

A TANGLE WITH KANG

Created by Andy Norton

“Would you like to see how the story ends?” —Kang

Welcome to *A Tangle with Kang!* This mini-campaign features three existing scenarios rearranged to tell the story of a time-bending adventure in which the heroes will visit the future to steal from their later selves – and then pay the price when they are visited from the past!

CAMPAIGN RULES

To complete the campaign, the players must win all three scenarios in numerical order, starting with scenario #1 – Mysterio and ending with scenario #3 – Kang.

To begin the 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 between scenarios.

To play the campaign, set up the scenario as per the 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.

REQUIRED CARDS

Collect the following cards to create the Campaign set:

- From ***Kang***: The Kang scenario and Temporal, Master of Time, and Anachronauts modular sets.
- From ***The Rise of Red Skull***: The four “Basic” / “Improved” ***Condition*** upgrades.
- From ***Galaxy’s Most Wanted***: The 20 Market cards that do not have the ***Milano Mod*** trait.
- From ***The Mad Titan’s Shadow***: The four copies of Shawarma.
- From ***Sinister Motives***: The Mysterio and The Sinister Six scenarios and Personal Nightmare and Guerrilla Tactics modular sets.

SCENARIO #1 – MYSTERIO

*"I've seen a lot of your tricks, Mysterio, but a T-Rex illusion is a little over the top, don't you th—
OOF!"*

That's no mere illusion: a real, live Tyrannosaurus Rex has burst into Central Park! Time portals open amidst Mysterio's mind maze of mirrors... It seems like lunch at the shawarma place really will have to wait.

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

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

Main Scheme Deck: Maze of Mirrors, Edge of Reality

Encounter Deck: Mysterio, Personal Nightmare, Temporal, and Standard sets.

CAMPAIGN INSTRUCTIONS

Setup:

- Each player records their identity in the campaign log found at the end of these rules. Players cannot switch identities during a campaign.
- Before adding Temporal to the encounter deck, deal Tyrannosaurus Rex to the first player as a facedown encounter card.
- After resolving any mulligans, each player may take a copy of Shawarma from the campaign set and choose to add it to their hand or shuffle it into their deck.

Special Rules:

- **Forced Interrupt:** When Tyrannosaurus Rex is defeated, shuffle it into the encounter deck.

Victory:

- Each player may choose one of the "Basic" **Condition** upgrades from the Campaign set, attach it to their identity, and add it to their deck in the campaign log.
- Remove Shawarma from your deck. (It is no longer used.)

SCENARIO #2 – THE SINISTER SIX

As you banish the last of Mysterio's illusions and battle back the time-traveling foes, a final portal opens and a figure appears.

"Greetings, so-called heroes of earth. I am Kang, Master of Time. I've been impressed with your puzzle-solving skills against Mysterio, so I've designed my own time-prison to test you further. You will recognize some familiar faces."

The portal widens, enveloping you, and casts you into a dark, mysterious prison, strewn with time portals. Six sinister foes slink out of the shadows.

"Let's see how well you do with this puzzle, and how comfortable you are with a few trips through time. You will need the practice if you want to defeat a darker version of me when Kang, the Conqueror arrives!"

Villains: 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, Guerrilla Tactics, and Standard encounter sets.

CAMPAIGN INSTRUCTIONS

Setup:

- Take Kang (Master of Time) and the two copies of Time-Displaced Soldier from the Master of Time modular set. Set Kang (Master of Time) aside, out of play. Shuffle the two copies of Time-Displaced Soldier into the encounter deck.
- Create a Time-Heist deck using the 20 Market cards from the Campaign set. Shuffle the Time-Heist deck.
- Each player searches their deck for all cards with the setup keyword and puts them into play.

Special Rules:

- **Forced Interrupt:** When the player phase begins, in player order, each player must choose to trigger the Special on the *Visit the Future* ability or the *Disobey Kang* ability.
 - *Visit the Future* — **Special:** Draw a card from the Time-Heist deck, then record the title of that card in one of your Time-Heist slots in the campaign log.

- *Disobey Kang* — **Special:** Put Kang (Master of Time) from out of play into play engaged with you. He activates against you. Then, set Kang (Master of Time) aside, out of play.

Victory:

- Each player may replace their “Basic” **Condition** upgrade with its “Improved” side.
- Each player should note in their section of the campaign log the combined Unit cost of the cards recorded in their Time-Heist slots.

SCENARIO #3 – KANG

The Sinister Six are defeated, and Kang, Master of Time, lies dying. "The Kang is dead," he wheezes. "Long live the Kang."

The time-prison evaporates and you're back in Central Park – just in time to see Kang, the Conqueror appear. Hopefully all that timey-wimey nonsense you did earlier doesn't come back to bite you...

Villain Deck: Kang (I)

Remove Kang (I) and add Expert Kang (I) for expert mode.

Main Scheme Deck: Kang's Arrival, The Master of Time, The Chronopolis, Inexorable Fate, The Realm of Rama-Tut, The Present Future War, Kang's Wrath

Encounter Deck: Kang, Anachronauts, and the Standard sets.

CAMPAIGN INSTRUCTIONS

Setup:

- Take Tyrannosaurus Rex from Temporal and the two copies of Time-Displaced Soldier from Master of Time and shuffle them into the encounter deck.
- Each player searches their deck for all cards with the setup keyword and puts them into play.
- Before drawing their starting hand, each player must shuffle into their deck each card whose title is recorded in their Time-Heist slots in the campaign log.
- After resolving any mulligans, each player must discard X cards from the top of their deck, where X is equal to the combined Unit Cost noted in their section of the Campaign log.

Special Rules:

- **Forced Response:** After drawing up to your hand size at the end of the player phase, if you have one or more Market cards in your hand whose title is recorded in one of your Time-Heist slots in the campaign log, remove them from the game.

Victory:

- Kang the Conqueror is defeated and the players win the campaign!

CAMPAIGN LOG

Player #1's Identity:

Scenario 1

Basic Upgrade:

Scenario 2

Time-Heist slot #1:

Time-Heist slot #2:

Time-Heist slot #3:

Time-Heist slot #4:

Time-Heist slot #5:

Combined Unit Cost:

Player #2's Identity:

Scenario 1

Basic Upgrade:

Scenario 2

Time-Heist slot #1:

Time-Heist slot #2:

Time-Heist slot #3:

Time-Heist slot #4:

Time-Heist slot #5:

Combined Unit Cost:

Player #3's Identity:

Scenario 1

Basic Upgrade:

Scenario 2

Time-Heist slot #1:

Time-Heist slot #2:

Time-Heist slot #3:

Time-Heist slot #4:

Time-Heist slot #5:

Combined Unit Cost:

Player #4's Identity:

Scenario 1

Basic Upgrade:

Scenario 2

Time-Heist slot #1:

Time-Heist slot #2:

Time-Heist slot #3:

Time-Heist slot #4:

Time-Heist slot #5:

Combined Unit Cost: