

CORE SET CAMPAIGN

In addition to being played individually as standalone adventures, the three scenarios included in the Core Set can be played sequentially as a campaign! To complete the campaign, the players must win all three scenarios in order.

To begin a campaign, the players choose 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** 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 in the order in which they are listed in the Campaign Instructions.

When the game ends, if the players won, follow that scenario's victory instructions in the order in which they are listed in the Campaign Instructions. If the players lost, they may reset the scenario and try again with no penalty.

CAMPAIGN LOG

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

EXPERT CAMPAIGN

Players who want a more challenging campaign experience can play using the expert campaign rules.

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 expert campaign, 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 scenario offer each player the opportunity to restore their identity to its starting hit point value by dealing themselves one facedown encounter card.

If a player is defeated during a scenario that their teammates go on to win, the defeated player does not participate in any of the victory steps for that scenario. However, they can rejoin their teammates for the next scenario by dealing themselves

one facedown encounter card during setup to restore their identity to its starting hit point value.

SCENARIO #1 – RHINO

THE STORY SO FAR

You get a distress call from a S.H.I.E.L.D. facility in the city. Hydra is attacking! Rhino has decided to break through the defenses and steal a shipment of Vibranium. It's a risky proposition, but he's hell-bent and will do anything to achieve his goal. You must stop him before he captures the vibranium and causes serious damage. We need all the help we can get to bring this situation under control and stop Rhino. You must act quickly to protect the facility and the vibranium, and to ensure that Rhino does not reach his goal.

CAMPAIGN INSTRUCTIONS

SETUP:

- Each player records their identity in the campaign log found at the end of this document. Players cannot switch identities during a campaign.

VICTORY:

- Each player may choose one support or upgrade they control with a cost of two or less (three or less if there was no threat on the main scheme at the end of the scenario) and record it in the campaign log. (Each player will be able to start the following scenarios with their chosen card in play at the cost of additional threat on the main scheme.) Players cannot choose cards without a cost (i.e. that have a cost of “-”).

- **Expert Campaign Only:** Record each identity's remaining hit points in the campaign log.

SCENARIO #2 – KLAU

THE STORY SO FAR

The attack on the S.H.I.E.L.D. facility is linked to an illegal arms smuggling ring. Your investigation has revealed that the criminal enterprise was run by Klaw on behalf of a buyer for his illegal weapons. It is important to track down the buyer and stop Klaw from selling his weapons.

CAMPAIGN INSTRUCTIONS

SETUP:

- Each player may take one copy of the card they recorded in the campaign log from any player's deck, discard or hand and put it into play under their control. Then, add threat to the main scheme equal to the total cost of the cards put into play this way.

- **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- **Expert Campaign Only:** Each player may deal themselves one facedown encounter card to heal their identity to its full hit point value.

VICTORY:

- Each player may choose one support or upgrade they control with a cost of two or less (three or less if there was no attachment attached to Klaw at the end of the scenario) and record it in the campaign log. (Each player will be able to start the following scenario with their chosen card in play at the cost of additional threat on the main scheme.) Players cannot choose cards without a cost (i.e. that have a cost of "-").

- **Expert Campaign Only:** Record each identity's remaining hit points in the campaign log.

SCENARIO #3 – ULTRON

THE STORY SO FAR

You follow Klaw's mysterious red-hooded client to his secret lair. There you discover that he is in fact none other than Ultron, the insane android! Ultron wants to use the stolen Vibranium to construct an invincible army. Ultron believes that humanity deserves its own demise and sees himself as the one who will destroy it. Klaw was just a tool in Ultron's larger plan and will soon realize that he has put himself on the wrong side of the fight.

CAMPAIGN INSTRUCTIONS

SETUP:

- Each player may take one copy of each card they recorded in the campaign log from any player's deck, discard or hand and puts it into play under their control. Then, add threat to the main scheme equal to the total cost of the cards put into play this way. If the main scheme advances because the threat is equal or more than the target threat value, place the excess threat on the next stage of the main scheme.

- **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- **Expert Campaign Only:** Each player may deal themselves one facedown encounter card to heal their identity to its full hit point value.

VICTORY:

- The players win the campaign!

CAMPAIGN LOG

Player #1 's Identity:
Remaining hit points:
Support / Upgrade #1:
Support / Upgrade #2:

Player #2 's Identity:
Remaining hit points:
Support / Upgrade #1:
Support / Upgrade #2:

Player #3 's Identity:
Remaining hit points:
Support / Upgrade #1:
Support / Upgrade #2:

Player #4 's Identity:
Remaining hit points:
Support / Upgrade #1:
Support / Upgrade #2: