

AWESOME CAMPAIGN VOLUME 1

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CAMPAIGN MODE RULES

Campaign mode combines five scenarios into an epic experience where the outcome of each game impacts the next scenario. To complete the campaign, the players must win all five scenarios in numerical order, starting with scenario #1 ("Moonage Daydream") and ending with scenario #5 ("Spirit in the Sky"). To begin a campaign, the players start by choosing their heroes. 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: The Card Game* 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. If the players lost, they may reset the scenario and try again with no penalty.

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 Galaxy's Most Wanted Expansion*
- *The Mad Titan's Shadow Expansion*
- *Sinister Motives Expansion*
- *The Wrecking Crew Scenario Pack*
- *The Hood Scenario Pack*
- *Nebula Hero Pack*
- *Ronan Modular Set* (Print-and-Play)

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.

HERO SELECTION

This campaign's story finds its heroes having teamed up alongside the Guardians of the Galaxy. In consideration of the narrative, hero selection is restricted to identities that do NOT have the **Guardian** trait on any of their forms.

GUARDIAN INFLUENCE

The Guardians take what they do very seriously. If you want their respect, you gotta impress.

After each scenario in the campaign, players will record in their campaign log the amount of influence each player earned and add it to their total. During Setup of the final mission, players will have an opportunity turn those influence points in for their choice of a variety of rewards. Cards that can be purchased this way can be found in the Influence Rewards section at the end of this rulebook. Each player tracks their own influence.

To add a card from the Influence Rewards section to your deck:

1. Choose a card with an Influence Cost value that is equal to or less than the number of influence points recorded in your Guardian Influence box in the campaign log.
For example, if you have 4 influence recorded in your Guardian Influence box, you can choose a card that has an Influence Cost of 1, 2, 3, or 4, but you cannot choose a card that has an Influence Cost of 5, 6, or 7

2. Subtract that card's Influence Cost value from the value recorded in your Guardian Influence box, then add that card to your deck.
For example, if you choose a card with an Influence Cost of 3, this value will be subtracted from the 4 influence points in your Guardian Influence box, leaving you with 1 influence point.
3. You may repeat this process as many times as you wish (until you have no influence points remaining).

Cards added to a player's deck this way do not count toward that player's minimum or maximum deck size.

Only one copy of each card from the Influence Rewards section can be used for the players as a group.

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 *Awesome Campaign: Vol. 1* 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 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.

DECK CUSTOMIZATION RESTRICTIONS

Once a player starts an expert campaign, they cannot add, remove, or change the aspect and/or basic cards in their deck (following the deck customization rules) for the remainder of the campaign. However, specific cards can be added to their deck when instructed by this campaign document.

SCENARIO #1 - MOONAGE DAYDREAM

Finding themselves in an unlikely partnership fighting alongside the Guardians of the Galaxy, our heroes are engaged in an epic space battle just outside Earth's orbit. The fearsome Ronan the Accuser has allied himself with M.O.D.O.K. and has taken control of the Power Stone! Introductions will have to wait, these two have got to be stopped before it's too late!

Villain Deck: Ronan the Accuser (I), Ronan the Accuser (II)

Remove Ronan the Accuser (I) and add Ronan the Accuser (III) for expert mode.

Main Scheme Deck: Interception Imminent (1A/1B), "Take What Is Mine" (2A/2B)

Encounter Deck: Ronan the Accuser (*Galaxy's Most Wanted*), The Doomsday Chair (*Core Set*), Power Stone (*Galaxy's Most Wanted*), Ship Command (*Galaxy's Most Wanted*), and Standard (*Core Set*) encounter sets.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Each player records their identity in the campaign log (identities with the **Guardian** trait on any of their forms cannot be used for this campaign). Players cannot switch identities during a campaign.
- ▶ Attach the Power Stone to Ronan the Accuser.
- ▶ Each player may search their collection for an Honorary Guardian upgrade (*Nebula* #35) and put it into play attached to their identity.
- ▶ Each player may search their collection for a basic (grey) **Guardian** ally NOT in their decklist and put it into play under their control. Record the name of each ally put into play this way in the "Guardian Ally" box in the campaign log under the controlling identity's name.

- ▶ Each player may search their collection for a *Galaxy's Most Wanted* Campaign unit cost 4 Market upgrade (*Galaxy's Most Wanted* #162–165) and put it into play under their control.
- ▶ Each player may search their collection for a *Galaxy's Most Wanted* Campaign unit cost 6 Market upgrade (*Galaxy's Most Wanted* #170–173) and put it into play under their control.
- ▶ Each player may search their deck and discard pile for an identity-specific card and add it to their hand.
- ▶ **Expert Campaign Only:** Place an additional 1 per player threat on the main scheme.

VICTORY:

- ▶ If M.O.D.O.K. is in play, mark the box beside "M.O.D.O.K. In Play?" in the "Scenario #" section of the campaign log.
- ▶ Each player records 1 influence point in the "Guardian Influence" box under their identity's name in the campaign log for each of the following conditions that were met at the conclusion of the scenario:
 - No defeated identities
 - No minions in play
 - No side schemes in play
 - No threat on the main scheme
 - Fewer than 1 per person acceleration tokens in play
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points.

SCENARIO #2 - AIN'T NO MOUNTAIN HIGH ENOUGH

Victory! But at what cost? Those introductions never really had a chance to take place. The Milano sustained critical damage during the battle, and it was only thanks to a vacant escape pod that the heroes survived at all. Rushing the heroes into the pod, Star-Lord assures them that the Guardians will be fine, and they will be in touch. Plummeting directionless into the Earth's atmosphere, the pod strikes down in a clearing within a vast snowcapped mountain forest far from civilization. Still licking their wounds, the heroes emerge from the pod to find themselves totally lost in the middle of a fierce blizzard. All of a sudden, a loud CRACK sounds out, and with a deafening THUD, a tree lands on the ground just feet from the wreckage. Turning around, the heroes witness an entire line of trees fly into the air before a voice bellows out, "What do you think you're doing?! You ain't supposed to be here!" From behind a pile of broken tree trunks emerges Absorbing Man! Where did he come from?! Without a moment to gather themselves, the heroes are forced back into action.

Villain Deck: Absorbing Man (I), Absorbing Man (II)

Remove Absorbing Man (I) and add Absorbing Man (III) for expert mode.

Main Scheme Deck: None Shall Pass (1A/1B)

Encounter Deck: Absorbing Man (Rise of Red Skull), Frost Giants (Mad Titan's Shadow), and Standard (Core Set) encounter sets.

CAMPAIGN INSTRUCTIONS

SETUP:

- Reveal the Unnatural Storm side scheme.
- Each player is stunned, confused, and exhausted.
- Place an additional 3 per player threat on the main scheme.
- **Expert Campaign Only:** Set each player's hit point dial to their remaining hit point value recorded in the campaign log.
- **Expert Campaign Only:** Each player may deal themselves 1 facedown encounter card from the encounter deck to set their hit point dial to their identity's printed hit point value.
- **Expert Campaign Only:** Each player discards the top 10 cards of their deck. Each player discards 1 card at random from their hand.

VICTORY:

- Record the number of delay counters on the main scheme in the "Scenario #2" section of the campaign log.
- Each player records 1 influence point in the "Guardian Influence" box under their identity's name in the campaign log for each of the following conditions that were met at the conclusion of the scenario:
 - No defeated identities
 - No minions in play
 - No side schemes in play
 - No threat on the main scheme
 - Fewer than 1 per person acceleration tokens in play
- **Expert Campaign Only:** Record each identity's remaining hit points.

SCENARIO #3 - ESCAPE

Absorbing Man may have fallen, but he did his job. As it turns out, the mountain the heroes landed on is home to a top-secret prison built to sequester the most dangerous offenders. Whoever hired Absorbing Man to guard the area was successful in their ploy – the Wrecking Crew are loose!

Villain Deck: Wrecker A, Thunderball A, Piledriver A, and Bulldozer A

Remove Version A and add Version B (Wrecking Crew #3, #18, #33, #47) of each villain for expert mode.

Main Scheme Deck: Breakout (1A/1B)

Encounter Deck: Wrecking Crew (Wrecking Crew encounter set).

Modified Rules:

- Only the active villain can take damage.
- Threat cannot be removed from side schemes whose villain does not have the active counter.

CAMPAIGN INSTRUCTIONS

SETUP:

- Shuffle 1 attachment from the Experimental Weapons (*Rise of Red Skull* #72–75) modular set into each villain's encounter deck at random.
- Deal each player 1 encounter card from the active villain's encounter deck for every 5 delay counters recorded in the campaign log.
- **Expert Campaign Only:** Set each player's hit point dial to their remaining hit point value recorded in the campaign log.
- **Expert Campaign Only:** Each player may deal themselves 1 facedown encounter card from the encounter deck to set their hit point dial to their identity's printed hit point value.
- **Expert Campaign Only:** In player order, each player searches any encounter deck for a minion and puts it into play engaged with them (shuffle).

VICTORY:

- Record the name of the last villain to be defeated in the "Scenario #3" section of the campaign log.
- Each player records 1 influence point in the "Guardian Influence" box under their identity's name in the campaign log for each of the following conditions that were met at the conclusion of the scenario:
 - No defeated identities
 - No minions in play
 - No side schemes in play
 - No threat on the main scheme
 - Fewer than 1 per person acceleration tokens in play
- **Expert Campaign Only:** Record each identity's remaining hit points.

SCENARIO #4 -CHERRY BOMB

Defeated, the Wrecking Crew withdraw and flee the scene. Not willing to leave this trail cold, the heroes remain in hot pursuit and are led to an old, abandoned warehouse on the edge of a desolate village. Sticking to the shadows, the team finds a broken window among the rafters and infiltrates the building without drawing notice. Just below their perch stands the infamous Red Skull, his crimson visage glowing in the half-dark warehouse as he interrogates his newly freed henchmen. "You what?! And where are they now? Such insolence will not be tolerated. The stone has been promised to me, and I shall have my reward! If you cannot succeed, then I will silence them myself!" So, Red Skull's working for someone else? Who could it be?! At that very moment, Red Skull snaps his head upward and looks directly toward the heroes' hiding spot. A devilish smile stretches across his face, "And it seems I will have my opportunity sooner than I thought."

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

Remove Red Skull (I) and add Red Skull (III) for expert mode.

Main Scheme Deck: Rise of Red Skull (1A/1B), New World Hydra (2A/2B)

Encounter Deck: Red Skull (*Rise of Red Skull*), Wrecking Crew (*Wrecking Crew*), Children of Thanos (*Mad Titan's Shadow*), and Standard (*Core Set*) encounter sets.

SIDE SCHEME DECK:

The **Setup** instructions on The Rise of the Red Skull 1A instruct the players to create the side-scheme deck. To do this, search the encounter deck for each side scheme and shuffle them together into their own deck. This is the side-scheme deck. Set it next to the main-scheme deck. The side-scheme deck has its own discard pile. When a side-scheme is defeated or otherwise discarded, place it in the side-scheme discard pile. If the side-scheme deck is ever empty, shuffle the side-scheme discard pile into the side-scheme deck. There is no penalty for doing this.

CAMPAIGN INSTRUCTIONS

SETUP:

- Search the encounter deck for a minion whose name matches the name of the villain recorded in the campaign log. Put that minion into play engaged with the First Player, then shuffle the encounter deck.
- **Expert Campaign Only:** Set each player's hit point dial to their remaining hit point value recorded in the campaign log.
- **Expert Campaign Only:** Each player may deal themselves 1 facedown encounter card from the encounter deck to set their hit point dial to their identity's printed hit point value.
- **Expert Campaign Only:** In player order, each player discards cards from the encounter deck until a minion is discarded and puts that minion into play with them.

VICTORY:

- If The Sleeper has not been removed from the game, mark the box beside "The Sleeper Active?" in the "Scenario #4" section of the campaign log.
- Each player records 1 influence point in the "Guardian Influence" box under their identity's name in the campaign log for each of the following conditions that were met at the conclusion of the scenario:
 - No defeated identities
 - No minions in play
 - No side schemes in play
 - No threat on the main scheme
 - Fewer than 1 per person acceleration tokens in play
- **Expert Campaign Only:** Record each identity's remaining hit points.

SCENARIO #5 - SPIRIT IN THE SKY

Just as the heroes deal the final blow to Red Skull, his master – the Mad Titan Thanos himself – shows up alongside some familiar faces, and with a wave of his hand, rips the roof off the building! Ronan to his left, M.O.D.O.K. to his right, and armed with the Infinity Gauntlet, Thanos laughs at the defeat of his crimson faced servant. Just as Thanos lifts his hand to obliterate the heroes, a flash streaks across the sky. The Milano! The Guardians! Looks like they've been paying attention after all. Any help is a welcome sight, as somehow Thanos and his allies have gathered all the Infinity Stones. The fate of the universe is at stake!

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

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

Main Scheme Deck: The Infinity Stones (1A/1B), Balance the Scales (2A/2B)

Encounter Deck: Thanos (*Mad Titan's Shadow*), Infinity Gauntlet (*Mad Titan's Shadow*), Kree Fanatic (*Ronan Modular Set – Print-and-Play*), Doomsday Chair (*Core Set*), and Standard (*Core Set*) encounter sets.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ If the box next to "M.O.D.O.K. In Play?" is marked in the campaign log, search the encounter deck for the M.O.D.O.K. minion and put it into play engaged with the First Player.
- ▶ If the box next to "The Sleeper Active?" is marked in the campaign log, shuffle *The Sleeper (Rise of Red Skull #130)* into the encounter deck.

- ▶ Each player may search their collection for an Honorary Guardian upgrade (*Nebula #35*) and put it into play attached to their identity.
- ▶ Each player may search their collection for the **Guardian** ally recorded under their identity's name in the campaign log and puts it into play under their control.
- ▶ Each player may purchase cards from the Influence Rewards section at the end of this rulebook (per the instructions listed in the Guardian Influence section of the Campaign Rules) and add those cards to their deck (if a card has the Setup trait, put it into play per the Setup rules).
- ▶ **Expert Campaign Only:** Set each player's hit point dial to their remaining hit point value recorded in the campaign log.
- ▶ **Expert Campaign Only:** Each player may deal themselves 1 facedown encounter card from the encounter deck to set their hit point dial to their identity's printed hit point value.
- ▶ **Expert Campaign Only:** The first player resolves the **Special** ability of each **Infinity Stone** in play. Then, put the top card of the **Infinity Stone** deck into play.
- ▶ **Expert Campaign Only:** If the players lose this game, Thanos snaps his fingers and the players lose the campaign.

VICTORY:

- ▶ Thanos is defeated and the players win the campaign!

PLAYER INFORMATION

Player #1's Identity:

Guardian Ally:

Guardian Influence:

Remaining hit points:
(Expert Mode Only)

Player #2's Identity:

Guardian Ally:

Guardian Influence:

Remaining hit points:
(Expert Mode Only)

Player #3's Identity:

Guardian Ally:

Guardian Influence:

Remaining hit points:
(Expert Mode Only)

Player #4's Identity:

Guardian Ally:

Guardian Influence:

Remaining hit points:
(Expert Mode Only)

SCENARIO 1

M.O.D.O.K. in Play?

SCENARIO 2

Number of Delay
Counters:

SCENARIO 3

Last Villain Defeated?

SCENARIO 4

The Sleeper Activated?

ONLY ONE COPY OF EACH CARD FROM THE INFLUENCE REWARDS SECTION CAN BE USED FOR THE PLAYERS AS A GROUP.

UNLOCKABLE SUPPORTS

Name	Card	Cost
Milano	<i>Galaxy's Most Wanted #142</i>	5

MUST PURCHASE MILANO TO UNLOCK

Name	Card	Cost
Armor Plating	<i>Galaxy's Most Wanted #162</i>	5
Heavy Cannon	<i>Galaxy's Most Wanted #163</i>	2
Hyper Thrusters	<i>Galaxy's Most Wanted #164</i>	2
Reactor Core	<i>Galaxy's Most Wanted #165</i>	2
Cargo Hold	<i>Galaxy's Most Wanted #170</i>	3
Mounted Laser	<i>Galaxy's Most Wanted #171</i>	3
Navigation Column	<i>Galaxy's Most Wanted #171</i>	3
Targeting Screen	<i>Galaxy's Most Wanted #173</i>	3

UNLOCKABLE UPGRADES

Name	Card	Cost
Basic Thwart Upgrade	<i>Rise of Red Skull #159</i>	3
Basic Attack Upgrade	<i>Rise of Red Skull #160</i>	3
Basic Defense Upgrade	<i>Rise of Red Skull #161</i>	3
Basic Recovery Upgrade	<i>Rise of Red Skull #162</i>	3
Flip any unlocked <i>basic power upgrade</i> to Improved		2
Compact Darts	<i>Sinister Motives #182</i>	3
Impact-Dampening Suit	<i>Sinister Motives #183</i>	3
Laser Goggles	<i>Sinister Motives #184</i>	3
Propulsion Gauntlet	<i>Sinister Motives #185</i>	3
Retinal Display	<i>Sinister Motives #186</i>	3
Shock Knuckles	<i>Sinister Motives #187</i>	3
Wave Bracers	<i>Sinister Motives #188</i>	3
Wrist Navigator	<i>Sinister Motives #189</i>	3
Flip any unlocked <i>S.H.I.E.L.D. Tech upgrade</i> to Improved		2
Adrenal Stims	<i>Rise of Red Skull #155</i>	4
Tactical Scanner	<i>Rise of Red Skull #156</i>	4
Emergency Teleporter	<i>Rise of Red Skull #157</i>	4
Laser Cannon	<i>Rise of Red Skull #158</i>	4
Norn Stone	<i>Mad Titan's Shadow #187</i>	4

UNLOCKABLE RESOURCES

Name	Card	Cost
Milano	<i>Mad Titan's Shadow #183</i>	5

UNLOCKABLE EVENTS

Name	Card	Cost
Brainstorm	<i>Galaxy's Most Wanted #150</i>	1
By Any Means	<i>Galaxy's Most Wanted #151</i>	1
Contingency Plan	<i>Galaxy's Most Wanted #152</i>	1
In Defiance	<i>Galaxy's Most Wanted #153</i>	1
Sure Gamble	<i>Galaxy's Most Wanted #169</i>	1
Calculate the Odds	<i>Galaxy's Most Wanted #154</i>	2
Creative Solution	<i>Galaxy's Most Wanted #155</i>	2
Grapple	<i>Galaxy's Most Wanted #156</i>	2
Wing It	<i>Galaxy's Most Wanted #157</i>	2
Close Call	<i>Galaxy's Most Wanted #158</i>	2
Defy Danger	<i>Galaxy's Most Wanted #159</i>	2
In Harm's Way	<i>Galaxy's Most Wanted #160</i>	2
Take the Fight to Them	<i>Galaxy's Most Wanted #161</i>	2
Grand Strategy	<i>Galaxy's Most Wanted #174</i>	3
Power Unleashed	<i>Galaxy's Most Wanted #175</i>	3
Tried and True	<i>Galaxy's Most Wanted #176</i>	3
Triple Threat	<i>Galaxy's Most Wanted #177</i>	3
Ardent Resolve	<i>Galaxy's Most Wanted #166</i>	4
Onrush	<i>Galaxy's Most Wanted #167</i>	4
Safeguard	<i>Galaxy's Most Wanted #168</i>	4

UNLOCKABLE ALLIES

Name	Card	Cost
Moon Knight	<i>Rise of Red Skull #197</i>	3
Shang-Chi	<i>Rise of Red Skull #198</i>	3
White Tiger	<i>Rise of Red Skull #99</i>	3
Elektra	<i>Rise of Red Skull #100</i>	3
Lady Sif	<i>Mad Titan's Shadow #191</i>	3
Fandral	<i>Mad Titan's Shadow #192</i>	3
Volstagg	<i>Mad Titan's Shadow #193</i>	3