 1" for this game unless they already possess the Victory X keyword."

VICTORY:

- ▶ If Save the Shawarma Place was defeated, mark the "Shawarma" box in the campaign log.
- ▶ For every Black Order Minion in the victory display, unmark the box with their name under the "Black Order" section of the campaign log.
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points.

SCENARIO #1B - DEFEND IT AND HOPE

Despite all plans, precautions, and preparations, the attack came without warning. S.W.O.R.D. Command and Alpha Flight Station had no time to retaliate, only issue warnings that a massive fleet was invading Earth's atmosphere. Many alien armies were sending troops, all being led by Thanos' Black Order.

Your mission briefing was given to you while on your way to deployment. Martial law has been declared, and there are already other friends and allies of yours fighting in the streets against the invaders. You've been pulled to another special assignment – protect valuable strongholds and assets while establishing other bases of operations. The obvious first attack is against Avengers Tower, a bastion of defense and knowledge for the superpowers of Earth. The world has descended into chaos, but you have the skills to rise above and protect it.

Villain Deck: Corvus Glaive (I), Corvus Glaive (II), Proxima Midnight (I), Proxima Midnight (II)
Remove Corvus Glaive (I) and Proxima Midnight (I) and add Corvus Glaive (III) and Proxima Midnight (III) for expert mode.

Main Scheme Deck: Under Siege, The Armies of Thanos

Encounter Deck: Tower Defense (*The Mad Titan's Shadow*), Streets of Mayhem (*The Hood Encounter Pack*), and Standard (Core Set) sets.

MODULAR DIFFICULTY

Depending on what difficulty mode the players have chosen for the Revenge of the Black Order campaign, they will begin the game with a certain amount of damage already on the Avengers Tower environment:

- ▶ Standard Mode: Place 1 damage per player
- ▶ Expert Mode: Place 2 damage per player
- ▶ Heroic Mode: Place 3 damage per player

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Each player records their identity in the campaign log. Players cannot switch identities during a campaign.
- ▶ Discard cards from the top of the encounter deck until a Setting environment is discarded and puts it into play.
- ▶ Put the “Establish Safehouse” (*NeXt Evolution* #191A) player side scheme into play.
- ▶ Shuffle the “Security Breach” (*The Mad Titan's Shadow* #181) side scheme into the EncounterDeck.
- ▶ Place damage on Avengers Tower per the selected difficulty (see Modular Difficulty, above).

VICTORY:

- ▶ If the Avengers Tower has the **Damaged** trait, mark “Tower Damaged” in the campaign log.
- ▶ If the “Safehouse Established” environment is in play, mark “Safehouse Secured” in the campaign log.
- ▶ If “Security Breach” is in the Victory Display, mark the “Security Breach” box in the campaign log.
- ▶ In the campaign log, mark the “Proxima Midnight” and “Corvus Glaive” boxes under “Black Order”
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points in the campaign log.

SCENARIO #1C - "WHO WILL FIGHT ME?"

Why is everyone on Earth always so surprised when strange things happen? Parallel universes open up, mythical beings find their ways from other dimensions, and new abilities manifest themselves across humankind. These things happen every day... so why is everyone freaking out that aliens are attacking from outer space? This isn't a first.

You're fine with taking the fight to them, up in space – you've spent some time up there, after all. If anything, you were kind of getting bored hanging out on Earth anyway. Might as well embrace the strangeness and go where it's expected.

Except getting to your ship isn't going to be easy. The city is locked down, and you need to access your secret park job. On top of that, it's not all the Badoon aliens running through the streets, it's the red alien giant emerging from the sewers and overturning police cars and causing first responders to scatter. You mutter something to yourself about stuff like this happening when universes are absorbed into yours.

"Earth shall fall! New masters shall emerge!" the red giant shouts, laughing maniacally. The Badoon give him wide berth, unsure who he fights for. The sound of normal people screaming in fear seems constant. "Where are you, Champions of Earth?" the giant shouts.

You step forward, surrounded by alien fighters and civilians looking for safety, a cityscape twisted into some sort of arena. You hear a random person shout out a word of encouragement to you. If only more were filled with hope. Time to make short work of this guy and get up to where the real fight is.

As you get ready to rumble, a friend steps forward, assuming a combat stance. "Today's your lucky day," he grins at you.

Villain Deck: MaGog (A)
Flip to MaGog (B) for expert mode.

Main Scheme Deck: Melee In The Mojo-Seum

Encounter Deck: MaGog (*MojoMania*), Band of Badoon (*The Galaxy's Most Wanted*), Longshot (*MojoMania*) and Standard (*Core Set*) sets.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Each player records their identity in the campaign log. Players cannot switch identities during a campaign.
- ▶ **Expert Campaign Only:** Add one acceleration token to the main scheme.

VICTORY:

- ▶ If the Longshot ally is in play, mark the "Scenario 2" box in the "Longshot Ally" section of the campaign log.
- ▶ Each player may choose one support or upgrade they control with a cost of two or less (three or less if The Champion is on its **Booing Crowd** side) and record it in the campaign log under "Gear Up". (Each player will be able to start the following scenarios with their chosen card in play at the cost of additional threat on the main scheme.) Players cannot choose cards without a cost (i.e. that have a cost of "-").
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points in the campaign log.

SCENARIO #2 – BADOON BOMBARDMENT

More ships fly into view, though these are larger, supporting large cannons. The cannons begin gathering energy, preparing for direct assault!

Villain Deck: Drang (I) and Drang (II)
Remove Drang (I) and add Drang (III) for expert mode.

Main Scheme Deck: Terrestrial Invasion, Protect the Planet

Follow the Setup and Victory instructions for this scenario based on the recorded "Campaign Path" chosen in the campaign log.

FIRST RESPONSE

Venom collapses, stunned and catatonic from the bell's soundwaves. The disc-ships hovering above the city begin their ascent back in to space, apparently having collected enough oily tendrils. You're no longer able to perceive the blasted frequency, whatever it was. It doesn't seem to be affecting Venom anymore, though you keep the bells ringing just in case. New flagships have arrived, blotting out the sun in an eerie eclipse. You can see large cannons arranging themselves at targets throughout the city, ready to fire, some pointed at safehouses where people have taken cover. Citizens scream in panic, begging you to save them. As the largest ship hovers over the skyline, the hull opens, a new alien commander flying through the sky with a jetpack, flying through the city to attack those caught in the crossfire. You've found your next enemy – perhaps if you can stop him, you can prevent more of this assault.

First Response Encounter Deck: Brotherhood of Badoon (*The Galaxy's Most Wanted*), Flight (*NeXt Evolution*), and Standard (Core Set) sets.

FIRST RESPONSE CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Put the "Metro PD" (*Mutant Genesis* #171B) Support into play.
- ▶ If "Shawarma" is marked in the campaign log, each player shuffles one copy of "Shawarma" (*The Mad Titan's Shadow* #183) into their deck.
- ▶ Each player shuffles one copy of each obligation recorded in their "Obligation" section of the campaign log along with one copy of the "Panicked Refugees" (*Age of Apocalypse* #178) obligation into their deck. Each player records "Panicked Refugees" in the campaign log under "Obligations".
- ▶ If "Black Swan" is marked in the campaign log under "Black Order", put the "Black Swan" minion (*The Mad Titan's Shadow* #182B) into play engaged with the first player.
- ▶ If "Supergiant" and/or "Black Dwarf" are marked in the campaign log under "Black Order", shuffle each corresponding minion card(s) (*The Mad Titan's Shadow* #85 & 86) into the encounter deck.
- ▶ **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may add 1 copy of the "Medical Emergency" (*Rise of Red Skull* #164) obligation to their deck to heal their identity to its full hit point value and records it in the campaign log under "Obligations".

SPECIAL RULES

All **Black Order** Minions count as having "Victory 1" for this game unless they already possess the Victory X keyword.

VICTORY:

- ▶ For every **BLACK ORDER** Minion in the victory display, unmark the box with their name under the “Black Order” section of the campaign log.
- ▶ If a player removed their copy of “Panicked Refugees” (*Age of Apocalypse* #178) from the game, remove it from the campaign log under “Obligations”.
- ▶ **Expert Campaign Only:** Record each identity’s remaining hit points.

SPEC OPS

You'd feel a tad more comfortable if you were just dealing with the mindless Outrider soldiers of Thanos, but it seems this time the Black Order has found allies with the Brotherhood of Badoon and the Kree Empire. Disciplined and militaristic, it will take all your strategy to disrupt their plans. The Badoon leader (Drang, according to the newest briefing) seems to have gone back to commanding his fleet, each of them pointing cannons at new strongholds. Kree soldiers take to the streets, moving in precise, tactical formations as they work to eliminate enemies and cover more ground. You defended Avengers Tower; however, it seems like these enemies want to give it another go with more firepower. You can get a transport of your own and do some damage against the fleet while also repulsing the Kree attack. It's a multi-battlefield fight, but you're used to the odds stacked against you.

Spec Ops Encounter Deck: Brotherhood of Badoon (*The Galaxy's Most Wanted*), Kree Militants (*The Galaxy's Most Wanted*), and Standard (*Core Set*) sets.

SPEC OPS CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Search the encounter deck for the “Rogue Vessel” (*The Galaxy's Most Wanted* #143) environment and put it into play.
- ▶ If “Safehouse Secured” is marked in the campaign log, put the “Safehouse Established” (*NeXt Evolution* #191B) environment into play.
- ▶ Shuffle the “Corvus Glaive” and “Proxima

Midnight” (*The Mad Titan's Shadow* #125 & 126) minions into the encounter deck.

- ▶ If “Security Breach” is not marked in the campaign log, shuffle the “Security Breach” (*The Mad Titan's Shadow* #181) side scheme into the Encounter Deck.
- ▶ **Expert Campaign Only:** Set each player’s hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may deal themselves 1 facedown encounter card to heal their identity to its full hit point value.
- ▶ If “Tower Damaged” is marked in the campaign log, deal three damage to each identity.

SPECIAL RULES:

- ▶ All **Black Order** Minions count as having “Victory 1” for this game unless they already possess the Victory X keyword.

VICTORY:

- ▶ For every **Black Order** Minion in the victory display, unmark the box with their name under the “Black Order” section of the campaign log.
- ▶ If “Security Breach” is in the Victory Display, mark the “Security Breach” box in the campaign log.
- ▶ In the campaign log, mark the “Proxima Midnight” and “Corvus Glaive” boxes under “Black Order”.
- ▶ **Expert Campaign Only:** Record each identity’s remaining hit points.

DIRECT ASSAULT

As the red giant collapses, the sound of cheering civilians is like music to your ears. It's nice to be appreciated when you're so often considered a freak or weirdo. Assembling your allies, you get into your craft and jet through the sky into the atmosphere, blasting your way through enemy fighters. You see the giant flagship of Drang, leader of the Badoon aliens, positioning his vessel to strike targets below.

In the distance, you can see that Drang has retreated from above the city and is now focusing his forces at the Blue Area of the Moon. Apparently, the goal of the Black Order is to try and limit all help your allies can provide. You pilot your craft over to the Blue Area, prepared to help.

Your ship is suddenly slammed by an unknown force. Outside, you see Kallark, the Shi'ar Imperial Guard known as Gladiator, giving you a steely look. "I am sorry, my friends," he shouts to you, "but the Shi'ar Empire is under siege by these invaders. Their terms are that we help in this attack to prevent more of our people being slaughtered."

It looks like you better take care of Drang and get the Imperial Guard back on your side.

Direct Assault Encounter Deck: Brotherhood of Badoon (*The Galaxy's Most Wanted*), Blue Moon (*Age of Apocalypse*), and Standard (*Core Set*) sets.

DIRECT ASSAULT CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ One player searches the encounter deck for the Gladiator (*Age of Apocalypse* #140) minion and puts him into play engaged with them.
- ▶ In the campaign log, if "Scenario 2" is marked under "Longshot Ally", one player may put him into play under their control. If not, shuffle the Longshot ally (*MojoMania* #71) into the encounter

deck.

- ▶ Each player may take one copy of the card they recorded in the campaign log from any player's deck and put it into play under their control. Then, add threat to the main scheme equal to the total cost of the cards put into play this way.
- ▶ **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may place one acceleration token on the main scheme to heal their identity to its full hit point value.

VICTORY:

- ▶ If the Longshot ally is in play, mark the "Scenario 3" box in the "Longshot Ally" in the campaign log.
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points.

SCENARIO #3 – MYSTERIES AND MAGIC

The Black Order's nefarious mastermind seems unphased by your victories, emerging into your own section of chaos and entering the fray himself.

Villain Deck: Ebony Maw (I) and Ebony Maw (II)
Remove Ebony Maw (I) and add Ebony Maw (III) for expert mode.

Main Scheme Deck: Attack on Knowhere, The Power Stone

Follow the Setup and Victory instructions for this scenario based on the recorded "Campaign Path" chosen in the campaign log.

FIRST RESPONSE

What do they say about the best laid plans? Your perfect day is in shambles. You didn't get to visit your family, your date fell through, and you cracked your smartphone screen. To top it off, your teammate is bickering with you, and your favorite coffee spot now has a broken alien vessel sitting on the patio. Your world is literally falling apart. No joke, you can't make this up.

You sent the jetpacking alien packing, but now, a portal opens, and Ebony Maw steps through. He stands amongst the rubble and destruction.

"Even off guard, you have still managed to perform admirably," he says, and you're unsure if he's stating fact or mocking you. "I can sense your frustration and fear. Perhaps they will remember you with fond memories and forgive you for your failures."

You grit your teeth and think about how this alien is the reason your perfect day got disrupted. Time to go heroic, get Earth back to normal, and salvage what's left of today.

Ground Support Encounter Deck: Ebony Maw (*The Mad Titan's Shadow*), Sitcom (*MojoMania*), Telepathy (*NeXt Evolution*) and Standard (*Core Set*).

GROUND SUPPORT CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Put the "Metro PD" (*Mutant Genesis* #171B) Support into play.
- ▶ If "Shawarma" is marked in the campaign log, each player shuffles one copy of "Shawarma" (*The Mad Titan's Shadow* #183) into their deck.
- ▶ If "Black Swan" is marked in the campaign log under "Black Order", put the "Black Swan" minion (*The Mad Titan's Shadow* #182B) into play engaged with the first player.
- ▶ If "Supergiant" and/or "Black Dwarf" are marked in the campaign log under "Black Order", shuffle each corresponding minion card(s) (*The Mad Titan's Shadow* #85 & 86) into the encounter deck.
- ▶ Search the encounter deck for the "Mojo in the Middle" (*MojoMania* #60) environment and put it into play. Shuffle the encounter deck.
- ▶ **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may add 1 copy of the "Medical Emergency" (*The Rise of Red Skull* #164) obligation to their deck to heal their identity to its full hit point value. If "Medical Emergency" was already added, a player may shuffle two copies of the "Weakened" and two copies of the "Depowered" (*The Once and Future Kang Scenario Pack* #18 & 20) obligations together, select one at random, and shuffle it into the encounter deck to heal their identity to its full hit point value instead.

- ▶ **Expert Campaign Only:** If the players lose this game, the Black Order has succeeded in their invasion against Earth. It is only a matter of time before Thanos arrives to rule.

SPECIAL RULES

- ▶ All **BLACK ORDER** Minions count as having "Victory 1" for this game unless they already possess the Victory X keyword.

VICTORY:

- ▶ For every **BLACK ORDER** Minion in the victory display, unmark the box with their name under the "Black Order" section of the campaign log.

The negative emotions you've felt today are gone. A mix of righteous rage and adrenaline courses through your veins as you prepare to end Ebony Maw. With a single incantation, a portal opens and he falls through, disappearing. Soon after, the remaining spaceships begin to disperse, clearing the sky once again. It takes a moment to calm down, and you walk to your favorite coffee shop and deal with the alien debris. People begin to emerge from their hiding places, looking to assist and thanking you for being there to save them. Perhaps things aren't as bad as they seemed. You sigh, and look at your broken phone screen. Might as well try and make that phone call now. You can't shake the feeling that something grows beyond the stars. The Black Order has new allies, and they all sought to go to war with Earth. What can it mean?

SPEC OPS

The second assault has failed. You stand several stories above the city on the landing pad of Avengers Tower. Drang has withdrawn his flagships, ascending into space and vanishing from view. You glance below as the final scuffles finish in the streets. With a whoosh of air, a portal opens, and out steps another member of the Black Order, Ebony Maw. While looking slightly battered, his demeanor is calm, collected, and

smug. "Despite all your tactics and military might, you lack understanding of true strength. Behold, the mysteries of the universe." He gestures wildly, his fingers twisting as he weaves complex sorcery. The aura around him darkens, and portals begin to open around him as he summons creatures not native to this realm. Extraterrestrial horrors emerge all around you, some swarming down to the city streets below. "No training can prepare you for this," he says with a cold stoicism.

He's not wrong, you think to yourself. You wish you had a wizard with you to assist in all this wizarding madness.

Encounter Deck: Ebony Maw (*The Mad Titan's Shadow*), Legions of Hel (*The Mad Titan's Shadow*), Menagerie Medley (*The Galaxy's Most Wanted*), and Standard (Core Set) sets.

SPEC OPS CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ If "Safehouse Secured" is marked in the campaign log, put the "Safehouse Established" (NeXt Evolution #191B) environment into play.
- ▶ If "Security Breach" is not marked in the campaign log, shuffle the "Security Breach" (*The Mad Titan's Shadow* #181) side scheme into the encounter deck.
- ▶ If "Corvus Glaive" and/or "Proxima Midnight" are marked in the campaign log under "Black Order", shuffle each corresponding minion card(s) (*The Mad Titan's Shadow* #125 & 126) into the encounter deck.
- ▶ **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may deal themselves 1 facedown encounter card to heal their identity to its full hit point value.

- ▶ **Expert Campaign Only:** If the players lose this game, the Black Order has succeeded in their invasion against Earth. It is only a matter of time before Thanos arrives to rule.
- ▶ If “Tower Damaged” is marked in the campaign log, deal three damage to each identity.

SPECIAL RULES

- ▶ All **BLACK ORDER** Minions count as having “Victory 1” for this game unless they already possess the Victory X keyword.

VICTORY:

- ▶ For every **BLACK ORDER** Minion in the victory display, unmark the box with their name under the “Black Order” section of the campaign log.

The final briefing on the events of the day led to more questions than answers. The whole world was attacked strategically, but certain defenses pertaining to the superhuman community seemed to be the target. While the attacks were brutal and aggressive, once tough resistance was met, the troops withdrew.

Numerous places were attacked, some of which previously housed items of power or resources like vibranium and adamantium. Reports, however, show that once defenders like you were deployed to the most valuable areas, the other assaults withdrew. The focus was entirely on what would be defended.

You can't help but feel a growing sense of unease. All that's left is disarray and questions. It seems as if the Black Order was after information....to see what the response to an invasion would be.

DIRECT ASSAULT

A portal opens, and a wounded Maw steps through. You can see the cityscape of Earth behind him. He pauses a moment and breathes deeply, and you see oily tendrils creep along his arms, his long fingers morphing into claws.

"A world full of Klyntar remnants should have been more responsible about their handling," he muses. "It only takes one enemy to suddenly turn them against you." As he smiles, you notice his features partially transformed with razor-sharp teeth.

Gesturing wildly, the Maw begins to open portals around him, bringing forth wondrous and mysterious creatures of the cosmos and other worlds. A deep, guttural, Klyntar-infused laugh emanates from his mouth.

Encounter Deck: Ebony Maw (*The Mad Titan's Shadow*), Menagerie Medley (*The Galaxy's Most Wanted*), Symbiotic Strength (*Sinister Motives*) and Standard (*Core Set*) sets.

DIRECT ASSAULT CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ In the campaign log, if “Scenario 3” is marked under “Longshot Ally”, one player may put him into play under their control. If not, shuffle the Longshot ally (*MojoMania* #71) into the encounter deck.
- ▶ Each player may take one copy of the card they recorded in the campaign log from any player's deck and put it into play under their control. Then, add threat to the main scheme equal to the total cost of the cards put into play this way.
- ▶ **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may place one acceleration token on the main scheme to heal their identity to its full hit point value.

VICTORY:

As the Maw staggers, he waves a hand, opening a portal and stepping through it before you can do anything else. The ships around you begin to retreat. The Imperial Guard, renewed at your victory, begin attacking the vessels that are retreating slowly. As the horizon empties to nothing but stars and empty space, Gladiator returns to you, carrying a Badoon prisoner.

"You need to hear this from him," he says, then throws the warrior at your feet. Despite the defeat, the alien is calm, almost dignified.

"The Shi'ar Empire is weakened," he rasps. "Earth is unstable. This victory is only temporary. How can you believe yourselves so well-protected when an interstellar army assembles? Too much power resides here, and others have taken note. Alliances are forming."

Gladiator takes him away, gathering the rest of the Imperial Guard to depart. A growing unease gnaws at you – what was learned?

Across the cosmos, the Black Order stands before Thanos. Despite being wounded and battle-scarred, they bear no disappointment, no shame. They stand in silence with steely resolve. They wear their wounds with pride, in an assembly of confidence before the Mad Titan.

"Sire," the Ebony Maw states. "We have tested the defenses and seen how the new alliances work together. Earth is now reeling in the confusion and might of what they witnessed."

Thanos muses for a moment, nodding his head slowly.

"Earth belongs to only one realm," he says slowly, his voice carrying through the dark emptiness. "Eight other realms lie before us. We begin there, and return to Earth for a final assault."

The Maw bows, preparing a portal spell to open the path to the next invasion.

REVENGE OF THE BLACK ORDER

CAMPAIGN LOG

PLAYER INFORMATION

Player #1's Identity:

Player #2's Identity:

Player #3's Identity:

Player #4's Identity:

Remaining Hit Points:
Expert Mode Only

Remaining Hit Points:
Expert Mode Only

Remaining Hit Points:
Expert Mode Only

Remaining Hit Points:
Expert Mode Only

Player #1 Gear Up

Player #2 Gear Up

Player #3 Gear Up

Player #4 Gear Up

Player #1 Obligations

Player #2 Obligations

Player #3 Obligations

Player #4 Obligations

Black Order

Black Dwarf
Corvus Glaive
Supergiant

Black Swan
Proxima Midnight

Longshot Ally

Scenario 2
Scenario 3

Safehouse Secured



Security Breach



Tower Damaged



Shawarma



Narrative Campaign Restrictions

This campaign is non-canon, fan-created content. The *Marvel Champions: The Card Game* design team had no part in the design of this campaign.

SHE-HULK VS. DEADPOOL'S GAME NIGHT

BY KURT HAKE

CAMPAIGN MODE RULES

DECKBUILDING RESTRICTIONS

This campaign is a story about the rivalry between everyone's favorite fourth-wall breakers: She-Hulk of the Avengers and Deadpool of X-Force. Due to Deadpool's reckless antics, the players are on She-Hulk's side. Because of this, one player must select the She-Hulk hero. Each other player must select an **AVENGER** or **X-FORCE** hero, but not Deadpool himself. **Players may not select the Deadpool hero or the 'Pool aspect, nor can they include the Deadpool ally in their decks.** The players must use their chosen identities for the entire campaign, but they are otherwise free to alter the contents of their deck between scenarios, following the Deadpool restrictions and normal deck customization rules.

THE 'POOL REWARD POOL

Although 'Pool aspect cards are not permitted for deckbuilding, Deadpool will add some 'Pool cards to a list called the Reward Pool in the Campaign Log. At the start of each scenario, the contents of the Reward Pool will be randomly dealt among the players and shuffled into their decks. These cards do not count towards minimum or maximum deck sizes. Unless playing solo, each player will not know which of the 'Pool cards are in their deck until they draw them – just the kind of unpredictable chaos Deadpool enjoys.

GAMES WON FOR SHE-HULK AND GAMES WON FOR DEADPOOL

She-Hulk and Deadpool both know they are in a

card game, and they intend to settle who is better at games. In each scenario, the players will have a unique **METAGAME** challenge to attempt. If the challenge is completed, it will be recorded as a win for She-Hulk. Otherwise, it will be recorded as a win for Deadpool.

STRENGTH OF THE ALLIANCE

For this team-up of the Avengers and X-Force to be successful, they must learn to trust each other – no easy task with Deadpool around. The Strength of the Alliance begins at 0. In each scenario, the players will have a unique teamwork goal. If the goal is met, the Strength of the Alliance will increase, resulting in cumulative benefits in the campaign log.

LOSING SCENARIOS

After each scenario, whether won or lost, follow the **SCENARIO RESOLUTION** instructions. Unlike in other campaigns, if a scenario is lost, the players do not replay it. Rather, they ignore the **VICTORY** instructions and instead follow the **DEFEAT** instructions. Victories will be rewarded, while defeats may cause subsequent scenarios to become more difficult.

SCENARIO #1 - GAME NIGHT BEGINS (RED SKULL)

With the power of the Reality Stone, Red Skull begins to remake the world in his own image. In response, the Avengers assemble at their mansion to make plans to take down their old foe. She-Hulk expresses doubt in their chances. "This seems like an awfully difficult scenario for beginning a campaign. What was the designer thinking?"

The other Avengers look at each other perplexed, but their confusion is interrupted by the mansion doorbell. To their surprise, the X-Force is at the door! Deadpool struts in and tries to take charge. "I know how to take down the Red Skull, because I have a double agent inside Hydra! Follow me, and I bet the players will win before scheme 1B is even complete."

She-Hulk isn't having it. "Deadpool, nobody put you in charge. Everybody knows I'm better than you at games, especially Marvel Champions. And if you are so confident you know how to win, why do you need our help?"

Without warning, Reavers crash through the windows into the mansion. Their leader, Lady Deathstrike, joins the conversation as though she were invited. "He must want your help because he's afraid of me! The Red Skull may be fanatical, but we Reavers would hunt these mutants even if Hydra weren't offering a reward."

Villain Deck: Red Skull (I), Red Skull (II)

Main Scheme Deck: The Rise of Red Skull, New World Hydra

Encounter Deck: Red Skull (*The Rise of Red Skull*), Standard (Core Set), Deathstrike (*Wolverine Hero Pack*), and Reavers (*Rogue Hero Pack*) encounter sets.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Each player records their AVENGER or X-FORCE hero identity in the campaign log. (See the SPECIAL CAMPAIGN RULES on the previous page for details.)
- ▶ The first player searches their collection for the Deadpool ally (*Next Evolution #24*) and puts it into play.
- ▶ She-Hulk searches her collection for the War upgrade (*Deadpool Hero Pack #58*) and shuffles it into her deck.
- ▶ She-Hulk must search the encounter deck for the Lady Deathstrike minion, and then deal it to herself as a facedown encounter card. (Shuffle.)

SPECIAL RULES:

- ▶ Deadpool gains the following text: "The first player controls Deadpool. Deadpool does not count against your ally limit. If Deadpool leaves play, the players lose the game."
- ▶ The **METAGAME** challenge is to defeat a **REAVER** minion using the War upgrade.
- ▶ The teamwork goal is simply to win the scenario.

SCENARIO RESOLUTION:

- ▶ Remove Deadpool and War from the player decks.

In the campaign log:

- ▶ Add Blackout and War (*Deadpool Hero Pack #53, 58*) to the Reward Pool.
- ▶ If the **METAGAME** challenge was completed, add "War" to Games Won for She-Hulk. Otherwise, add "War" to Games Won for Deadpool.

VICTORY:

Red Skull is defeated, and She-Hulk confiscates the Reality Stone, returning the world to normal. "Once we lock the stone away for safekeeping, do you X-Force guys want to join us for shawarma? It's an Avengers tradition."

Although the idea sounds good to both teams, Deadpool shakes his head. "Why settle for shawarma when we have an Infinity Stone to play with?" Before She-Hulk can react, Deadpool steals the Reality Stone.

In the campaign log:

- ▶ Because you won the scenario, you completed the teamwork goal. Add 1 to the Strength of the Alliance.
- ▶ Deadpool has rewards for you. Add Stick-to-itiveness and Laser Swords (*Deadpool Hero Pack #30, 55*) to the Reward Pool.

DEFEAT:

Just as Red Skull is about to achieve total victory, he is blasted in the back by one of his own Hydra goons! It must be the double agent that Deadpool mentioned. Deadpool takes the opportunity to swipe the Reality Stone. "Nice job, Bob! Old no-nose never saw you coming. With this Infinity Stone, I could return the world to normal – but that would be boring! Let's have some fun with it instead."

- ▶ Because you lost the scenario and had to be rescued by Bob, Deadpool has pity on you. In the Campaign Log, add Git Gud and Bob, Agent of Hydra (*Deadpool Hero Pack #28, 43*) to the Reward Pool.

SCENARIO #2 - THE LORD OF THE WINGS (FOUR HORSEMEN)

Deadpool transforms the heroes' surroundings into a strange fantasy world. "The players already know that I'm the best at Marvel Champions, but with the Reality Stone I can prove that I'm the best at everything. Welcome to the Lord of the Wings!" As if on cue, the winged monsters Sauron and Death descend on the heroes. She-Hulk is angry. "That Deadpool! He's just jealous that I got to be in the Core Set. I'm going to show him who's really the best at card games. OK, players, it's time to start the scenario. Better play your cards right!"

Villain Deck: War (A), Famine (A), Pestilence (A), Death (A)

Main Scheme Deck: The Horsemen of Apocalypse

Encounter Deck: Four Horsemen (*Age of Apocalypse*), Standard (*Core Set*), Sauron (*Iceman Hero Pack*), and Fantasy (*MojoMania Scenario Pack*) encounter sets.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Beginning with the first player, deal the contents of the Reward Pool at random to the players. Each player shuffles their dealt cards into their deck without looking at them.
- ▶ The first player must search the encounter deck for the A Game of Mojo's environment and the Sauron Lives! side scheme, and then put them into play. (*Shuffle.*)

SPECIAL RULES:

- ▶ In this scenario, all minions gain the Villainous keyword. (They are given a boost card when activating.) Remember to apply modifiers from amplify icons, such as the one on A Game of Mojo's.

- ▶ The **METAGAME** challenge is to confuse the Death villain using the Blackout upgrade.
- ▶ The teamwork goal is for each player to have an **X-FORCE** ally in play when the scenario ends.
- ▶ Remember to apply the earned effects (if any) of the Strength of the Alliance.

SCENARIO RESOLUTION:

- ▶ Remove all 'Pool cards from player decks and return them to the Reward Pool.
- ▶ In the campaign log:
- ▶ Add Tic-Tac-Toe (*Deadpool Hero Pack #57*) to the Reward Pool.
- ▶ If the METAGAME challenge was completed, add "Blackout" to Games Won for She-Hulk. Otherwise, add "Blackout" to Games Won for Deadpool.
- ▶ If the teamwork goal was completed, add 1 to the Strength of the Alliance.

VICTORY:

She-Hulk stands triumphant. "Come on, Deadpool. I've already beaten you. Give up the stone!"

"I don't think so. The players were promised a full campaign, and I'm sure I'll beat you in the next game!"

In the campaign log:

- ▶ Add "Lord of the Wings" to Games Won for She-Hulk.
- ▶ Each player selects a different card from this list and adds it to the Reward Pool:
 - Cutupper (*Deadpool Hero Pack #18*)
 - Get Rage-y (*Deadpool Hero Pack #20*)
 - Not My Responsibility (*Deadpool Hero Pack #22*)
 - Get in Front of Me! (*Deadpool Hero Pack #47*)
 - Plot Convenience (*Deadpool Hero Pack #50*)

DEFEAT:

After the heroes fail to take down the Horsemen, Deadpool uses the Infinity Stone to defeat the villains. He taunts She-Hulk for her loss. "Ha! You're so bad at this game. Let's play another!"

- ▶ In the campaign log, add "Lord of the Wings" to Games Won for Deadpool.

SCENARIO #3 - ANDROID WEB-HACKER (RISKY BUSINESS)

With Sauron and the Horsemen defeated, Deadpool again uses the Reality Stone. Before anyone can stop him, the fantasy world is replaced with a dystopian futuristic cityscape. "It's time for the next game!" Deadpool shouts. "I'll take down this evil corporation and prove I'm the best at Android Web-hacker!"

She-Hulk smirks. "I've taken down crooked corporate types in the court room before. This time it'll be fun to use my fists. Hey, players, you should put some **ANDROID** allies in your decks. They'll be helpful in hacking the corporate systems."

Villain Deck: Norman Osborn (I), Norman Osborn (II)

Main Scheme Deck: Hostile Takeover, Corporate Acquisition

Encounter Deck: Risky Business (Green Goblin Scenario Pack), Standard (Core Set), and Sci-Fi (MojoMania Scenario Pack) encounter sets.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Beginning with the first player, deal the contents of the Reward Pool at random to the players. Each player shuffles their dealt cards into their deck without looking at them.
- ▶ The first player must search the encounter deck for the Mojo Runner environment and the ICE-teroid M sidescheme, and then put them into play. (Shuffle.)

SPECIAL RULES:

- ▶ Whenever the Criminal Enterprise environment enters play, place an ice counter on each scheme.

- ▶ If a scheme with an ice counter would have any amount of threat removed, prevent all of that removal and discard an ice counter from it instead.
- ▶ When an **ANDROID** character thwarts, discard all ice counters from the target before removing threat.
- ▶ The **METAGAME** challenge is to defeat a **PROGRAM** minion using the Tic-Tac-Toe upgrade.
- ▶ The teamwork goal is for each player to have an **AVENGER** ally in play when the scenario ends.
- ▶ Remember to apply the earned effects (if any) of the Strength of the Alliance.

SCENARIO RESOLUTION:

- ▶ Remove all 'Pool cards from player decks and return them to the Reward Pool.

In the campaign log:

- ▶ Add Rock, Paper, Scissors (*Deadpool Hero Pack #56*) to the Reward Pool.
- ▶ If the **METAGAME** challenge was completed, add "Tic-Tac-Toe" to Games Won for She-Hulk. Otherwise, add "Tic-Tac-Toe" to Games Won for Deadpool.
- ▶ If the teamwork goal was completed, add 1 to the Strength of the Alliance.

VICTORY:

She-Hulk celebrates the win. "Have you had enough, Deadpool, or do I need to beat you again?" "Not even close! Hacking was never my specialty anyway. Let's see if you can keep your sanity in the next game! We've got time for at least one more before the buyer arrives."

In the campaign log:

- ▶ Add "Android Web-hacker" to Games Won for She-Hulk.
- ▶ Each player selects a different card from this list and adds it to the Reward Pool:
 - Da Bomb (*Deadpool Hero Pack #19*)
 - 'Pool Inspection (*Deadpool Hero Pack #23*)
 - Self Confidence (*Deadpool Hero Pack #25*)
 - Self Control (*Deadpool Hero Pack #26*)
 - Self Preservation (*Deadpool Hero Pack #27*)

DEFEAT:

Deadpool defeats the Green Goblin, gloating all the way.

"She-Hulk was talking so big, but little old Wade is the winner!

I can't wait to play another game. As Cap would say, I can do this all day. Or, at least I can do this until the buyer shows up."

- ▶ In the campaign log, add "Android Web-hacker" to Games Won for Deadpool.

SCENARIO #4 - AKKABA HORROR (EN SABAH NUR)

Reality transforms once again, but this time it grows dark. The heroes find themselves inside a foul and spooky chamber where some sort of cult ritual is taking place. Deadpool remains disturbingly cheerful. "It's time to play Akkaba Horror! Try not to lose your mind – though, in my opinion, sanity is overrated anyway."

Villain Deck: Apocalypse (I), Apocalypse (II)

Main Scheme Deck: En Sabah Nur's Pyramid, The Rise of Apocalypse

Encounter Deck: En Sabah Nur (*Age of Apocalypse*), Standard (*Core Set*), Clan Akkaba (*Age of Apocalypse*), and Horror (*MojoMania Scenario Pack*) encounter sets.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Beginning with the first player, deal the contents of the Reward Pool at random to the players. Each player shuffles their dealt cards into their deck without looking at them.
- ▶ The first player must search the encounter deck for the Mojo Files environment and the Cultist minion, and then put them into play. (Shuffle.)
- ▶ Place 3 sanity counters on each identity. (See the SPECIAL RULES below for details.)

SPECIAL RULES:

- ▶ In this scenario, whenever a player reveals a Treachery card, that player must discard a sanity counter from their identity.
- ▶ Whenever a player with fewer than 3 sanity counters makes a basic recovery, they place 1 sanity counter on their identity.

- ▶ If an identity ever has no sanity counters, that identity is defeated.
- ▶ The **METAGAME** challenge is to add an aspect card to hand using the Rock, Paper, Scissors upgrade.
- ▶ The teamwork goal is for each player to have 2 or more sanity counters when the scenario ends.
- ▶ Remember to apply the earned effects (if any) of the Strength of the Alliance.

SCENARIO RESOLUTION:

- ▶ Remove all 'Pool cards from player decks and return them to the Reward Pool.

In the campaign log:

- ▶ If the **METAGAME** challenge was completed, add "Rock, Paper, Scissors" to Games Won for She-Hulk. Otherwise, add "Rock, Paper, Scissors" to Games Won for Deadpool.
- ▶ If the teamwork goal was completed, add 1 to the Strength of the Alliance.

VICTORY:

Although the heroes are victorious against Clan Akkaba, She-Hulk is not happy. "This has gone far enough, Deadpool! We've all had enough of these games."

The world returns to normal as Deadpool seemingly relents. "You're right. It's time for the games to end, because my buyer is here!"

The feeling of dread returns to the heroes as a huge spaceship fills the sky.

In the campaign log:

- ▶ Add "Akkaba Horror" to Games Won for She-Hulk.
- ▶ Each player selects a different card from this list and adds it to the Reward Pool:
 - Dogpool (*Deadpool Hero Pack #13*)
 - Headpool (*Deadpool Hero Pack #14*)
 - Kidpool (*Deadpool Hero Pack #15*)
 - Lady Deadpool (*Deadpool Hero Pack #16*)
 - Pandapool (*Deadpool Hero Pack #45*)

DEFEAT:

Though the heroes are overwhelmed by Clan Akkaba, Deadpool uses the power of the stone to defeat the cultists and return En Sabah Nur to his slumber. "I win! It's too bad we're out of time. These games have been fun, but my buyer has arrived, and a merc has got to get paid."

Reality begins to return to normal, but despite the familiar surroundings, a foreboding spaceship flies into view.

In the campaign log, add "Akkaba Horror" to Games Won for Deadpool.

SCENARIO #5 - THE GAME COLLECTION (ESCAPE THE MUSEUM)

Deadpool turns on the heroes, using the Reality Stone to trap them in cells resembling giant game boxes. He loads the boxes onto the ship, revealing his buyer to be none other than Taneleer Tivan, The Collector.

The Collector is very pleased. "What a bargain! Not only have I acquired an Infinity Stone, but I also get several new games out of the deal! With these new additions, my game collection will be unrivaled."

Within moments, the captured heroes find themselves warping through space to The Collector's Museum. When they arrive, The Collector places them on a giant shelf, doomed to live like pawns on a board or cards in a deck.

She-Hulk is not going quietly. "That rat Deadpool! After endangering the very fabric of reality all night, he turns us over to a mad cosmic being for thirty pieces of silver. I mean, we both know the campaign needed a fifth scenario, but it didn't have to be like this. How can you X-Force guys stand to work with him?"

But just then, Deadpool appears. "Hey, give me a break. I always planned on breaking you out. Besides, a mercenary has to make his money somehow. Do you have any idea what kind of wealth an Elder of the Universe can offer?"

"Deadpool, if we manage to get out of this, my fists and your face are going to have a long chat."

"Oh, come on, don't act like you haven't had fun. Everybody loves a good card game. We'll get the Reality Stone back, find a ship, and escape. I promise I'll play nice."

Villain Deck: Collector (A)

Main Scheme Deck: The Missing Milano, Lost in the Museum, The Great Escape

Encounter Deck: Escape the Museum (*The Galaxy's Most Wanted*), Galactic Artifacts (*The Galaxy's Most Wanted*), Ship Command (*The Galaxy's Most Wanted*), Standard (Core Set), and Western (*MojoMania Scenario Pack*) encounter sets.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Beginning with the first player, deal the contents of the Reward Pool at random to the players. Each player shuffles their dealt cards into their deck without looking at them.
- ▶ The first player searches their collection for the Deadpool ally (*Next Evolution* #24) and puts it into play.
- ▶ If there are 4 or more Games Won for She-Hulk, she won the majority of the games. As a reward, in the campaign log, add 1 to the Strength of the Alliance.
- ▶ While constructing the encounter deck, for each Game Won for Deadpool, trigger the corresponding penalty:
 - "Lord of the Wings": Add the Flight (*Next Evolution*) encounter set to the encounter deck.
 - "Android Web-hacker": Add the Telepathy (*Next Evolution*) encounter set to the encounter deck.
 - "Akkaba Horror": Add the Super Strength (*Next Evolution*) encounter set to the encounter deck.
 - "War": Reveal the Magical Teapot side scheme.
 - "Blackout": Reveal the Crystal Ball side scheme.
 - "Tic-Tac-Toe": Reveal the Hujahdarian Monarch Egg side scheme.

- “Rock, Paper, Scissors”: Reveal the Philosopher’s Stone side scheme.
- ▶ She-Hulk must search the encounter deck for the Card Shark minion, and then deal it to herself as a facedown encounter card. (Shuffle.)

SPECIAL RULES:

- ▶ Deadpool gains the following text: “The first player controls Deadpool. Deadpool does not count against your ally limit. If Deadpool leaves play, the players lose the game.”
- ▶ Remember to apply the earned effects (if any) of the Strength of the Alliance.
- ▶ With Deadpool finally cooperating, it is now easier for the Avengers and X-Force to work together. During the scenario, whenever the players advance to a new stage (from 1B to 2A or from 2B to 3A), increase the Strength of the Alliance by 1. Immediately apply any new earned effects.

VICTORY:

Free from The Collector's game boxes, the heroes head home. Both Avengers and X-Force are careful to keep the reclaimed Reality Stone away from Deadpool. Seemingly oblivious to the anger of his teammates, he begins to celebrate. "This team-up campaign of ours was fun. Maybe we should make the merger permanent. How about name blending? The A-Force has a nice ring to it."

She-Hulk quickly shoots down the idea. "Deadpool, the players may have had some fun, but I'm never working with you again. Besides, I've already led a team called A-Force. If you steal the name, I'll sue, and you know that lawfare is a game you'll never beat me in."

- ▶ You win the campaign!

DEFEAT:

The escape has failed. It seems the heroes will spend the rest of their lives as pieces of The Collector's games. But what's that shiny green object in Deadpool's hand?

"I think our team-up is in need of a little deus ex machina. It's a good thing the Reality Stone wasn't my only Infinity Stone!" he shouts. "With the Time Stone, I can reset the scenario. You're welcome, players! Just remember it was me, not She-Hulk, who saved the day."

- ▶ In the campaign log, add 1 to the number of Time Stone Rewinds.
- ▶ Remove all ‘Pool cards from player decks and return them to the Reward Pool.
- ▶ Replay this scenario. (You may alter your deck first.)
Do NOT reset the Strength of the Alliance to what it was before the scenario was set up.

SHE-HULK VS. DEADPOOL'S GAME NIGHT

CAMPAIGN LOG

PLAYER INFORMATION

Player #1's Identity:

Player #2's Identity:

Player #3's Identity:

Player #4's Identity:

Reward Pool

Games won for She-Hulk

Games won for Deapool

Time Stone Rewinds

Strength of the Alliance

0: No Effect.

1: The first time each player plays a 'POOL card each round, that player may draw a card.

2: Each identity gets +2 hit points.

3: Each AVENGER character gains the X-FORCE trait, and vice versa.

4: Increase each player's ally limit by 1.

5: Each HYDRA, POSSE, or DEADPOOL CORPS ally gains the AVENGER and X-FORCE traits.

6: While Collector is WOUNDED, he is not given boost cards.

7: Whenever the Milano is exhausted, the first player may ready Deadpool.

8: Each hero has +1 THW for each Time Stone Rewind in the campaign log.

This campaign is non-canon, fan-created content. The *Marvel Champions: The Card Game* design team had no part in the design of this campaign.

THE WATCHER'S TEAM: WHAT IF...?

BY ZACH GOSCHA

CAMPAIGN MODE RULES

The following scenarios make an epic campaign exploring the question: What If...?. Each scenario includes unique setup instructions as well as the use of a required identity. Some rules that apply to every scenario include:

- ▶ Each scenario requires the use of a specific identity. While that identity must be used to play the scenario, other identities may be added if the specific identity is already chosen.
- ▶ Identities from previous scenarios may be used in later scenarios given that the above requirement is met. Identities used from previous scenarios should use the same set-up and deck requirements as was found in their specific scenario.
- ▶ Unlike previous *Marvel Champions* campaigns, players are forced to change their identities during the campaign as per the first bullet point above. This is logged under setup instructions and is a unique gameplay element of this campaign.

REQUIRED PRODUCTS

The following *Marvel Champions* products are required to set up these scenarios:

- *Marvel Champions: The Card Game (Core Set)*
- *The Mad Titan's Shadow Expansion*
- *MojoMania Scenario Pack*
- *Gamora Hero Pack*
- *NeXt Evolution Expansion*
- *Doctor Strange Hero Pack*

- *Rogue Hero Pack*
- *Thor Hero Pack*
- *The Hood Scenario Pack*
- *Ironheart Hero Pack*
- *The Green Goblin Scenario Pack*
- *Sinister Motives Expansion*
- *The Rise of Red Skull Expansion*
- *SP//dr Hero Pack*

CAMPAIGN LOG

The campaign log found at the end of this rulebook tracks the progress of the entire campaign. At the end of each scenario, the players record their results by entering the required information in the campaign log.

EXPERT CAMPAIGN RULES

For players who want a more challenging experience, this campaign document comes with additional instructions to follow when playing an expert campaign. Some Setup and Victory instructions are preceded by **Expert Campaign Only**. Ignore these instructions unless you are playing an expert campaign.

PERSISTENT DAMAGE

While playing the *The Watcher's Team: What If...?* campaign at the expert level, each player must record their remaining hit points in the campaign log after they win a game. This determines each player's starting hit points for the next scenario. If a player's remaining hit point value is greater. If a player's remaining hit point value is greater than their base hit point value, record their base hit points in the campaign log instead. The Setup instructions for each of the last four scenarios offer players the opportunity to heal their identity to its printed hit point value by dealing themselves an encounter card.

ELIMINATION AND VICTORY

In an expert campaign, if a player is defeated during a scenario that their teammates go on to win, the defeated player does not participate in the Victory steps of that scenario. However, that player can rejoin their teammates for the next scenario, healing their identity to its printed hit point value.

SCENARIO #1 - IRON MAN: TRAPPED IN TIME

I am The Watcher and in the reality you play, Iron Man is a **TECH** upgrade-focused hero. But there are more realities than one, and I must watch them all. In this world, represented by what you call a scenario, Tony Stark finds himself in a fantasy environment. A powerful wizard is after a special gem located in one of the grand cities, using an array of dragons and frost giants to succeed we must answer the question:

What if Iron Man was Trapped In The Time of King Arthur?

Villain Deck: Ebony Maw (I), Ebony Maw (II)
Remove Ebony Maw (I) and add Ebony Maw (III) for expert mode.

Main Scheme Deck: Attack on Knowhere, The Power Stone

Encounter Deck: Ebony Maw (*The Mad Titan's Shadow*), Fantasy (*MojoMania*), Frost Giants (*The Mad Titan's Shadow*), and Standard sets (*Core Set*)

UNIQUE SCENARIO INSTRUCTIONS

- ▶ Iron Man must be one of the identities in the game.
- ▶ One copy of Godslayer (*Gamora #18*) is added to Iron Man's deck regardless of which aspect the Iron Man player picked.
- ▶ Godslayer adds the Setup and Permanent keywords to the card.
- ▶ To advance to each villain phase, Godslayer must be used in the attack that reduces the villain to zero hit points.
- ▶ After Iron Man has been chosen, players may play as any other identity except: Spider-Man (Peter Parker), Rogue, or Captain America. Iron Man must be used for this scenario.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Each player records their identity in the campaign log. Players may switch identities during the campaign but must use the required identity for each scenario.
- ▶ Each player shuffles one copy of System Shock (*The Mad Titan's Shadow #185*)

VICTORY:

- ▶ If the Dragon minion (*MojoMania #42*) was defeated at least once, each player gains: "Endless Possibilities" – During step 15 of the game setup, each player may take 1 additional mulligan.
- ▶ **Expert Campaign Only:** Record Iron Man's remaining hit points in the campaign log.

Having thwarted the evil wizard and his nefarious hordes of magical beings, Iron Man is victorious. As Iron Man turns to leave, Ebony Maw lets out an evil laugh, casting a portal spell that sucks Iron Man inside, leaving any other heroes behind in the Realm of King Arthur.

SCENARIO #2 - SPIDER-MAN: THE SORCEROR SUPREME

I am The Watcher and in the reality you play, Spider-Man is simply a web-swinging Avenger. But there are more realities than one, and I must watch them all. In this world, represented by what you call a scenario, Peter Parker is more than a genius, he is in fact a mystic. Leaving behind street crime he faces down a villain from the future in a paranormal setting. On a mission to save Hope Summers from a time traveling villain, the wall-crawler fights to save the entire universe as we answer the question:

What if Spider-Man was the Sorcerer Supreme?

Wait, what's this? As a portal opens revealing a knight in red and gold armor. Iron Man emerges from the portal, in a new realm and reality. Not sure where he is he nonetheless jumps into action helping the Sorcerer Supreme.

Villain Deck: Stryfe (I), Stryfe (II)
Remove Stryfe (I) and add Stryfe (III) for expert mode.

Main Scheme Deck: Uncontrollable Power, Left To Your Fate

Encounter Deck: Stryfe (NeXt Evolution), Hope Summers (NeXt Evolution), Horror (MojoMania), Black Tom Cassidy (NeXt Evolution), Standard (Core Set).

UNIQUE SCENARIO INSTRUCTIONS

- ▶ Spider-Man (Peter Parker) must be one of the identities in the game.
- ▶ Spider-Man gains the **MYSTIC** trait.
- ▶ The Sorcerer Supreme upgrade is added to Spider-Man's deck and gains the keywords Setup and Permanent.

- ▶ After Spider-Man has been chosen as an identity, players must next select Iron Man to use following the unique instructions in the first scenario for Iron Man's setup. After both Spider-Man and Iron Man have been selected, players may only select **MYSTIC** identities for the remaining spots. Other identities besides Iron Man that were used in the previous scenario may not be used again.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Each player records their identity in the campaign log.
- ▶ Deal the Black Tom Cassidy Minion (NeXt Evolution #132) as a facedown encounter card to the Spider-Man player
- ▶ **Expert Campaign Only:** If Iron Man is in play, set Iron Man's hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** The Iron Man player may deal themselves 1 facedown encounter card to heal their identity to its full hit point value..

VICTORY:

- ▶ If the Spider-Man/Peter Parker player used a card with a **SPELL** trait to reduce Stryfe (II) or Stryfe (III) to 0 hit points, each player gains: "Cosmic Sight" – After step 15 of the game setup, each player may search their discard pile and deck for a resource card and add it to their hand.
- ▶ **Expert Campaign Only:** Record Spider-Man and Iron Man's remaining hit points in the campaign log.

Saving both the universe and Hope Summers, the Sorcerer Supreme Spider-Man turns to Iron Man to ask him about his universe. Before he can, Spider-Man senses immense danger coming from the Underworld of an unknown timeline. Casting a spell, he opens a rift and beckons Iron Man to follow as the two heroes plunge into the vast unknown together.

SCENARIO #3 - ROGUE AND THE POWER OF THOR

I am The Watcher and in the reality you play, Rogue is a member of the X-Men. But there are more realities than one, and I must watch them all. In this world, represented by what you call a scenario, Anna Marie is a god. Fighting to vanquish the villains that would harm Asgard and to save Odin from Hel, we explore the unique question:

What if Rogue possessed the power of Thor?

As Rogue enters Hel wielding Jarnbjorn, in search of Odin, a portal opens up. Rogue turns, ready to attack only to see heroes emerge, Spider-Man, the Sorcerer Supreme, and Iron Man, a knight of King Arthur's court. After explaining her plan, the heroes agree to help Rogue save Odin, if only to find out why they sense a high level of cosmic danger.

Villain Deck: Hela (A)

Remove Hela (A) and add Hela (B) for expert mode.

Main Scheme Deck: Odin's Torment

Encounter Deck: Hela (*The Mad Titan's Shadow*), Infinity Legions of Hel (*The Mad Titan's Shadow*), Enchantress (*The Mad Titan's Shadow*), and Standard sets (*Core Set*).

UNIQUE SCENARIO INSTRUCTIONS

- ▶ Rogue must be one of the identities in the game.
- ▶ Rogue gains the **ASGARD** trait.
- ▶ One copy of Jarnbjorn (*Thor #19*) is added to Rogue's deck regardless of which aspect the Rogue player picked.
- ▶ Jarnbjorn gains the keywords Setup and Permanent.
- ▶ After Rogue has been chosen as an identity, players must next select either Iron Man or Spider-Man (Peter Parker) to use, following the unique

instructions in the previous scenarios for that identity's setup. After Rogue, Spider-Man (Peter Parker), and Iron Man have been selected, players may select another identity for the remaining spot, so long as it is not Captain America, Thor, or a previously used identity in this campaign.

CAMPAIGN

SETUP:

- ▶ Each player records their new identity in the campaign log.
- ▶ Search the encounter discard pile and deck for an Attachment and attach it to the villain.
- ▶ **Expert Campaign Only:** If Iron Man and/or Spider-Man (Peter Parker) are in play, set their hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** The Iron Man and/or Spider-Man (Peter Parker) player may each deal themselves 1 facedown encounter card to heal their identity to its full hit point value.

VICTORY:

- ▶ If the players flipped Hela to her **WOUNDED** side 4 or more times, each player gains: "A portal in times of need" – After step 15 of the game setup, each player may search their discard pile and deck for an ally and add it to their hand.
- ▶ **Expert Campaign Only:** Record Rogue, Spider-Man (Peter Parker), and Iron Man's remaining hit points in the campaign log.

Rogue saved Odin from the clutches of Hela. As the heroes link up to discuss what disturbance would have gathered them, I can no longer remain silent. "Heroes," I say as I make myself visible. "I have been watching you, for I am The Watcher. I have brought you together as a great and terrible enemy is almost at hand. I need your combined strength if the cosmos has

a chance to survive. Before I send you to the threat, I need you to gather one more important hero." I open a portal for them that leads into a new reality as the one from Asgard, the Sorcerer Supreme, and the Knight all heed my words and converge into the new reality.

SCENARIO #4 - CAPTAIN AMERICA: VIGILANTE JUSTICE

I am The Watcher and in the reality you play, Captain America is a shield-wielding protector of the people. But there are more realities than one, and I must watch them all. In this world, represented by what you call a scenario, Steve Rogers has taken on the role of an aggressive vigilante, tearing through street level crime with lots of weapons and little mercy. Through this, we discover:

What if Captain America was a hotblooded, lethal protector?

In a dark and dirty alleyway, we see our hero, wearing red, white, and blue, yet bearing a dark expression. In the same alleyway, my portal opens bringing with it the heroes I have gathered. While wanting nothing to do with the other heroes, this new Captain America reluctantly decides to help them if first they help him vanquish an evil villain known only as The Hood.

Villain Deck: The Hood (I), The Hood (II)
Remove *The Hood (I)* and add *The Hood (III)* for expert mode.

Main Scheme Deck: Making Connections, Promised Prosperity, Crime State

Encounter Deck: The Hood (*The Hood*) and Standard sets (*Core Set*). 7 Modular encounter sets: Streets of Mayhem (*The Hood*), Zzzax (*Ironheart*), Ransacked Armor (*The Hood*), Running Interference (*The Green Goblin*), Down To Earth (*Sinister Motives*), Weapon Master (*The Rise of Red Skull*), Iron Spider's Sinister Six (*SP//dr*)

UNIQUE SCENARIO INSTRUCTIONS

- ▶ Captain America must be one of the identities in the game.
- ▶ Steve Rogers gains the **CIVILIAN** trait.
- ▶ Captain America's deck must include a minimum of 6 cards with the **WEAPON** trait.

- ▶ One copy of Lock and Load (*NeXt Evolution* #19) is added to Captain America's deck regardless of which aspect the Captain America player picked.
- ▶ Add one copy of Laser Cannon (*The Rise of Red Skull* #158) to Captain America's deck. This card does not count against his deck size.
- ▶ After Captain America has been chosen as an identity, players can only select Iron Man, Spider-Man (Peter Parker), or Rogue to use, following the unique instructions in the previous scenarios for each identity's setup.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Each player records their new identity in the campaign log.
- ▶ Each player must either take 2 indirect damage, place 2 threat on the main scheme or discard 2 cards at random.
- ▶ **Expert Campaign Only:** If Iron Man, Spider-Man (Peter Parker), and/or Rogue are in play, set their hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** The Iron Man, Spider-Man (Peter Parker), and/or Rogue player may each deal themselves 1 facedown encounter card to heal their identity to its full hit point value.

VICTORY:

- ▶ If at least 5 minions were defeated with a card that has the **WEAPON** trait, each player gains: "I have intervened" – After step 15 of the game setup, each player may search their discard pile and deck for an identity-specific card and add it to their hand.
- ▶ If the Genosha modular set was added to the encounter deck, check "Escaped Genosha" in the

campaign log.

- ▶ **Expert Campaign Only:** Record each hero's remaining hit points in the campaign log.

I appear to the four unique heroes.

"Heroes, it is time to face your ultimate challenge. The fate of the universe is with you."

I transport them to their final battle.

SCENARIO #5 - THE WATCHER'S TEAM

I have been watching this entire time. The defeat of each villain, the unique story of each hero, and conquest or defeat of the many timelines I witness. I have seen your victories and defeats. I have seen the unique worlds you visit, the vast changes of identities, aspects, villains, and encounters that each one experiences. But I will not be silent anymore. I will not watch another entire world end because I am only watching. I have intervened and I will watch no more. We will now explore a new question that has never been asked before:

What if The Watcher intervened?

In this unique timeline, Ultron has gained the Infinity Gauntlet. In his quest for power, Ultron will destroy this planet using nuclear codes. Soon, nobody will be able to stand up to him, and the android will destroy countless worlds the same way. I have gathered the most unique and powerful heroes from across the multiverse to defeat the villain once and for all. I have intervened.

Villain Deck: Ultron (I), Ultron (II)
Remove Ultron (I) and add Ultron (III) for expert mode.

Main Scheme Deck: The Crimson Cowl, Assault on NORAD, Countdown To Oblivion.

Encounter Deck: Ultron (Core Set), Infinity Gauntlet (The Mad Titan's Shadow), and Standard sets (Core Set)

UNIQUE SCENARIO INTRUCTIONS

- ▶ Players must select an identity from the previous scenarios, following the unique instructions in the previous scenarios for each identity's setup and play.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Each player records their identity in the campaign log.
- ▶ For each player, draw and reveal a card from the Infinity Stone deck.
- ▶ **Expert Campaign Only:** Set each hero's hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may deal themselves 1 facedown encounter card to heal their identity to its full hit point value..

VICTORY:

- ▶ *Ultron is defeated and the players win the campaign!*

I am The Watcher. It was my job to record every single reality and to simply watch the multiverse unfold. I have watched the choices in your reality and the universe you call Marvel Champions. But I will no longer simply watch. If a new evil arises that will shape and change the multiverse for the worse, I will call on unique heroes to save the day. I will strive to save as many as I can as we both continue to explore the vast new realities and ask ourselves the question... What If...?

THE WATCHERS TEAM

CAMPAIGN LOG

PLAYER INFORMATION

Player #1's Identity:

Scenario 1

Scenario 2

Scenario 3

Scenario 4

Scenario 5

Remaining Hit Points

(Expert Mode Only)

Player #2's Identity:

Scenario 1

Scenario 2

Scenario 3

Scenario 4

Scenario 5

Remaining Hit Points

(Expert Mode Only)

Player #3's Identity:

Scenario 1

Scenario 2

Scenario 3

Scenario 4

Scenario 5

Remaining Hit Points

(Expert Mode Only)

Player #4's Identity:

Scenario 1

Scenario 2

Scenario 3

Scenario 4

Scenario 5

Remaining Hit Points

SCENARIO 1

Check here if **"Endless Possibilities"** was gained -
During step 15 of the game setup, each player may take 1 additional mulligan.



SCENARIO 2

Check here if **"Cosmic Sight"** ability was gained -
After step 15 of the game setup, each player may search their discard pile and deck for one source card and add it to their hand.



SCENARIO 3

Check here if **"A portal in times of need"** was gained -
After step 15 of the game setup, each player may search their discard pile and deck for an ally and add it to their hand.



SCENARIO 4

Check here if **"I have intervened"** was gained -
After step 15 of the game setup, each player may search their discard pile and deck for an identity specific card and add it to their hand.

