

CRIMINAL CONQUEST

A submission to fantasy flight games "Infinite Possibilities" contest.
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OVERVIEW:

In this campaign players will attempt to stop a criminal rising to ultimate power. Each scenario offers its own twist on encounters and winning isn't the only thing that matters. While attempting to keep things from being overly complicated this campaign offers game changing choices in between scenarios. All leading up to an epic battle which is heavily affected by, not only, how you won, but the choices you made along the way.

PRODUCTS IN THIS CAMPAIGN

- Core Box
- Green Goblin Scenario Pack
- The Rise of Red Skull Expansion Box
- Kang Scenario Pack
- Galaxy's Most Wanted Expansion Box
- Mad Titan's Shadow Expansion Box
- The Hood Scenario Pack
- Sinister Motives Expansion Box
- Ironheart Hero Pack (optional)

CAMPAIGN MODE RULES

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 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. If the players lost, they may reset the scenario and try again with no penalty. Players may, if they chose, fail forward by simply skipping the reward part of the victory instructions. Rewards are anything that helps the players. Such as gaining units, visiting the market, and/or player advantages for future scenarios.

CAMPAIGN LOG

The campaign log, found on the final page of this document, 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.

THE MARKET

During this campaign players will be gaining units. These units may be spent in various ways in between scenarios. One of those ways is the market cards from Galaxy's Most Wanted Expansion Box. Only 1 set of Market cards are allowed; in other words, no duplicates. Market cards are added to your player deck and do not count towards your minimum or maximum deck size. When you spend units subtract them from the campaign log. Unused units carry over from scenario to scenario. **IMPORTANT: The Market should exclude Milano upgrades, because you do not have the Milano.**

EXPERT CAMPAIGN

For a more challenging experiences players may player expert campaign. Some Setup and Victory instructions are preceded by Expert Only. Ignore these instructions unless you are playing an expert campaign. (Note: All expert campaign text is highlighted in grey.)

PERSISTANT DAMAGE: While playing the 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 four scenarios offer players the opportunity to reset their hit point dial to their identity's printed hit point value by spending units.

ELIMINATION AND VICTORY: In an expert campaign, if a player's identity is defeated during a scenario that their teammates go on to win that Character (HERO and ALLY) are permanently eliminated from the campaign. That player choses another identity and adds their new identity and the printed HP of that identity to the campaign log and that player loses 2 units if able. (Note: This could prevent players from being able to play their signature allies in future scenarios. Signature allies stay in the appropriate deck; however, they may NEVER enter play. It is suggested to remove basic and aspect allies from player decks that have been permanently eliminated this way.) Players keep all units and player cards added to the campaign log. This is considered the inheritance from the defeated Hero.

CUSTOMIZATION: Players are free to change their decks and aspects in between scenario. Players are free to play Expert Campaign while still playing Standard Scenarios or Expert Scenarios and Standard Campaign. Players may use Standard II and Expert II sets per the normal rules of Marvel Champions.

SCENARIO #1: BUILDING AN ARMORY

"When you wish upon a star all your dreams can come true. And I'm that star!" – The shadowy figure

Klaw being approached by someone or something in a crimson cowl is looking to build a criminal network that controls the world from the grassroots. This mysterious shadowy figure needs some weapons and Klaw is just the man for the job. In exchange for his services Klaw is promised all his hopes and dreams. This shadowy figure sends some of his recruits from the syndicate to aid in this matter. Klaw calls in his buddies the Brothers Grimm for assistants. Can the heroes stop the villains while also restoring trust with the public?

Villain Deck: Klaw (Core). Klaw (I) and (II). Remove Klaw (I) and add Klaw (III) for expert.

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

Encounter Deck: Klaw, "Sinister Syndicate" (*The Hood*) "Brothers Grimm" (*The Hood*) and Standard encounter set. Add expert encounter set for expert.

SETUP:

- Each player selects an identity and records it in the campaign log. Players may not change identities throughout this campaign unless instructed to do so by campaign effects.
- Follow normal set-up instructions with these modular sets Sinister Syndicate & Brothers Grimm. (*The Hood*)
- Put "Public Outcry" into play. (*Sinister Motives*)
- Add "Smear Campaign" to the Encounter Deck. (*Sinister Motives*)
- Shuffle in a *Sinister Motives* campaign side scheme at random.

- Attach Exo-Suit from the “Experimental Weapons” modular Set (*The Rise of Red Skull*) to Klaw. Then shuffle the remaining “Experimental Weapons” into the encounter deck.
- Expert Only: Search the encounter deck and discard pile for the remaining “Experimental Weapons” and attach them to Klaw.

VICTORY:

The heroes were able to subdue Klaw and stop his weapons dealings. However, the shadowy figure that recruited Klaw was still able to get away with some of his “goodies.”

- If Main Scheme 1B, Underground Distribution, was completed add “Weapons Master” modular set (*Rise of Red Skull*) to the campaign log, otherwise add “Ransacked Armory” modular set (*The Hood*).
- If any attachments are attached to Klaw add them to the campaign log, otherwise add Exo-Suit to the campaign log. (Note: Even Klaw scenario specific attachments are recorded.)
- Calculate units earned per player and add them to the campaign log based on these criteria (All players receive units even if they were defeated):
 - Victory points in the victory display -1 VP if more than 1 acceleration per player token is on the main scheme= units.
 - 1 unit if no minions or side schemes are in play.
 - 1 unit for winning the scenario.
- Expert Only: Record the remaining HP for each player to a max of their printed HP.
- Expert Only: If an identity was defeated during the scenario, they may no longer be played in this campaign, neither HERO or ALLY version; record this in the campaign log. That player chooses another identity and adds their new identity and the printed HP of that identity to the campaign log and that player loses 2 units if able. (Note: This could prevent players from being able to play their signature allies in future scenarios. Signature allies stay in the appropriate deck; however, they may NEVER enter play. It is suggested to remove basic and aspect allies from player decks that have been permanently eliminated this way.) Players keep all units and player cards added to the campaign log. This is considered the inheritance from the defeated Hero.
- Visit the Market (Reminder all Milano upgrades are excluded and you may only use 1 set of market cards.)

SCENARIO #2: FUNDRAISING

“When I’m finished you will have more money than this world has ever seen.” -The shadowy figure

As his underground criminal network continues to grow; this shadowy figure is still in need of some funds to fuel his criminal conquest. So, he goes to, the savvy businessman, Norman Osborn for help. Since Norman is also known in the criminal underworld for his nefarious dealings this would be a perfect partnership. Norman, of course, wanted some collateral the “goodies” obtained from Klaw should do the trick. Norman sends his comrades the sinister six to get started on the heroes while he works on building his business to gain more capital.

Villain Deck: Risky Business (*Green Goblin* scenario pack). Norman Osborn (I) and (II). Remove Norman Osborn (I) and add Norman Osborn (III) for expert.

Main Scheme Deck: Hostile Takeover (1A/1B) and Corporate Acquisition (2A/2B).

Encounter Deck: Risky Business, “Osborn Tech” and “Sinister Assault.” (*Sinister Motives*) and Standard encounter set. Add expert encounter set for expert.

SETUP:

- Follow normal set-up instructions with these modular sets "Osborn Tech" & "Sinister Assault." (*Sinister Motives*)
- Expert Only: Set each players HP to what is recorded in the campaign log. Each player may spend 1 Unit to set HP to their printed HP.
- Put "Public Outcry" into play.
- Add "Smear Campaign" to the Encounter Deck.
- Shuffle in a *Sinister Motives* campaign side scheme at random. (Note: It can be the same as in previous scenario.)
- If Solid Sound Body is in the campaign log search the encounter deck for Kinetic Armor and attach it to the Villain. If Sonic Converter is in the campaign log search the encounter deck for Arm Cannon and attach it to the Villain (Shuffle). Then, attach all other attachments recorded in the campaign log to the Villain.
- In player order, each player discards cards from the encounter deck until they discard a Sinister Assault minion and reveals it.

VICTORY:

After stopping the mad man Norman Osborn from growing his business to unstoppable levels; the heroes find a ship in one of his factories. Shouldn't be too much to fix it up and get it running. However, this ship seems to be from out of this world. The heroes wonder if anyone else might be looking for this ship?

- If Main Scheme 1B, Hostile Takeover, was completed add "Goblin Gear" modular set (*Sinister Motive*) to the campaign log, otherwise add "Goblin Gimmicks" modular set (*Green Goblin*).
- Remove each attachment from the Campaign Log, then add a random "Osborn Tech" (*Sinister Motives*) to the campaign log for each attachment removed this way.
- Calculate units earned per player and add them to the campaign log based on these criteria (All players receive units even if they were defeated):
 - Victory points in the victory display -1 VP if more than 1 acceleration per player token is on the main scheme= units.
 - 1 unit for winning the scenario.
 - 1 unit if each player is at or above full HP.
- Expert Only: Record the remaining HP for each player to a max of their printed HP.
- Expert Only: If an identity was defeated during the scenario, they may no longer be played in this campaign neither HERO or ALLY version; record this in the campaign log. That player choses another identity and adds their new identity and the printed HP of that identity to the campaign log and that player loses 2 units if able. (Note: This could prevent players from being able to play their signature allies in future scenarios. Signature allies stay in the appropriate deck; however, they may NEVER enter play. It is suggested to remove basic and aspect allies from player decks that have been permanently eliminated this way.) Players keep all units and player cards added to the campaign log. This is considered the inheritance from the defeated Hero.
- Players may spend 2 units EACH to add the Milano from "Ship Command" modular set (*Galaxy's Most Wanted*) to the campaign log under player 1. If the Milano is added this way, then add all the Milano upgrades back to the market. (Note: Each player must spend 2 units from their personal unit count).
- Visit the Market.

SCENARIO #3: TASKMASTER'S NEW WORLD ORDER OR ILLUSIONS IN THE STREETS

The shadowy figure is growing quite the reputation. Many now refer to him as "The Shadowy One." Two different crises have broken out in the aftermath of battle with Norman Osborn. Realizing it is better to stick together, the heroes must choose which threat to take out Taskmaster or Mysterio.

PLAYERS MUST CHOSE TO PLAY TASKMASTER (3A) OR MYSTERIO (3B)

SCENARIO #3A: TASKMATER'S NEW WORLD ORDER

(Skip this scenario if you chose Mysterio)

"It's time for you to rule this city." -The Shadowy One

Taskmaster has managed to take over have of the city creating his own Dystopia. Taskmaster with the help from The Shadowy One has recruited some of the top assassins. His troops patrol the city capturing so called "do gooders." The Shadowy One has compensated Taskmaster with some of Osborn's tech from his previous dealings.

Villain Deck: Taskmaster (*The Rise of Red Skull*). Taskmaster (I) and (II). Remove Taskmaster (I) and add Taskmaster (III) for expert.

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

Encounter Deck: Taskmaster "Hydra Patrol" (*Rise of Red Skull*) and "Crossfires Crew" (*The Hood*) and Standard encounter set. Add expert encounter set for expert.

SETUP:

- Follow normal set-up instructions with these modular sets Hydra Patrol (*Rise of Red Skull*) and Crossfires Crew (*The Hood*)
- Expert Only: Set each players HP to what is recorded in the campaign log. Each player may spend 1 Unit to set HP to their printed HP.
- Put "Public Outcry" into play.
- Shuffle "Smear Campaign" into the encounter deck.
- Shuffle in a *Sinister Motives* campaign side scheme at random into the encounter deck. (Note: It can be the same as in previous scenario.)
- Shuffle the Osborn Tech recorded in the Campaign Log into the encounter deck.
- Each player shuffles "Martial Law" obligation (*Rise of Red Skull*) into their deck.
- If the Milano is in the campaign log:
 - Put the Milano into play under the first player's control.
 - Add "Badoon Headhunter" modular set (*Galaxy's Most Wanted*) to the encounter deck.
 - Each player searches their deck and discard pile for all Milano mod upgrades and adds them to their hand (Shuffle).

VICTORY:

Taskmaster, even with his top assassins, was unable to crush the heroes. However, it does seem as if letting Mysterio go has allowed him to open a portal to another dimension. At least the heroes were able to make some friends along the way.

- Add Temporal modular set (*Kang*) to the campaign log.

- Calculate units earned per player and add them to the campaign log based on these criteria (All players receive units even if they were defeated):
 - Victory points in the victory display -1 VP if more than 1 acceleration per player token is on the main scheme= units.
 - 1 unit for winning the scenario.
 - 1 unit if there is less than 6 threat per player on the Main Scheme, Hunting Down Heroes.
- Expert Only: Record the remaining HP for each player to a max of their printed HP.
- Expert Only: If an identity was defeated during the scenario, they may no longer be played in this campaign neither HERO or ALLY version; record this in the campaign log. That player chooses another identity and adds their new identity and the printed HP of that identity to the campaign log and that player loses 2 units if able. (Note: This could prevent players from being able to play their signature allies in future scenarios. Signature allies stay in the appropriate deck; however, they may NEVER enter play. It is suggested to remove basic and aspect allies from player decks that have been permanently eliminated this way.) Players keep all units and player cards added to the campaign log. This is considered the inheritance from the defeated Hero.
- Each player may spend 2 units to add 1 freed "Captive Ally" to their decks (max 1 per player). (Note: It does not matter which player had them in their deck this game.)
- Visit the Market

SCENARIO #3B: ILLUSIONS IN THE STREETS

(Skip this scenario if you played the Taskmaster scenario)

"It's time to take your illusions up a notch." -The Shadowy One

The Shadowy One has not only recruited Mysterio, but has empowered him enhancing his abilities. Mysterio is running through the streets casting illusions and creating mirror mazes. This is wreaking havoc on the minds of the heroes. What's real? What's not? Is Mysterio actually opening portals to other dimensions? Wait...! Isn't that the heroes favorite sandwich place?

Villain Deck: Mysterio (*Sinister Motives*). Mysterio (I) and (II). Remove Mysterio (I) and add Mysterio (III) for expert.

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

Encounter Deck: Mysterio, "Streets of Mayhem" (*The Hood*), "Whispers of Paranoia" (*Sinister Motives*), and "Personal Nightmare" (*Sinister Motives*) and Standard encounter set. Add expert encounter set for expert.

SETUP:

- Follow normal set-up instructions with these modular "Streets of Mayhem" (*The Hood*), "Whispers of Paranoia" (*Sinister Motives*), and "Personal Nightmare" (*Sinister Motives*).
- Expert Only: Set each players HP to what is recorded in the campaign log. Each player may spend 1 Unit to set HP to their printed HP.
- Put "Public Outcry" into play.
- Add "Smear Campaign" to the Encounter Deck.
- Search the encounter deck and discard pile for "Back-Alley Enclave" and put it into play (Shuffle).
- Shuffle in a *Sinister Motives* campaign side scheme at random into the encounter deck. (Note: It can be the same as in previous scenario.)
- Put "Save the Shawarma" (*Mad Titan Shadow*) side scheme into play. Put "Shawarma" resource cards (*Mad Titan Shadow*) nearby out of play.

- If the Milano is in the campaign log:
 - Put the Milano into play under the first player's control.
 - Add "Badoon Headhunter" modular set (*Galaxy's Most Wanted*) to the encounter deck.
 - Each player searches their deck and discard pile for all Milano mod upgrades and adds them to their hand (Shuffle).

VICTORY:

Finally, the hero's minds are free from Mysterio's torment. However, Taskmaster seems to have advanced his operation and causing the whole city to break out into a state of emergency.

- Add "State of Emergency" (*The Hood*) to the campaign log.
- Calculate units earned per player and add them to the campaign log based on these criteria (All players receive units even if they were defeated):
 - Victory points in the victory display -1 VP if more than 1 acceleration per player token is on the main scheme= units.
 - 1 unit for winning the scenario.
- Expert Only: Record the remaining HP for each player to a max of their printed HP.
- Expert Only: If an identity was defeated during the scenario, they may no longer be played in this campaign neither HERO or ALLY version; record this in the campaign log. That player chooses another identity and adds their new identity and the printed HP of that identity to the campaign log and that player loses 2 units if able. (Note: This could prevent players from being able to play their signature allies in future scenarios. Signature allies stay in the appropriate deck; however, they may NEVER enter play. It is suggested to remove basic and aspect allies from player decks that have been permanently eliminated this way.) Players keep all units and player cards added to the campaign log. This is considered the inheritance from the defeated Hero.
- Each player may spend 2 units to add "Shawarma" resource (*Mad Titan Shadow*) to their decks.
- Visit the Market.

SCENARIO #4: MINION MODIFICATION

*"From one mastermind to another; let's give the world somethings that will give their nightmares, nightmares."
-The Shadowy One*

One final piece and the Shadowy One will have everything he needs to push onward to complete his conquest. Zola is a specialist as creating some of the most vile and dangerous minions this world as ever seen. While Zola is working on the requested modifications, he has invited a "friend" to help him. Little did the heroes know that when they arrived on Zola's Island, he had a little surprise for them. Zola's traps worked like a charm and he was able to imprison some of the hero's companions.

Villain Deck: Zola (*The Rise of Red Skull*). Zola (I) and (II). Remove Zola (I) and add Zola (III) for expert.

Main Scheme Deck: The Island of Dr. Zola (1A/1B) and The Mad Doctor (2A/2B).

Encounter Deck: Zola, "Mister Hyde" (*The Hood*) and Standard encounter set. Add expert encounter set for expert.

SETUP:

- Follow normal set-up instructions with “Mister Hyde” modular set (*The Hood*).

(Note: In the expert campaign your signature ally may have been permanently eliminated. The ally would still go under Hydra Prison facedown, but still may never be played.)

- Expert Only: Set each player's HP to what is recorded in the campaign log. Each player may spend 1 Unit to set their HP to their printed HP.
- Expert Only: Each player MUST search their deck or discard pile for an ally and place it facedown beneath Hydra Prison (Shuffle). Add threat to Hydra Prison according to the cost of each ally placed this way. Each player that did not add an ally this way is dealt a facedown encounter card.
- Put “Public Outcry” into play.
- Shuffle “Smear Campaign” into the encounter deck.
- If the Milano is in the campaign log:
 - Put the Milano into play under the first player's control.
 - Add “Badoon Headhunter” modular set (*Galaxy's Most Wanted*) to the encounter deck.
 - Each player searches their deck and discard pile for all Milano mod upgrades and adds them to their hand (Shuffle).
- Shuffle “Security Breach” (*Mad Titan Shadow*) into the encounter deck.
- If you played the Taskmaster Scenario each player shuffles in “Zola's Algorithm” obligation (*Rise of the Red Skull*).
- If you played the Mysterio Scenario deal “Summoned Back” treachery (*Mad Titan Shadow*) to a player randomly.

VICTORY:

Barely escaping the clutches of Zola and that abomination Mister Hyde, the heroes did catch a glimpse something or someone leaving the island. Hopefully, whatever it was wasn't worse than what they saw on the Island. With no time to waste; the heroes were able to learn of the plans of this underground criminal boss, The Shadowy One. Realizing they will need all the support they can get they begin training and calling in favors.

- If Main Scheme 1B, Island of Dr. Zola, was completed add “The Doomsday Chair” modular set (Core) to the Campaign Log; otherwise add “Zzzax” modular set (*Ironheart*) (Electro if you do not have Zzzax).
- If Hydra Prison is still in play those allies are permanently removed from the campaign and are not included in ANY player decks for future scenarios.
- Calculate units earned per player and add them to the campaign log based on these criteria (All players receive units even if they were defeated):
 - Victory points in the victory display -1 VP if more than 1 acceleration per player token is on the main scheme= units.
 - 1 unit for winning the scenario.
- Expert Only: Record the remaining HP for each player to a max of their printed HP.
- Expert Only: If an identity was defeated during the scenario, they may no longer be played in this campaign neither HERO or ALLY version; record this in the campaign log. That player chooses another identity and adds their new identity and the printed HP of that identity to the campaign log and that player loses 2 units if able. (Note: This could prevent players from being able to play their signature allies in future scenarios. Signature allies stay in the appropriate deck; however, they may NEVER enter play. It is suggested to remove basic and aspect allies from player decks that have

been permanently eliminated this way.) Players keep all units and player cards added to the campaign log. This is considered the inheritance from the defeated Hero.

- If Hydra Prison is not in play each player may add ANY support (basic or any aspect regardless of chosen aspect) costing 3 or less to their campaign log (this support will start in play during the next scenario) with the following stipulations:
 - The Support MUST have a matching trait with your HERO or a "Team Building Exercise."
 - You must pay X units where X is equal to the supports cost.
- Visit the Market.

SCENARIO #5: THE CRIMINAL'S CONQUEST

"This world has been unfair to me. Now it's time for me to be unfair to this world!" -The Hood

Once a nobody drowning in debt, Parker Robbins is now on the brink of completing his conquest of becoming the most powerful criminal ever! Parker Robbins, once known as the Shadowy One, is now THE HOOD! His power has grown to unprecedented levels and heroes have only a short time before his Conquest is complete. Fortunately, every unit the Heroes were able to acquire meant there were less units The Hood's underground criminal network was able to gain control over. Unfortunately, every unit they spent enter into The Hood's black-market economy allowing him to grow more powerful.

Villain Deck: The Hood (*The Hood*). The Hood (I) and (II). Remove The Hood (I) and add The Hood (III) for expert.

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

Encounter Deck: The Hood and Standard encounter set. Add expert encounter set for expert.

Modular Sets: You must include the modular sets in the campaign log and:

- Standard- Running Interference (*Green Goblin*), Down to Earth (*Sinister Motives*), Beasty Boys (*The Hood*)
- Expert- Wrecking Crew (*The Hood*), Space Pirates (*Galaxy's Most Wanted*), City in Chaos (*Sinister Motives*)

SETUP:

- For this scenario you will used the modular sets recorded in the campaign log and
 - Standard- Running Interference (*Green Goblin*), Down to Earth (*Sinister Motive*), & Beasty Boys (*The Hood*).
 - Expert- Wrecking Crew (*The Hood*), Space Pirates (*Galaxy's Most Wanted*), City in Chaos (*Sinister Motive*).
- Follow the normal set-up instructions.
- Expert Only: Set each players HP to what is recorded in the campaign log. Each player may spend 1 Unit to set there HP to their printed HP.
- If the Milano is in the campaign log
 - Put the Milano into play under the first player's control.
 - Add "Badoon Headhunter" modular set to the encounter deck.
 - Each player searches their deck and discard pile for Milano mod upgrades and adds them to their hand (Shuffle).
- All players put supports recorded in the campaign log into play under their control.

- Players may spend 2 unit per player to prevent each of these setup instructions (Note: players may pool their units): **Expert Only: Players MUST prevent in order from top to bottom and may NOT skip any during this process.**
 - Give The Hood a tough status card.
 - Each player flips a coin (or other suitable 50/50 odds determiner) heads you are confused; tails you are stunned.
 - Each player shuffles "Medical Emergency" obligation into their deck.
 - Each player shuffles "Anti-Hero Propaganda" obligation into their deck.
 - Search the encounter deck and discard pile for "The Hood's Mantle" and put it into play.
 - Search the encounter deck and discard pile for "The Hood's Pistol" and put it into play.
 - Search the encounter deck and discard pile for "The Hood's Pistol" and put it into play.
 - Search the encounter deck and discard pile for "Field Recruitment" deal to the first player as an encounter card.
 - Search the encounter deck and discard pile for "Unbridled Ambition" side scheme and reveal it.
 - Search the encounter deck and discard pile for "Madame Masque" minion and put her into play with the first player.

VICTORY:

The heroes have done the impossible taking down The Hood and dismantled the underground criminal network that was controlling everything from behind the scenes. Now, it's finally time to relax, eat some Shawarma, and take this space ship for a joy ride."

"You may have defeated me, but each defeat only grows my rage; that fuels my passion for world domination!" – The Hood

CAMPAIGN LOG

CRIMINAL CONQUEST

Player 1 Identity:

Remaining HP:

Remaining Units:

Cards added to your player deck:

Scenario 4 Support Added:

Scenario 2 Vehicle Added:

Player 2 Identity:

Remaining HP:

Remaining Units:

Cards added to your player deck:

Scenario 4 Support Added:

Player 3 Identity:

Remaining HP:

Remaining Units:

Cards added to your player deck:

Scenario 4 Support Added:

Player 4 Identity:

Remaining HP:

Remaining Units:

Cards added to your player deck:

Scenario 4 Support Added:

Scenario 1

Attachments:

- Modular Added:
- Weapons Master
 - Ransacked Armory

Scenario 2

Osborn Tech:

- Modular Added:
- Goblin Gear
 - Goblin Gimmicks

Scenario 3a



Scenario Played

- Modular Added:
- Temporal
 - State of Emergency

Scenario 3b



Scenario 4

Allies permanently removed:

- Modular Added:
- The Doomsday Chair
 - Zzzax (Electro)

Characters Permanently Eliminated from the Campaign: