

WHAT IF...?

BY AMANDA SHAGOURY

Reality has been manipulated and everything has changed. What if you had joined another team, learned the mystic arts, or became a god?

CAMPAIGN MODE RULES

Review any of the required set rulebooks or references for further information about the scenario sets. Any hero can be used in this campaign and preconstructed decks can be used. 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.

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*
- *The Green Goblin Scenario Pack*
- *The Hood Scenario Pack*
- *The Once and Future Kang Scenario Pack*

OPTIONAL PRODUCTS

- *The Galaxy's Most Wanted Expansion*
- *Nova Hero Pack*
- *Ironheart Hero Pack*
- *Spider-Ham Hero Pack*
- *SP//dr Hero Pack*

CAMPAIGN CARDS

- Campaign - Community Service (*Sinister Motives* #176–180)
- Save the Shawarma Place (*The Mad Titan's Shadow* #182)
- Shawarma (*The Mad Titan's Shadow* #183)

SCENARIO #1 - RISKY BUSINESS IS AN EVERYDAY OCCURRENCE

The Green Goblin is putting citizens in danger. There are community service tasks around the city that need to be done. It seems like just another Tuesday for a superhero. But what if it isn't?

Villain Deck: Risky Business (I), Risky Business (II)

Main Scheme Deck: Hostile Takeover, Corporate Acquisition

Encounter Deck: Risky Business (*Green Goblin Scenario*), Down to Earth set (*Sinister Motives*), and Standard set (*Core Set*).

CAMPAIGN INSTRUCTIONS

SPECIAL RULES:

Review *The Green Goblin Scenario Pack* rulebook for Risky Business-specific special rules (i.e., when a villain stage is defeated).

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.
- ▶ Choose one (1) "Campaign – Community Service" (*Sinister Motives* #176–180) side scheme at random. Shuffle that card into the encounter deck.

VICTORY:

- ▶ Each player chooses a "What If...?" trait to add to their identity and records their trait in the campaign log. Traits can be **ASGARD**, **AVENGER**, **CHAMPION**, **GUARDIAN**, **MYSTIC**, **S.H.I.E.L.D./SPY** (both apply for this selection), or **WEB-WARRIOR**.
- ▶ Each player chooses an ally from their collection with their "What If...?" trait and adds it to their deck. Each player records their chosen ally's name in the campaign log as their "trait ally."
- ▶ If a "Campaign – Community Service" side scheme is in the victory display, record its title in the "Community Service" section of the campaign log. Then, each player may choose a player card of any type with their "What If...?" trait to add to their deck. Each player records their card in the campaign log under Card Rewards.
- ▶ **Note:** Cards that have a trait requirement to use them can be selected for both the trait ally and the Card Rewards. For example: "The Bifrost" can be selected if you've chosen the **ASGARD** "What If...?" trait.
- ▶ **Note:** Trait allies and Card Rewards do not have to be in the same aspect as the deck.
- ▶ **Note:** Trait allies and Card Rewards do not count towards minimum or maximum deck size.

SCENARIO #2 - I FEEL LIKE WE'VE DEFENDED THIS TOWER BEFORE

After stopping the Green Goblin, the world spins and... suddenly you find yourself in a Battle for New York?! Corvus Glaive and Proxima Midnight are attacking Avengers Tower. This is not the normal monthly attack though. Where did the Black Order get pumpkin bombs? And why is Madame Hydra working with them?

You turn and see your fellow heroes wielding powers and abilities they never had before. Something has changed reality as you know it. Come to think of it, when did you change too?

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 set (*Mad Titan's Shadow*), Goblin Gimmicks set (*Green Goblin*), Legions of Hydra set (*Core Set*), and Standard set (*Core Set*).

CAMPAIGN INSTRUCTIONS

SPECIAL RULES:

Review the *Mad Titan's Shadow* rulebook for information on the suggested play area set up and special rules about the two main schemes and villains.

SETUP:

- Choose one (1) "Campaign – Community Service" (*Sinister Motives* #176–180) side scheme at random that does not have its title recorded in the "Community Service" section of the campaign log. Shuffle that card into the encounter deck.

- Put damage on Avengers Tower equal to the number of players.
- Put the "Save the Shawarma Place" side scheme (*Mad Titan's Shadow* #182) into play.
- Choose one aspect a player is playing for this game and do the corresponding setup below:
 - If the chosen aspect is Aggression, each player chooses a minion from the encounter deck and puts it into play engaged with them. Shuffle the encounter deck.
 - If the chosen aspect is Justice, players choose a side scheme from the encounter deck and reveal it. Shuffle the encounter deck.
 - If the chosen aspect is Leadership, deal damage equal to the number of players plus one, divided among the heroes as they choose.
 - If the chosen aspect is Protection, search the encounter deck for a "Goblin Glider" attachment and attach it to one of the villains. Shuffle the encounter deck.
- **Note:** Count only the main aspect of a deck toward available options. If a player is playing *Spider-Woman*, either main aspect can be chosen. In the case of *Adam Warlock*, his deck includes all aspects, so any one of the four can be chosen.

VICTORY:

- If "Save the Shawarma Place" was defeated, add "Shawarma" (*Mad Titan's Shadow* #183) to the campaign pool and record that *Shawarma* was added to the campaign pool in the campaign log.
- If Avengers Tower has the **DAMAGED** trait, record it in the campaign log.
- If a "Campaign – Community Service" side scheme is in the victory display, record its title in the "Community Service" section of the campaign log. Then each player may choose another player card of any type with their "What If...?" trait to add to their deck. Each player records their chosen card in the campaign log under "Card Rewards."

SCENARIO #3 - COWORKER CONFINEMENT

After stopping the assault on Avengers Tower, the team gets shawarma at the usual place. At least that's familiar! The team has no idea what you're talking about when you ask why Hydra is working with the children of Thanos. Don't they always? Then suddenly everyone gets an alert. Some of your allies have been taken hostage by Taskmaster!

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

Main Scheme Deck: Hunting Down Heroes

Encounter Deck: Taskmaster set (*The Rise of Red Skull*), Hydra Patrol set (*The Rise of Red Skull*), Beastly Boys set (*The Hood Scenario Pack*), and Standard set (*Core Set*).

CAMPAIGN INSTRUCTIONS

SETUP:

- Search the encounter deck for a "Captured by Hydra" side scheme and put it into play with each player's trait ally in place of the usual captured ally. If Avengers Tower had the **DAMAGED** trait, place an additional three (3) threat on the "Captured by Hydra" side scheme.
- Choose one (1) "Campaign – Community Service" (*Sinister Motives* #176–180) side scheme at random that does not have its title recorded in the "Community Service" section of the campaign log. Shuffle that card into the encounter deck.
- If Shawarma is in the campaign pool, each player shuffles one (1) copy of "Shawarma" into their deck.

VICTORY:

- Each player chooses another ally with their "What If...?" trait and adds it to their deck. Each player records their chosen ally in the campaign log under Card Rewards.
- If the trait allies were rescued from the "Captured by Hydra" side scheme, record that *the trait allies were saved* in the campaign log.
- If a "Campaign – Community Service" side scheme is in the victory display, record its title in the "Community Service" section of the campaign log. Then, each player may choose another player card of any type with their "What If...?" trait to add to their deck. Each player records their chosen card in the campaign log under "Card Rewards."

SCENARIO #4 - THE HOOD, LEADER OF HYDRA AND MANY OTHERS

With your allies saved, you return to try to figure out what happened to reality. The Beasty Boys were working with Taskmaster. Last time you saw them they were working for the Hood. Maybe he has more information. It takes time some to find the Hood, or did he find you? He's now, apparently, the leader of Hydra. Wait, those minions aren't part of Hydra, or any version of the Hood's organization you've ever seen. When did he team up with them?

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 (Core Set). Modular sets will be set aside according to the setup instructions below.

CAMPAIGN INSTRUCTIONS

SPECIAL RULES:

Reality is getting completely mixed up! The unique rule does not apply for this scenario.

SETUP:

- ▶ Choose one (1) "Campaign – Community Service" (*Sinister Motives* #176–180) side scheme at random that does not have its title recorded in the "Community Service" section of the campaign log. Shuffle that card into the encounter deck.
- ▶ If Shawarma is in the campaign pool, each player shuffles one (1) copy of "Shawarma" into their deck.

- ▶ If the allies were saved, each player puts their recorded trait ally into play.
- ▶ Pick four (4) modular sets from the table on page 8 based on the "What If...?" traits recorded in the campaign log. Recommended modular sets have * next to their name. Set the chosen sets aside along with Osborn Tech (*Sinister Motives* #147–152), Temporal (*Once and Future Kang* #30–33), and the Wrecking Crew (*The Hood* #64–70).
- ▶ Choose one (1) of the seven total set aside sets, then shuffle it into the encounter deck. This replaces the "Making Connections" Main Scheme Setup.

VICTORY:

- ▶ If the main scheme reached "Crime State," record that *crime has taken over* in the campaign log.
- ▶ If the Temporal encounter set was added to the encounter deck, record that *the dinosaurs are loose* in the campaign log.
- ▶ If a "Campaign – Community Service" side scheme is in the victory display, record its title in the "Community Service" section of the campaign log. Then each player may choose another player card of any type with their "What If...?" trait to add to their deck. Each player records their chosen card in the campaign log under Card Rewards.

SCENARIO #5 - ULTRON IN INFINITY... ASSEMBLED!

The Hood's organization has been stopped, but reality still isn't what you remember. The Hood's dinosaur minions certainly don't make sense. It's like someone has manipulated not only reality, but also time to cause chaos...

That's it! Someone must have assembled the Infinity Gauntlet. After stumbling upon some mechanical minions and following a retreating drone, you find Ultron with the Infinity Gauntlet trying to take over each and every timeline, dimension, and reality!

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 (Mad Titan's Shadow), and Standard (Core Set).

CAMPAIGN INSTRUCTIONS

SPECIAL RULES:

Review the *Mad Titan's Shadow* rulebook for Infinity Gauntlet Setup.

SETUP:

- ▶ If Shawarma is in the campaign pool, each player shuffles one (1) copy of "Shawarma" into their deck.
- ▶ If the allies were saved, each player puts their *trait ally* into play.
- ▶ If *crime has taken over* is **not** recorded in the campaign log, each player chooses one (1) card from their Card Rewards in the campaign log and puts it in their hand. This card does not count towards your hand size.

- ▶ If the dinosaurs are loose, put a "Tyrannosaurus Rex" minion (Once and Future Kang #32) into play engaged with the first player.

VICTORY:

- ▶ Ultron has been stopped. Reality shifts and folds in on itself—SNAP!—everything seems back to normal. At least it seemed to only affect you this time. What will happen next? I guess we'll have to wait to find out.
- ▶ Reality has been restored and the players win the campaign!

PLAYER INFORMATION

Player #1's Identity:

"What If...?" Trait:

Trait Ally:

Card Rewards:

Player #2's Identity:

"What If...?" Trait:

Trait Ally:

Card Rewards:

Player #3's Identity:

"What If...?" Trait:

Trait Ally:

Card Rewards:

Player #4's Identity:

"What If...?" Trait:

Trait Ally:

Card Rewards:

Community Service

SCENARIO 2

Shawarma added to campaign pool?

Avengers Tower damaged?

SCENARIO 3

Trait allies saved?

SCENARIO 4

Crime taken over?

Dinosaurs loose?

NOTES

Trait	Modular Set Options	Card Source
Asgard	Enchantress	<i>Mad Titan's Shadow</i> #177–179
	Frost Giants*	<i>Mad Titan's Shadow</i> #156–159
	Legions of Hel*	<i>Mad Titan's Shadow</i> #152–155
	Legions of Hydra*	<i>Rise of Red Skull</i> #180–182
	State of Emergency	<i>The Hood</i> #55–59
	Streets of Mayhem*	<i>The Hood</i> #60–63
Avenger	Crossfire's Crew*	<i>The Hood</i> #177–179
	Masters of Evil*	<i>Core Set</i> #128–133
	State of Emergency	<i>The Hood</i> #55–59
	Streets of Mayhem	<i>The Hood</i> #60–63
	Black Order*	<i>Mad Titan's Shadow</i> #85–88
	The Doomsday Chair*	<i>Core Set</i> #183–185
Champion	Armadillo*	<i>Nova</i> #28–32
	Bomb Scare*	<i>Core Set</i> #109–1112
	City in Chaos*	<i>Sinister Motives</i> #127–130
	Down to Earth	<i>Sinister Motives</i> #131–135
	Sinister Assault	<i>Sinister Motives</i> #158–163
	Zzzax*	<i>Ironheart</i> #36–40
Guardian	Anachronauts	<i>Once and Future Kang</i> #40–46
	Armies of Titan*	<i>Mad Titan's Shadow</i> #89–91
	Children of Thanos	<i>Mad Titan's Shadow</i> #125–128
	Band of Badoon*	<i>Galaxy's Most Wanted</i> #117–121
	Kree Militants	<i>Galaxy's Most Wanted</i> #131–134
	Menagerie Medley*	<i>Galaxy's Most Wanted</i> #135–137
	Space Pirates*	<i>Galaxy's Most Wanted</i> #138–141
	Black Order	<i>Mad Titan's Shadow</i> #85–88
Mystic	Anachronauts	<i>Once and Future Kang</i> #40–46
	Brothers Grimm*	<i>The Hood</i> #18–22
	Master of Time*	<i>Once and Future Kang</i> #47–51
	Mister Hyde	<i>The Hood</i> #33–36
	Personal Nightmare*	<i>Sinister Motives</i> #153–157
	Whispers of Paranoia*	<i>Sinister Motives</i> #170–173

Trait	Modular Set Options	Card Source
S.H.I.E.L.D./Spy	Experimental Weapons	<i>Rise of Red Skull</i> #72–75
	Hydra Assault*	<i>Rise of Red Skull</i> #145–147
	Hydra Patrol*	<i>Rise of Red Skull</i> #152–154
	Legions of Hydra*	<i>Core Set</i> #180–182
	Ransacked Armory*	<i>The Hood</i> #37–41
	Weapon Master	<i>Rise of Red Skull</i> #148–151
Web-Warrior	A Mess of Things*	<i>Green Goblin</i> #37–40
	Goblin Gear	<i>Sinister Motives</i> #136–141
	Power Drain	<i>Green Goblin</i> #41–45
	Running Interference	<i>Green Goblin</i> #46–49
	Sinister Assault*	<i>Sinister Motives</i> #158–163
	Sinister Syndicate*	<i>The Hood</i> #42–48
	The Inheritors*	<i>Spider-Ham</i> #31–38
	Iron Spider's Sinister Six	<i>SP//dr</i> #30–37