

GOING VIRAL

BY HENRY BORKGREN

Reinvigorate your Marvel Champions games by going back to the first big bad released - Ultron - and stop the insidious android from taking over the world with a computer virus that has dominated some of Marvel's most infamous cyborgs and synthetics to his will!

REQUIRED PRODUCTS

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

- *Marvel Champions: The Card Game (Core Set)*
- *The Green Goblin Scenario Pack*
- *The Hood Scenario Pack*
- *The Galaxy's Most Wanted Expansion*
- *The Rise of Red Skull Expansion*
- *Sinister Motives Expansion*

RECOMMENDED PRODUCTS

Scenario #1 gives you the option to recruit specific hero allies. Those allies are found in the following products, but they are not necessary to play the game.

- *Ant-Man Hero Pack*
- *Doctor Strange Hero Pack*
- *Vision Hero Pack*
- *Wasp Hero Pack*

CAMPAIGN MODE RULES

SETUP:

- ▶ Each player records their identity in the log found on page 10 of this rulebook. Players cannot switch identities during a campaign.
- ▶ This campaign has two tracks: Pym's Antivirus Track and the Ultron Infection Track. Pay close attention to end-of-scenario instructions on how to mark tallies on these tracks.

SCENARIO #1 - TASKMASTER

Taskmaster and his team of ex-Hydra mercenaries have kidnapped several members of the Avengers, as well as the Heroes for Hire that tried to stop him. You've got to free the captured heroes, stop Taskmaster, and hopefully find out who hired the masked mercenary, and why he kidnapped these Avengers specifically...

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

Main Scheme Deck: Hunting Down Heroes

Encounter Deck: Taskmaster (*Rise of Red Skull*), Hydra Patrol (*Rise of Red Skull*), Standard (*Core Set*) encounter sets

CAMPAIGN INSTRUCTIONS

- ▶ Gather any number of the following ally cards, and set them aside face-down, out of play, with the **CAPTIVE** cards in the Taskmaster set:
 - Ant-Man: Hank Pym (*Ant-Man* #11)
 - Iron Man: Tony Stark (*Doctor Strange* #39),
 - Jocasta (*Vision* #13),
 - Victor Mancha (*Vision* #15),
 - Vision (*Core Set* #68), and/or
 - Wasp: Janet Van Dyne (*Wasp* #12)
- When resolving the “When Revealed” effect on the Captured by Hydra side scheme, these cards are also treated as **CAPTIVE** allies.

VICTORY:

- ▶ Each player who rescued one or more allies adds those allies to their deck, ignoring any restrictions on aspect, and records their names in the campaign log under “Rescued Allies.” These allies do not count toward a player’s minimum or maximum deck size
- ▶ For each of the following conditions that you

accomplished, mark the appropriate number of tallies on Pym’s Antivirus Track:

- For each of the following allies recorded in your campaign log as a “Rescued Ally,” mark one tally: Jocasta, Victor Mancha, Wasp (Janet Van Dyne).
 - For each of the following allies recorded in your campaign as a “Rescued Ally,” mark two tallies: Iron Man (Tony Stark), Vision.
 - If Ant-Man (Hank Pym) is recorded in your campaign log as a “Rescued Ally,” mark three tallies.
- ▶ For every 3 threat on the main scheme when the scenario ends, mark one tally towards the Ultron Infection Track.
 - ▶ Before moving on to the next scenario, go to Interlude #1 - Worldwide Crisis.

INTERLUDE #1 - WORLDWIDE CRISIS

Taskmaster's not talking, but the rescued heroes have an idea of what's going on. They've pieced together what the kidnapped Avengers all have in common: Ultron. Using the technology at your disposal, you've come to the realization that, all across the globe, cyborgs, androids, and artificial intelligences are going haywire. Ultron's influence has spread not only across the globe, but to outside our gravity, as well. Ultron has spread a virus that will infect every computer system, android, and cyborg in the galaxy.

Before you can get a grasp on the situation, the Avengers' satellites are shut down, taken off the board. You managed to get only a glimpse of intelligence - two sites under attack, and a third location implied to also be by your sudden loss of connection. On an island off the coast of Wakanda, Arnim Zola has begun a new experiment. What he's working on, it's impossible to determine, but it's clear from monitoring his coded messages that he's reaching out to Ultron, even if you don't understand what's being said. What could Ultron infecting the Earth's computers have to do with the rogue geneticist? The fact that you don't know makes you worried.

In New York, the Sinister Six cause general chaos and mayhem as they make their way towards Oscorp. You have no doubt that the robotically-enhanced Doctor Octopus and Scorpion have fallen under Ultron's influence, although it's impossible to tell if the other Sinister Six know what's happening. You're not sure what they could be after in Oscorp, and it's possible that Osborn's defenses there could keep them out... but can you take that risk? If you don't stop them now, Ultron might even get more of a hold on them.

Out in orbit, something had to take out your satellites - and you've got a sneaking suspicion a certain blue cyborg got bit by the Ultron bug. You'll have to take a ship up there and deal with

her. Ultron's control over Earth's communications is obviously a huge problem for coordinating resistance efforts against the mad android, but maybe you can take a chance on there being enough of you gathered already to take him out... right?

So many questions, but the real question is... Who is the priority? Odds are, you won't have time to deal with them all, and the ones you wait on will be tougher by the time you get to them...

All the while, Dr. Pym struggles to develop an antivirus software to counter his creation...

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Scenario #2a, #2b, and #2c can be played in any order.
- ▶ If you lose any Scenario #2, you cannot repeat that scenario; that specific villain accomplished their plan. Read the Loss instructions at the end of the scenario.
- ▶ Special Setup instructions will make these scenarios harder if they are the second Scenario #2 you play. These instructions always begin with "Are we too late?"
- ▶ After you play the second of these three #2 Scenarios, proceed to Interlude #2.
NOTE: you will only play two of these three scenarios. You don't have time to stop all three villains... so choose wisely.

SCENARIO #2A - ZOLA

Zola is deep in researching a hideously ingenious new program - one that blends man and machine, a terrible equation that will allow Ultron's mind to be encoded not only in the binary of ones and zeroes, but also within the nucleic bases that make up the living body! If the Hydra scientist can accomplish this scheme, Ultron's virus won't just be infecting computers and androids, but every hero on Earth and beyond!

His experiment has already begun to find purchase in his first victim - the perfect bridge between organic and inorganic, M.O.D.O.K.! Zola's the main target, but if you can't stop M.O.D.O.K.'s Doomsday Chair, Ultron will have a powerful weapon in his arsenal.

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

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

Encounter Deck: Zola (*Rise of Red Skull*), Ransacked Armory (*The Hood*), the Doomsday Chair (*Core Set*), Standard Set (*Core Set*)

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Perform any Setup instructions on Pym's Antivirus Track.
- ▶ Perform any Setup instructions from the General Effect column of the Ultron Infection Track.
- ▶ "Are we too late?" - If this is the the second Scenario #2 in this campaign, each player discards cards from the top of the encounter deck until they discard an attachment, then attaches it to the Ultimate Bio-Servant minion engaged with them.

VICTORY:

- ▶ Record in your campaign log that "You stopped Zola."
- ▶ If there was a copy of the Doomsday Chair side scheme or the M.O.D.O.K. minion in play when the scenario ended, record "M.O.D.O.K. got away." Otherwise, record "M.O.D.O.K. was captured."
- ▶ For each of the following conditions that you accomplished, mark the appropriate number of tallies on Pym's Antivirus Track:
 - If "M.O.D.O.K. was captured," record 3 tallies.
 - For each **ARMOR**, **TECH**, or **WEAPON** attachment in the encounter discard pile, mark one tally.
- ▶ For every 3 threat on the main scheme, mark one tally on the Ultron Infection track. If the main scheme is The Mad Doctor, mark an additional two tallies. If "M.O.D.O.K. got away," mark an additional two tallies.
- ▶ If this is the first Scenario #2 you've completed, go to either Scenario #2b - Sinister Six or Scenario #2c - Nebula. Otherwise, go to Interlude #2 - Ultron Unlimited.

LOSS:

- ▶ Record in your campaign log "You failed to stop Zola" and "M.O.D.O.K. got away."
- ▶ Zola got away with an important piece of Ultron's plan, but at least you know what he's up to. Mark 5 tallies on the Ultron Infection Track.
- ▶ If this is the first Scenario #2 you've completed, go to either Scenario #2b - Sinister Six or Scenario #2c - Nebula. Otherwise, go to Interlude #2 - Ultron Unlimited.

SCENARIO #2B - SINISTER SIX

You hurry to Oscorp, doing your best to find where in the facility the Sinister Six are, and what they're after. Heading to the central security console, you are shocked when the system powers on and Ultron's face appears on each monitor, locking you out - if Ultron already had access to Oscorp, why were the Six headed here?

All at once you realize: You've fallen right into a trap. The Six swarm from all sides, rushing to prevent your escape. You've got to get out of here and get back to what really matters! Scorpion shouts at you with Ultron's voice - "Your resistance means nothing!" - and you promise yourself that, if you can, you'll take Scorpion down on the way out.

Villain Deck: Doctor Octopus (I), Electro (I), Hobgoblin (I), Kraven the Hunter (I), Scorpion (I), Vulture (I)

Main Scheme Deck: Sinister Synchronization, Sinister Beatdown

Encounter Deck: The Sinister Six (*Sinister Motives*), Guerilla Tactics (*Sinister Motives*), Osborn Tech (*Sinister Motives*), Standard (*Core Set*)

THE ACTIVE COUNTER REMINDER TEXT

The following block text is from the *Sinister Motives* campaign, as a reminder of how the Sinister Six encounter's activation order mechanic works.

THE ACTIVE COUNTER

During this scenario, there may be more than one villain in play. However, only one villain at a time will have the active counter (all-purpose counter), which is placed on a villain at the start of the scenario and will move between villains through card abilities.

The active counter determines which villain is considered active. This is the only villain that activates during step 2 of the villain phase. Encounter card

effects that refer to "the villain" without a qualifier refer only to the active villain. Card effects that specify "the villain" who best meets a certain condition (such as "the villain with the highest activation order value" or "the villain with the most remaining hit points") refer to the specified villain regardless of which villain is active. After the villain with the active counter is defeated, move the active counter to the next villain in the activation order. If no other villains are in play, set the active counter aside.

ACTIVATION ORDER

Each villain in this scenario has the text "Activation Order X". This text determines the order in which the villains activate.

When instructed to "move the active counter to the next villain in the activation order," move the active counter from the villain who has it to the villain with the next ascending value in the order. If there is no activation order value greater than the current villain's value, move the active counter to the villain with the lowest activation order value.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Perform any Setup instructions on Pym's Antivirus Track.
- ▶ Perform any Setup instructions from the General Effect column of the Ultron Infection track.
- ▶ "Are we too late?" - If this is the the second Scenario #2 in this campaign, the first player searches the encounter deck for the Robotic Enhancement treachery and reveals it. Then shuffle the encounter deck.

VICTORY:

- ▶ Record in your campaign log that "You stopped the Sinister Six."
- ▶ If Scorpion was set aside when the scenario ended, record "Scorpion was captured." Otherwise, record "Scorpion got away."
- ▶ For each of the following conditions that you accomplished, mark the appropriate number of tallies on Pym's Antivirus Track:
 - If either Doctor Octopus or Scorpion are set aside, mark one tally. If both are set aside, mark three tallies.
 - For each card in the victory display, mark one tally.
 - For each **ARMOR**, **TECH**, or **WEAPON** attachment in the encounter discard pile, mark one tally.
- ▶ For every 3 threat on the main scheme, mark one tally on the Ultron Infection Track. If the main scheme is Sinister Beatdown, mark an additional two tallies. If "Scorpion got away," mark an additional tally.
- ▶ If this is the first Scenario #2 you've completed, go to either Scenario #2a - Zola or Scenario #2c - Nebula. Otherwise, go to Interlude #2 - Ultron Unlimited.

LOSS:

- ▶ Record in your campaign log "You failed to stop the Sinister Six."
- ▶ Not only were the Sinister Six just a distraction, but you fell for it, hook line and sinker. Mark 10 tallies on the Ultron Infection track as Ultron's other plans advance.
- ▶ If this is the first Scenario #2 you've completed, go to either Scenario #2a - Zola or Scenario #2c - Nebula. Otherwise, go to Interlude #2 - Ultron Unlimited.

SCENARIO #2C - NEBULA

In Earth's orbit, Nebula's ship races around the globe, striking down orbital defenses and attaching Ultron's drones to all forms of communications satellites, from commercial to S.H.I.E.L.D.'s top coordinating spy satellites. Racing after her in your own ship, you've got to catch her now, otherwise she can just come back later!

If you can't disable that ship of hers, you know she'll come back to bite you later...

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

Main Scheme Deck: The Art of Evasion, Warp Drive Initiated

Encounter Deck: Nebula (*Galaxy's Most Wanted*), Power Stone (*Galaxy's Most Wanted*), Experimental Weapons (*Rise of Red Skull*), Ship Command (*Galaxy's Most Wanted*), Standard (*Core Set*)

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Perform any Setup instructions on Pym's Antivirus Track.
- ▶ Perform any Setup instructions from the General Effect column of the Ultron Infection Track.
- ▶ "Are we too late?" - If this is the second Scenario #2 in this campaign, put two evasion counters on Nebula's ship.

VICTORY:

- ▶ Record in your campaign log that "You stopped Nebula."
- ▶ If Nebula's Ship had no evasion counters on it when the scenario ended, record "Nebula was captured." Otherwise, record "Nebula got away."
- ▶ For each of the following conditions that you accomplished, mark the appropriate number of tallies on Pym's Antivirus Track:
 - For each **ARMOR**, **TECH**, or **WEAPON** attachment in the encounter discard pile, mark one tally.
- ▶ For every 3 threat on the main scheme, mark one tally on the Ultron Infection Track. If the main scheme is Warp Drive Initiated, mark an additional two tallies. If "Nebula got away," mark an additional tally.
- ▶ If this is the first Scenario #2 you've completed, go to either Scenario #2a - Zola or Scenario #2b - the Sinister Six. Otherwise, go to Interlude #2 - Ultron Unlimited. "

LOSS:

- ▶ Record in your campaign log "You failed to stop Nebula."
- ▶ Nebula got away, but you're already loaded up in the ship: you need to get to another location, fast! Mark one tally on the Ultron Infection Track.
- ▶ If this is the first Scenario #2 you've completed, go to either Scenario #2a - Zola or Scenario #2b - Sinister Six. Otherwise, go to Interlude #2 - Ultron Unlimited.

INTERLUDE #2 - ULTRON UNLIMITED

As you rush around the world, desperately trying to stay ahead of Ultron's plans, you realize you're running out of time. You need to bring this to a head, here and now. It doesn't matter if Pym's computer antivirus is ready in time - you've got to stop Ultron, now. You can only hope you did enough to get ready, and that you made the right choices in which plans were the biggest threat to you and the world...

Deep in the Colorado mountains, what remains of Ultron's forces unite. Ultron slouches on his throne, awaiting their offerings.

CAMPAIGN INSTRUCTIONS

SETUP:

Check your campaign log under "Scenario Results" and resolve the following in order:

- ▶ If "You stopped Zola," skip to the next bullet point. Otherwise, read on:

Zola marches forward and salutes, then readily transfers his insidious algorithm to Ultron's databanks, provoking his new overlord to a methodical applause. Ultron stands, raising his fists in triumph as the signal is sent out into the world, his distorted electrical laugh echoing just as the signal does all about planet Earth - and everywhere, heroes begin to suddenly find themselves repeating those same laughs.

Record "Zola completed the algorithm" in your campaign log. Mark 10 tallies on the Ultron Infection Track, as Ultron's infection now spreads to the organic machinery of the human body.

- ▶ If "You stopped the Sinister Six," skip to the next bullet point. Otherwise, read on:

Doctor Octopus and Scorpion lead the remainder of the Six to stand by Ultron. Although Vulture and Kraven exchange a confused glance at how readily in line Octavius and Gargan fall in step with Ultron, the machine implants they found at Oscorp prevent them from considering disobedience. Electro cackles - this is going to be even more fun than he thought.

Record "The Sinister Six stand united" in your campaign log. Mark one tally on the Ultron Infection Track, as Ultron's hold grips on a specific six individuals.

- ▶ If "You stopped Nebula," skip to the next bullet point. Otherwise, read on:

Ultron's signal travels readily across the global communication network, and on many computers and phones across the world, his allies, willing or unwilling, receive the call.

Record "Nebula controls Earth's communications" in your campaign log. Mark five tallies on the Ultron Infection Track, as Ultron's signal spreads.

- ▶ If "You stopped Nebula" and "Nebula got away," read the following:

From the horizon, Nebula's ship, shaking but steady in its course, hurtles toward Ultron's encampment. Struggling to slow in time, Ultron catches it with a force field, and helps it land gently before him. Nebula, an arm barely hanging on by the most frayed of cables, hobbles forward. Ultron callously regards her, and decides her use has come to an end. Seizing the Power Stone from her, he tosses her aside, not even caring enough to see if he finished the job.

SCENARIO #3 - ULTRON

Ultron and his armies of drones stand ready to complete their plan. Armed with the fruits of his minion's labors, he prepares to enact a final assault, an attack that ensures all not under his control will cease to exist. Your preparations have been made to the best of their ability, but if Ultron gains control of those silos, no nation on the planet will be able to stop him, and all will either be Ultron or be gone.

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

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

Encounter Deck: Ultron set (Core Set), Standard Set (Core Set)

CAMPAIGN INSTRUCTIONS

SETUP:

Check your campaign log under "Scenario Results," and resolve the following, in order:

- ▶ If "Zola completed his algorithm," each player searches their deck for each **AVENGER** and **ANDROID** ally, then removes one of those cards at random from the game and replaces it with Zola's Algorithm (Rise of Red Skull #163).
- ▶ If "M.O.D.O.K. got away," gather The Doomsday Chair encounter set (Core Set #183–185).
- ▶ Shuffle those cards into the encounter deck. Then the first player searches the encounter deck for a side scheme and reveals that side scheme.
- ▶ If "The Sinister Six stand united," gather the Sinister Assault encounter set (Sinister Motives #158–163). From that encounter set, put the Doctor Octopus (Sinister Motives #158) and Scorpion (Sinister Motives #162) minions into play, engaged with the players of your choice, then shuffle the

remaining cards into the encounter deck.

- ▶ If "Scorpion got away," gather the A Mess of Things encounter set (Green Goblin #37–40). From that encounter set, put the Scorpion minion (Green Goblin #38) into play, engaged with the first player. Shuffle the remaining cards into the encounter deck. If the Scorpion from Sinister Assault is already in play, instead shuffle the Scorpion from A Mess of Things into the encounter deck.
- ▶ If "Nebula controls Earth's communications," each player reveals their set-aside nemesis minion and puts it into play engaged with them, then shuffles the rest of their set-aside nemesis encounter set into the encounter deck. If a player can't reveal their set-aside nemesis, instead they search their deck for each ally card and place it into play facedown engaged with them, as a **DRONE** minion.
- ▶ If "Nebula got away," gather the Power Stone encounter set (Galaxy's Most Wanted #149). Attach the Power Stone to Ultron. Any player may search their deck for the Nebula ally and put her into play.
- ▶ Check Pym's Antivirus Track, and resolve that track's Setup effects.
- ▶ Check the Ultron Infection Track, and resolve that track's Setup effects, both on the General Effect and Scenario #3 columns.

VICTORY:

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

PLAYER INFORMATION

Player #1's Identity:

Player #2's Identity:

Player #3's Identity:

Player #4's Identity:

Scenario #1 - Allies Rescued

Moon Knight (Marc Spector)

Wasp (Janet Van Dyne)

Ant-Man (Hank Pym)

White Tiger (Angela Del Toro)

Vision

Jocasta

Shang Chi

Elektra

Iron Man (Tony Stark)

Victor Mancha

S.H.I.E.L.D. Upgrades

Player 1:

Player 2:

Player 3:

Player 4:

SCENARIO 2A

You stopped Zola

OR

You failed to stop Zola

M.O.D.O.K. was captured

OR

M.O.D.O.K. got away

SCENARIO 2B

You stopped the Sinister Six

OR

You failed to stop the Sinister Six

Scorpion was captured

OR

Scorpion got away

SCENARIO 2C

You stopped Nebula

OR

You failed to stop Nebula

Nebula was captured

OR

Nebula got away

INTERLUDE 2

Zola completed the algorithm

The Sinister Six stand united

Nebula controls Earth's communications

Tally

Effect

1	Hank Pym has started to understand Ultron's virus. Keep working!
2	
3	Gather the S.H.I.E.L.D. Tech set (<i>Sinister Motives</i>). Each player is dealt three of those upgrades at random. That player may choose one of those upgrades and record its name in the campaign log, or they may remove 3 tallies from the Ultron Infection Track. Setup: Each player puts each S.H.I.E.L.D. Tech upgrade noted in the campaign log into play under the appropriate player's control.
4	
5	
6	
7	
8	
9	Each player may turn their S.H.I.E.L.D. Tech upgrade to its ENHANCED side and note it in the campaign log. Each player who doesn't is dealt three of the remaining S.H.I.E.L.D. Tech upgrades, chooses one, and records its name in the campaign log. Setup: Each player who has the ENHANCED version of their S.H.I.E.L.D. Tech upgrade noted in the campaign log flips it to its ENHANCED side.
10	
11	
12	Setup: Each player searches their deck for an ally listed under "Allies Rescued" and puts it into play. If that ally is Ant-Man (Hank Pym) or Wasp (Janet Van Dyne), put three pym counters on that ally.
13	
14	
15	Setup: Search the encounter deck for up to 3 attachments and remove them from the game.
16	
17	
18	
19	

Tally	General Effect	Scenario #3 Effect
1		
2		
3		
4		
5	Setup: When creating the encounter deck, also gather the Under Attack encounter set (<i>Core Set</i>) and shuffle it into the encounter deck.	Setup: Search the encounter deck for a copy of Vibranium Armor (<i>Core Set</i>) and reveal it. If there are 3 or more players, also search the encounter deck for a copy of Concussive Blasters (<i>Core Set</i>) and reveal it.
6		
7		
8		
9		
10	Setup: Search the encounter deck for an attachment that can be attached to the villain and attach it to the villain.	Setup: Gather the Experimental Weapons set (<i>Rise of Red Skull</i>), Osborn Tech set (<i>Sinister Motives</i>), and Ransacked Armory set (<i>The Hood</i>) and shuffle them into the encounter deck.
11		
12		
13	Setup: Give the villain a tough status card. Then, for each player, that player chooses to either stun or confuse their identity.	Setup: Each player puts the top card of their deck into play facedown, engaged with them as a <i>DRONE</i> minion. Then, for each <i>DRONE</i> in play, search the encounter deck for an attachment and attach it to that minion.
14		
15	Setup: Search the encounter deck for up to 3 attachments and remove them from the game.	Setup: Search the encounter deck for up to three attachments and remove them from the game.
16		
17	Setup: Choose and ignore one "Setup" ability from the Scenario #3 column of the Ultron Infection Track.	
18		
19		
20	Setup: Deal each player one facedown encounter card.	Setup: When completing step 8 of Setup, gather Ultron (I), Ultron (II), and Ultron (III) to create the villain deck.