

ENTROPIC ASCENSION

BY KARL RESCH

CAMPAIGN MODE RULES

The *Entropic Ascension* campaign is made up of four scenarios, all of which force the heroes to make choices and decisions that will ultimately affect their final encounter. While chaos descends upon New York City, they heroes are unable to deal with all of the endless threats at once, creating civilian outcries for those who cannot be saved.

To begin a campaign, the players start by choosing their identities. 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. 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.

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 Scenario Pack*
- *Sinister Motives Expansion*
- *The Green Goblin Scenario Pack*
- *The Hood Scenario Pack*
- *Nova Hero Pack*
- *Ironheart Hero Pack*
- *SP//dr Hero Pack*

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 *Entropic Ascension* campaign.

Cards 182–189 from *Sinister Motives* are the campaign-specific player cards in the *Entropic Ascension* campaign and belong to the "Campaign – S.H.I.E.L.D. Tech" deckbuilding classification.

Cards 176–180 from *Sinister Motives* are campaign-specific encounter cards used during the *Entropic Ascension* campaign and belong to the "Campaign – Community Service" modular encounter sets. Setup instructions for each scenario may direct players to include cards from this set in the scenario.

Cards 55–58 from *The Hood* are campaign-specific encounter cards used during the *Entropic Ascension* campaign and belong to the "State of Emergency" modular encounter set. The Reputation Track may direct players to include cards from this set in the scenario. Campaign-specific cards added to a deck do not count toward a player's minimum or maximum deck size.

REPUTATION TRACK

The heroes' reputation score (as a group) is used during this campaign, and can be found on page 14 of this document. Higher reputation can be a blessing and a curse. Citizens may be more appreciative of your efforts to protect them and other heroes may join your cause, but villains will treat you as a greater threat and bolster their efforts against you.

At the end of each scenario, players will be instructed to use the "Conditions" section of the reputation track to calculate the group's total reputation value. When this occurs, refer to the "Conditions" section at the bottom of the reputation track. Mark the proper number of nodes on the track for each condition met, starting at the topmost unmarked node, and marking each subsequent node going down the track.

As nodes are marked, any connected reputation effects are activated. Whenever a node connected to a white box is marked, resolve the effects of that box immediately. Whenever a node connected to a pink box is marked, the Setup instructions in that box will trigger at the beginning of each remaining scenario in the campaign (the Setup instructions of each scenario will remind you of this).

CAMPAIGN LOG

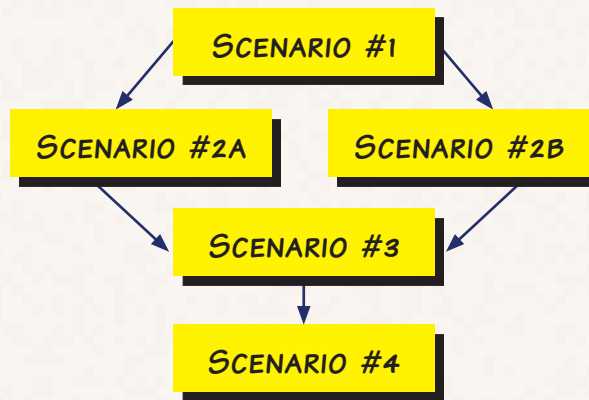
The campaign log found at the end of this rulebook tracks the progress of the entire campaign. At the end of each scenario, the players record their results by entering the required information in the campaign log.

CRIME WAVE

The Crime Wave section of the Campaign Log records all the plots and plans that have been achieved by the villains throughout the campaign. While the heroes are

able to thwart some plots, it is impossible to deal with everything. The Crime Wave section has the possibility to change with each replay of *Entropic Ascension*, leading to an exciting conclusion with each possible outcome.

The campaign plays out in the following way (not including all the possible modular encounter set variations):



EXPERT CAMPAIGN RULES

For players who want a more challenging campaign experience, *Entropic Ascension* 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 *Entropic Ascension* 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 three scenarios offer players the opportunity to reset their hit point dial to their identity's printed hit point value by dealing themselves facedown encounter cards from the encounter deck (per the second step within each **Expert Campaign Only** box).

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 and reset their hit point dial to their identity's printed hit point value by dealing themselves facedown encounter cards from the encounter deck (per the second bullet of each scenario's Expert Campaign Only instructions).

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, campaign-specific cards can be added to their deck as per the campaign rules.

SCENARIO #1 - TASKMASTER

Tension holds New York City in a precarious balance. After Venom Goblin's attempted rampage, crime seems to have lessened; however, when it raises its head it is quick, decisive, and efficient. To complicate matters, many of your street-level contacts have gone missing, leaving these criminal quick-strikes all the more effective, as there is less opposition involved.

S.H.I.E.L.D. intel has confirmed who's capturing and holding your allies: Taskmaster! Despite operating with his own elite Hydra squad, it appears Taskmaster's services have been purchased from a private bidder. S.H.I.E.L.D. has offered some initial support, but they are ill-equipped to handle the criminal underworld.

As you go to rescue your friends and make your move against Taskmaster, chaos erupts across the city; it's as if somebody knew you were coming! You can't handle everything – what do you choose?

- A. Investigative Journalism:** With the rise of these strategic crime waves, journalists from various media outlets have begun investigations to figure out who is pulling the strings. Tombstone is now tailing the journalists, to “encourage” them to stop their quest to uncover the truth. You’re caught in the middle of trying to protect the reporters while rescuing your allies! If you choose this option, add the Running Interference encounter set (*Green Goblin*) to the Encounter deck.
- B. Blackout:** Electro is attacking the city’s power grid, draining power into a special device. If the extra electricity isn’t for him, what could it be for? If you choose to handle this threat, add the Power Drain encounter set (*Green Goblin*) to the Encounter deck.

Villain Deck: Taskmaster (I) and Taskmaster (II)

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

Main Scheme Deck: Hunting Down Heroes (1A/1B)

Encounter Deck: Taskmaster (*Rise of Red Skull*), Hydra Patrol (*Rise of Red Skull*), Standard (*Core Set*) and either Running Interference (*Green Goblin*) or Power Drain (*Green Goblin*).

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Put the Public Outcry (*Sinister Motives* #174) environment into play (in standard mode, use the side with the text “**Standard Mode Only**”; in expert mode, use the side with the text “**Expert Mode Only**”).
- ▶ Shuffle the Smear Campaign (*Sinister Motives* #175) treachery into the encounter deck.
- ▶ Choose 1 “Campaign – Community Service” (*Sinister Motives* #176–180) side scheme at random. Shuffle that side scheme into the encounter deck.

VICTORY:

In the reputation track:

- ▶ Using the "Conditions" section, calculate your group's total reputation value, then mark that number of nodes (starting at the topmost unmarked node, and marking each subsequent node going down the track).
- ▶ Each player who rescued one or more allies from the Taskmaster encounter set adds those allies to their deck and records their names in the campaign log, under "Rescued Allies."

In the campaign log:

- ▶ If a "Campaign – Community Service" (*Sinister Motives* #176–180) side scheme is in the victory display, record its title in the "Community Service" section.
- ▶ If the group chose "Investigative Journalism," record "Charge Complete" on line 1 of the "Crime Wave" section and record "Superior Foes" on line 2. Proceed to Scenario #2A.
- ▶ If the group chose "Blackout," record "Fears & Doubts" on line 1 of the "Crime Wave" section and record "Brute Force" on line 2. Proceed to Scenario #2B.
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points.

SCENARIO #2A - RHINO

Your allies are free, and you'll need every ounce of their help. Multiple uproars and raids are taking place, the cacophony of it all ringing in your ears. Despite multiple threats, you decide that the Rhino needs to be stopped as soon as possible. He's compromised two law enforcement agencies, and you can only help one!

- A. Police Transport:** Local law enforcement has completed a raid, taking a number of weapons and their dealers off the street. On their way to processing, Rhino has attacked the transport! If you choose this option, add Ransacked Armory (*The Hood*) to the Encounter Deck.
- B. Raft Transport:** Despite taking all precautions, Rhino has broken apart a Raft transport moving gear meant to subdue enhanced individuals. If you choose this option, add Under Attack (*Core Set*) to the Encounter Deck.

Villain Deck: Rhino (I) and Rhino (II)

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

Main Scheme Deck: The Break In! (1A/1B)

Encounter Deck: Rhino set (*Core Set*), Standard (*Core Set*) and either Ransacked Armory set (*The Hood*) OR Experimental Weapons set (*Rise of Red Skull*).

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Put the Public Outcry (*Sinister Motives* #174) environment into play.
- ▶ Shuffle the Smear Campaign (*Sinister Motives* #175) treachery into the encounter deck.
- ▶ Choose 1 "Campaign – Community Service" (*Sinister Motives* #176–180) side scheme at random that does have its title recorded in the

"Community Service" section of the campaign log. Shuffle that side scheme into the encounter deck.

- ▶ Follow all "Setup" instructions on the left side of the reputation track for any marked nodes, from top to bottom. Then, do the same for the "Setup" instructions on the right side.
- ▶ **Expert Campaign Only:** Set each player's hit point dial to the remaining hit point value recorded in the campaign log.
- ▶ **Expert Campaign Only:** Each player may deal 1 facedown encounter card from their encounter deck to themselves to set their hit point dial to their identity's printed hit point value.
- ▶ **Expert Campaign Only:** In player order, each player must shuffle the top 2 cards of the encounter deck into their deck. When an encounter card would be drawn or discarded from a player's deck, instead deal the encounter card facedown to that player.

VICTORY:

In the reputation track:

- ▶ Using the "Conditions" section, calculate your group's total reputation value, then mark that number of nodes.

In the campaign log:

- ▶ If a "Campaign – Community Service" (*Sinister Motives* #176–180) side scheme is in the victory display, record its title in the "Community Service" section.
- ▶ If the group chose "Police Transport," record "Raft Weapons" on line 3 of the "Crime Wave" section, "Loved Ones in Peril" on line 4, and "On A Roll" on line 5. Proceed to scenario 3.
- ▶ If the group chose "Raft Transport," record "Contraband" on line 3 of the "Crime Wave" section, "Loved Ones in Peril" on line 4, and "On A Roll" on line 5. Proceed to scenario 3.

SCENARIO #2B - MYSTERIO

While you've managed to rescue some allies and prevent a loss of power to the city, new terrors begin to emerge. Illusions and the stuff of nightmares leer around corners, causing panic in the streets. People curl up on sidewalks as their own inner thoughts threaten to overwhelm them. You've seen this before – Quentin Beck, also known as Mysterio. You have no choice but to face your own inner fears as you hunt him down.

It's not enough that fear has crippled the city – more attacks are springing across town. You can't let the people of the city suffer – Mysterio must be stopped. As the populace deals with their own inner hauntings, you realize a local building of your closest friends and allies is under attack as well. You have two options!

- A. Strangers & Acquaintances** – It's a tough call, but you can't allow your personal feelings and relationships to get in the way of saving as many people as you can. If you choose this option, add City in Chaos (*Sinister Motives*) to the Encounter deck.
- B. Friends & Family** – Your conscience pangs with regret, but you know you could not live with yourself if you let those closest to you get hurt. You will do everything to protect them while thwarting Mysterio. If you choose this option, add Down to Earth (*Sinister Motives*) to the Encounter deck.

Villain Deck: Mysterio (I) and Mysterio (II)

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

Main Scheme Deck: Maze of Mirrors (1A/1B), Edge of Reality (2A/2B)

Encounter Deck: Mysterio set (*Sinister Motives*), Personal Nightmare set (*Sinister Motives*), Standard (Core Set) and either City in Chaos set (*Sinister Motives*) **or** Down to Earth set (*Sinister Motives*).

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Put the Public Outcry (*Sinister Motives* #174) environment into play.
- ▶ Shuffle the Smear Campaign (*Sinister Motives* #175) treachery into the encounter deck.
- ▶ Choose 1 "Campaign – Community Service" (*Sinister Motives* #176–180) side scheme at random that does have its title recorded in the "Community Service" section of the campaign log. Shuffle that side scheme into the encounter deck.
- ▶ Follow all "Setup" instructions on the left side of the reputation track for any marked nodes, from top to bottom. Then, do the same for the "Setup" instructions on the right side.
- ▶ **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 1 facedown encounter card from their encounter deck to themselves to set the hit point dial to their identity's printed hit point value.
- ▶ **Expert Campaign Only:** In player order, each player must shuffle the top 2 cards of the encounter deck into their deck. When an encounter card would be drawn or discarded from a player's deck, instead deal the encounter card facedown to that player.

VICTORY:

In the reputation track:

- ▶ Using the "Conditions" section, calculate your group's total reputation value, then mark that number of nodes.

In the campaign log:

- ▶ If a "Campaign – Community Service" (*Sinister Motives* #176–180) side scheme is in the victory display, record its title in the "Community Service" section.
- ▶ If the group chose "Strangers & Acquaintances," record "Raft Weapons" on line 3 of the "Criminal Plots" section. Record "Contraband" on line 4, and record "Loved Ones in Peril" on line 5. Proceed to Scenario #3.
- ▶ If the group chose "Friends & Family," record "Raft Weapons" on line 3 of the "Criminal Plots" section. Record "Contraband" on line 4, and record "City Cries for a Savior" on line 5. Proceed to Scenario #3.
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points.

SCENARIO #3 - KLAW

You're exhausted and nearly beaten, but the day isn't over. Another major attack in the city is occurring –this time on Oscorp itself! You thought you wouldn't have to deal with Norman Osborn after his Venom Goblin stunt, but it appears there are those that still have their eyes on whatever he's been up to in his various laboratories and research departments.

Klaw, the arms dealer, has brought in a crew of his own and is looking to raid Oscorp – for whatever type of goodies, you're not sure. There's a few different locations being raided – which one is more important to stop?

- A. **Engineering** – It's well known that Norman has created many weapons and tools designed to make his Goblin persona more deadly. You've seen them in action before, and don't want to see them used against you again. If you choose this option, add Crossfire's Crew (*The Hood*) to the Encounter deck.
- B. **Biology** – Whatever it is Norman still has left in his biolabs, you're determined that the wrong people don't get their hands on it. If you choose this option, add Iron Spider's Sinister Six (*SP//dr*) to the Encounter deck.

Villain Deck: Klaw (I) and Klaw (II)

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

Main Scheme Deck: Underground Distribution (1A/1B), Secret Rendezvous (2A/2B)

Encounter Deck: Klaw set (*Core Set*), Standard (*Core Set*) and either the Sinister Syndicate set (*The Hood*) or the Iron Spider's Sinister Six set (*SP//dr*).

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Put the Public Outcry (*Sinister Motives* #174) environment into play.
- ▶ Shuffle the Smear Campaign (*Sinister Motives* #175) treachery into the encounter deck.
- ▶ Choose 1 "Campaign – Community Service" (*Sinister Motives* #176–180) side scheme at random that does have its title recorded in the "Community Service" section of the campaign log. Shuffle that side scheme into the encounter deck.
- ▶ Follow all "Setup" instructions on the left side of the reputation track for any marked nodes, from top to bottom. Then, do the same for the "Setup" instructions on the right side.
- ▶ **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 2 facedown encounter cards from their encounter deck to themselves to set the hit point dial to their identity's printed hit point value.
- ▶ **Expert Campaign Only:** Deal Klaw 1 facedown boost card.

VICTORY:

In the reputation track:

- ▶ Using the "Conditions" section, calculate your group's total reputation value, then mark that number of nodes.

In the campaign log:

- ▶ If a "Campaign – Community Service" (*Sinister Motives* #176–180) side scheme is in the victory display, record its title in the "Community Service" section.
- ▶ If the group chose "Engineering," record "Oscorp Biolab Raided" on line 6 of the "Criminal Plots" section.
- ▶ If the group chose "Biology," record "Oscorp R&D Raided" on line 6 of the "Criminal Plots" section.
- ▶ If your group's reputation is 15 or higher, record "Criminal Empire" on line 7 of the "Criminal Plots" section.
- ▶ If your group's reputation is 14 or lower, record "Unleash the Beast!" on line 7 of the "Criminal Plots" section.
- ▶ Proceed to Scenario #4.
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points.

SCENARIO #4 - THE HOOD

Klaw gave you the name of who's been hiring him and the others – Parker Robbins, The Hood. You race through the darkened underbelly of New York to confront him.

"You can't stop what's coming," The Hood states with nothing but a smile showing from underneath his cowl. "No matter what you tried to do, there were too many pieces in motion, too many things to ensure my ascent to ruling the underworld and making this city my own!"

Villain Deck: The Hood (I) and The Hood (II)

Remove *The Hood (I)* and add *The Hood (III)* for expert mode.

Main Scheme Deck: Making Connections (1A/1B), Promised Prosperity (2A/2B), Crime State (3A/3B)

Encounter Deck: The Hood (*The Hood*) and Standard (Core Set). Set seven of the modular encounter sets aside, based on the titles recorded under the "Criminal Plots" section of the campaign log:

Charge Complete – Zzzax (*Ironheart*)

Superior Foes – Sinister Assault (*Sinister Motives*)

Fears & Doubts – Whispers of Paranoia (*Sinister Motives*)

Brute Force – Wrecking Crew (*The Hood*)

Raft Weapons – Under Attack (Core Set)

Contraband – Ransacked Armory (*The Hood*)

On A Roll – Armadillo (*Nova*)

Loved Ones in Peril – Down to Earth (*Sinister Motives*)

City Cries for a Savior – City in Chaos (*Sinister Motives*)

Oscorp R&D Raided – Osborn Tech (*Sinister Motives*)

Oscorp Biolab Raided – Symbiotic Strength (*Sinister Motives*)

Criminal Empire – Sinister Syndicate (*The Hood*)

Unleash the Beast! – Beasty Boys (*The Hood*)

Random Modular Encounter Sets: The Hood is a unique Villain in that his modular encounter sets are chosen at random, then shuffled into the encounter deck. After a modular set is chosen at random, you may reveal it before shuffling and read the corresponding flavor text for the set found in the "The Final Battle" section on the next page to understand how these sets are shaping the battle!

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Put the Public Outcry (*Sinister Motives* #174) environment into play
- ▶ Shuffle the Smear Campaign (*Sinister Motives* #175) treachery into the encounter deck.
- ▶ Follow all "Setup" instructions on the left side of the reputation track for any marked nodes, from top to bottom. Then, do the same for the "Setup" instructions on the right side.
- ▶ **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 3 facedown encounter cards from their encounter deck to themselves to set their hit point dial to their identity's printed hit point value.
- ▶ **Expert Campaign Only:** Place 1 [per player] additional threat on the main scheme.
- ▶ **Expert Campaign Only:** If the players lose this game, The Hood assumes control of the criminal underworld. The players lose the campaign.

VICTORY:

In the reputation track:

- ▶ Using the "Conditions" section, calculate your group's total reputation value, then mark that number of nodes.
- ▶ You've defeated The Hood! Congratulations, you've won the campaign!

THE FINAL BATTLE

Armadillo: A wall collapses in an explosion of bricks, and a giant, armored individual stands before you. You realize that while you dealt with Rhino, another super-powered brute continued to run rampant across New York, and now you need to face him. You sigh and brace yourself for another tussle.

Beasty Boys: Two lumbering forms rush to flank The Hood: as they step from the shadows into the light, you can see two animalistic mutants. You find yourself unsurprised; of course The Hood would want two feral animals he could unleash on his enemies!

City in Chaos: Sounds of chaos ring in your ears, mingled with the sound of bending steel and cracking cement. You wonder for a moment if you should have left Misterio to his own devices and stopped Rhino when you had the chance, then push the thought from your mind and decide you can stop him now.

Down to Earth: In all the madness unleashed, you realize your closest allies, friends, and family are at risk of being targeted by The Hood's ultimate plot for power. You have to ensure their safety!

Osborn Tech: The Hood's hand darts to his holster, and you see him wielding several pieces of tech, most likely stolen from Oscorp. You think about how well he orchestrated everything to ensure he would be able to stand up against anybody who came after him.

Ransacked Armory: Lowlifes and hitmen rush to break open the crates and containers Rhino helped liberate, arming themselves with high-powered weaponry. With their new equipment, you suddenly wonder if you underestimated their overall strength.

Sinister Assault: A goblin glider sails overhead, the sound of its engine mingling with manic laughter. An explosion rocks the facility you stand in, and two other figures join the fray, one clutching a spear in a position of attack, another testing the distance of a giant mechanical tail attached to his back. Glass explodes overhead as four technological tentacles burst through the ceiling. As the tentacles help with his descent, an old man in a winged suit flies through the opening. The lights flicker and you feel the hair on your neck rise from the static in the air as another individual appears. Now gathered, the Sinister Six prepare to attack as The Hood looks on.

Sinister Syndicate: A motley crew of villains surrounds The Hood, and you recognize many of them as goons that once were imprisoned in the Raft for their various crimes. Organized under The Hood, they pose a much greater threat than they would if you were fighting them on their own.

Symbiotic Strength: A black tendril crawls up The Hood's neck before sprouting and enveloping him in an oily black substance. With a mouth full of elongated, sharpened teeth, The Hood speaks in a deep, unsettling voice. "Fury didn't find us all. Where Osborn failed, we will succeed!"

Under Assault: The Hood pulls out a detonator and triggers it. An explosion rocks overhead, shattered glass raining down on you. "Oops," The Hood says, smirking. Beneath his cloak, you see a metallic shimmer of armor he's claimed; on his wrists he wears concussion gauntlets.

Whispers of Paranoia: Doubt creeps into your mind as The Hood stands before you, brimming with confidence. The newspapers and people of New York have questioned heroes but now, you question yourself. You couldn't save everybody; there was too much going on all at once. Do you have the strength to end this and prove yourself to be the hero you once thought you were?

Wrecking Crew: Your showdown with The Hood is interrupted by the arrival of four of his allies, each wielding a piece of construction equipment as weapons. They smirk as they flex and display their armaments, and one of them says "Finally, a challenge."

Zzzax: The Hood reaches into the folds of his cloak and reveals a small electronic device, the same one you saw Electro charging with his power. He presses a button and the lights flicker, then an arc of electricity jumps from the device to the other power sources in the room. A large being made entirely out of electricity looms in front of you: Zzzax! With an eerie and ominous crackle, he surges at you!

PLAYER INFORMATION

Player #1's Identity:

Remaining hit points:
(Expert Mode Only)

Rescued Allies:

Player #2's Identity:

Remaining hit points:
(Expert Mode Only)

Rescued Allies:

Player #3's Identity:

Remaining hit points:
(Expert Mode Only)

Rescued Allies:

Player #4's Identity:

Remaining hit points:
(Expert Mode Only)

Rescued Allies:

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:

Community Service

Crime Wave

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

State of Emergency

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.

Choose one "State of Emergency" (*The Hood 55–58*) side scheme at random. Record its name in the "State of Emergency" section of the campaign log.

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

Setup: Place **1** threat on the main scheme.

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.

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.*)

Choose one "State of Emergency" (*The Hood 55–58*) side scheme at random. Record its name in the "State of Emergency" section of the campaign log.

Conditions

(+X) Victory points in the victory display

(+1) No side schemes in play

(+1) Fewer than **1** acceleration tokens in play

(+1) No minions in play

(+1) No threat on the main scheme

(+1) No defeated identities