

Deal 3 "Campaign - S.H.I.E.L.D. Tech" upgrades at random to a player. That player may choose 1 to add to their deck for the rest of the campaign, record that card's title in their "S.H.I.E.L.D. Tech" section of the campaign log, then return the others to the collection. Cards chosen this way do not count toward minimum or maximum deck size. Repeat this process for each player.

During step 13 of game setup, each player may take 1 additional mulligan.

Each player chooses an aspect card in their collection from any aspect and adds the maximum number of copies of that card, by title, to their deck for the rest of the campaign. Record the title of that card in their "Aspect Advantage" section of the campaign log. Cards chosen this way do not count toward minimum or maximum deck size.

Setup: Each player flips their "Campaign - S.H.I.E.L.D. Tech" upgrade to its **ENHANCED** side.

Each player chooses one card from their deck, then records the title of that card in their "Planning Ahead" section of the campaign log.

Setup: Each player searches their deck and discard pile for 1 copy of the card recorded in their "Planning Ahead" section of the campaign log, then adds that card to their hand. (*Shuffle.*)

Setup: Each player may search their collection for a Helicarrier support (*Core Set 92*) and put it into play under their control.

Setup: Each player may search their collection for a Symbiote Suit upgrade (*Sinister Motives 191*) and put it into play under their control.



Choose one "Osborn Tech" attachment at random. Record its name in the "Osborn Tech" section of the campaign log.

Setup: Shuffle each card recorded in the "Osborn Tech" section of the campaign log into the encounter deck.

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Setup: Place 1 threat on the main scheme.

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Setup: In player order, each player must search the encounter deck and discard pile for a minion, then put that minion into play engaged with themselves. (*Shuffle.*) For each player who did not put a minion into play this way, deal that player 1 facedown encounter card.

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Choose one "Osborn Tech" attachment at random. Record its name in the "Osborn Tech" section of the campaign log.

Setup: The first player must search the encounter deck and discard pile for a scenario-specific side scheme, then reveal it. Place 1 threat on that side scheme. (*Shuffle.*)

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Choose one "Osborn Tech" attachment at random. Record its name in the "Osborn Tech" section of the campaign log.

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Setup: Deal 1 facedown encounter card to each player.



Conditions

(+X) Victory points in the victory display

(+1) No side schemes in play

(+1) Fewer than 12 acceleration tokens in play

(+1) No minions in play

(+1) No threat on the main scheme

(+1) No defeated identities

Player #1's Identity:

REMAINING HIT POINTS:
Expert Mode Only

Player #2's Identity:

REMAINING HIT POINTS:
Expert Mode Only

Player #3's Identity:

REMAINING HIT POINTS:
Expert Mode Only

Player #4's Identity:

REMAINING HIT POINTS:
Expert Mode Only

Community Service

Victory for Scenarios #1-4

Waking Nightmare

Victory for Scenario #3 — Mystery

Last Ones Standing

Victory for Scenario #4 — The Sinister Six

Final Reputation Score

Victory for Scenario #5 — Venom Goblin

S.H.I.E.L.D. Tech

Reputation Track Reward

P1

P2

P3

P4

Aspect Advantage

Reputation Track Reward

P1

P2

P3

P4

Planning Ahead

Reputation Track Reward

P1

P2

P3

P4

Osborn Tech

Reputation Track Penalty