

MARVEL CHAMPIONS

THE CARD GAME

REVENGE OF THE GREEN GOBLIN

CAMPAIGN BY RAONNE B. V.

"Oscorp is not the answer, Osborn. The mutagen formula is how we can make this entire city ours."

"No... No... NO! This madness must stop! My Criminal Enterprise is thriving!"

"And when the so-called heroes thwart your schemes again, will you crawl back to me once more?"

"I have a plan for them this time."

- *Green Goblin / Norman Osborn*

Welcome to *Revenge of the Green Goblin*! This campaign booklet combines five existing scenarios to tell the story of Norman Osborn's renewed efforts to expand his Criminal Enterprise and get revenge against the heroes that once bested him.

This campaign revisits scenarios from the Core Set and Cycle 1, maintaining all rules, setup and mechanisms from those scenarios, but adding campaign rules on top to create a cohesive story, dynamic consequences to the players actions and performance, and at times forcing the players to rethink and adjust some of the well-established strategies used for dealing with these villains in the past.

Villain Cards

Each of the five scenarios in this campaign features existing villains: Klaw, Ultron, Wrecker, Norman Osborn (Risky Business), and Green Goblin (Mutagen Formula).



CAMPAIGN MODE RULES

This Campaign mode combines five existing scenarios into an epic experience where the outcome of each game impacts the next scenario. To complete the campaign, the players must win all five scenarios in numerical order, starting with scenario #1 (Klaw) and ending with scenario #5 (Mutagen Formula).

To begin a 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 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.

CAMPAIGN LOG

The campaign log found on the end of this rulebook 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.

CARD RESTRICTIONS

During the campaign, certain cards can become required on your deck, temporarily excluded from the game, or permanently excluded from the campaign, depending on the scenario rules. Follow the specific scenario instructions and record the information in the campaign log as directed.

CAMPAIGN-SPECIFIC CARDS

This campaign contains no campaign-specific cards. All Campaign related rules and mechanics will be described in the scenario instructions and will involve only existing cards, game components, and the Campaign Log.

EXPERT CAMPAIGN

For players who want a more challenging campaign experience, *Revenge of the Green Goblin* and the associated scenarios come with everything you need to play an expert campaign. During the Expert Campaign each scenario must be played on Expert difficulty. The campaign rules for this alternate play format are described here and are not repeated in each scenario description for the sake of brevity.

- The Expert Campaign requires each player to change the main aspect of their deck after each scenario, and an aspect may not be repeated during the campaign until all other aspects have been used. This means most heroes will play a different aspect in each of the first 4 scenarios, and then be free to use any aspect on the final scenario.
- Expert Victory Bonus: After winning a scenario, each player must choose 1 aspect card from their current deck and add it to their "Expert Cards" pool in the campaign log. During setup of subsequent scenarios, these cards may be added to the player's new deck, regardless of the current aspect being used.
- Only 1 card of each aspect may be added to this "Expert Cards" pool during the entire campaign, for a total of 4 cards after 4 scenarios.
- A player's deck before including the "Expert Cards" during setup should always be a legal deck according to the standard deck customization rules. The deck with the additional Expert cards should still not exceed 50 cards.

These expert rules are designed to encourage seasoned players to explore new deck building combinations and carefully consider their aspect selection strategies, as well as rewarding their efforts with the opportunity to add a small but potentially powerful twist to the normal deck customization rules.

» Additional scenario-specific instructions for this mode are preceded by **Expert Campaign Only**. Players should ignore these instructions unless they are playing an expert campaign.

SCENARIO #1 – KLAW

Klaw has been hired by Norman Osborn to capture as many of the heroes' allies as he can, during his ongoing illegal arms dealings. The heroes find Klaw attempting to offload goods stolen from a S.H.I.E.L.D. facility, and as they try to stop him the villain sees a perfect opportunity to make good on his promise to Osborn. Klaw also has a secret rendezvous with a mysterious figure during the encounter.

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

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

Main Scheme Deck: Underground Distribution, Secret Rendezvous

Encounter Deck: Klaw set, Legions of Hydra set, Standard set.

The Legions of Hydra set is recommended but may be replaced by Masters of Evil (the original recommended modular set for Klaw), or any other modular encounter set. The thematic idea for this modular encounter set should be to represent the group with whom Klaw is meeting and seemingly trying to sell the S.H.I.E.L.D. weapons to. In our default case, it's Hydra. The Crimson Cowl's presence here however is for more than just the weapons, he comes to take away the prisoners!

CAMPAIGN INSTRUCTIONS

SETUP:

- Each player records their identity in the campaign log found on the end of this rulebook. *(Players cannot switch identities during a campaign.)*
- Follow the usual setup instructions for this scenario from the Marvel Champions Core Set rulebook.
- Deck Requirements: Each player's deck must contain at least 2 allies (3 if playing on Expert).

DURING THE GAME:

- The first 2 allies defeated for each player do not go to their discard pile, and instead are set aside and removed from the game. They were captured by Klaw. These allies cannot be used or played by any player for the remainder of the scenario.

➤ **Expert Campaign Only:** Klaw captures the first 3 defeated allies for each player, instead of 2.

VICTORY:

- If a player did not have 2 allies defeated during the scenario, they must search their deck and discard pile and choose allies until 2 allies have been captured during this scenario, for each player.
- Each player must record the unique names of their 2 captured allies in the campaign log.

➤ **Expert Campaign Only:** Each player must have 3 captured allies, instead of 2.

SCENARIO #2 – ULTRON

While the heroes stopped Klaw's weapons dealings, the villain captured several of their allies and handed them off to the Crimson Cowl, revealed to be none other than Ultron. It turns out that Osborn has made a deal with Ultron to have his drones secure the captive prisoners. But when Ultron moves to attack the North American Aerospace Defense Command, the heroes see an opportunity to try to rescue their allies while stopping the genocidal android.

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 set, Under Attack set, Standard set.

The Under Attack set is recommended but may be replaced by any other modular encounter set. Other recommended sets in keeping with the scenario's theme that could be used instead would be Green Goblin related ones, such as Goblin Gimmicks for an easier challenge, or the Osborn Tech modular (from the Sinister Motives expansion) for an increased challenge.

CAMPAIGN INSTRUCTIONS

SETUP:

- Follow the usual setup instructions for this scenario from the Marvel Champions Core Set rulebook.
- Deck Requirements: Each player's deck must exclude all captured allies recorded in the Campaign log. The players may replace those allies with other cards when constructing their decks for this scenario, observing the standard deck customization rules.

VICTORY:

- If the players win before the villain completes his first main scheme card, each hero has time to successfully rescue all their captured allies.
- If the players win after the villain has completed his first main scheme card, but before he completes the second main scheme card, then each hero only has time to save 1 of their captured allies. They must choose which one. The other allies are lost.
- If the players win after the villain has completed his second main scheme card, then although they stopped Ultron they were not able to rescue any of their captured allies.
- Record the allies rescued and lost in the appropriate section of the campaign log. Allies lost are excluded from the campaign and cannot be used by any player.

SCENARIO #3 – WRECKING CREW

The heroes discover that Norman Osborn was behind the capture of their allies, and now they must uncover why and what the Goblin's nefarious plans may be. They start by pursuing and interrogating the members of the Wrecking Crew, who broke out of prison and are now leading several of Osborn's endeavors throughout the city and causing havoc as usual.

Villain Deck: Wrecking Crew (Wrecker, Thunderball, Piledriver, and Bulldozer)

Main Scheme Deck: Breakout

Encounter Deck: Wrecking Crew Encounter Decks

The Wrecking Crew expansion contains a unique scenario with multiple villains, each with their own encounter deck and signature side scheme. Follow the normal instructions of that scenario exactly as usual. The expansion booklet contains instructions on how to setup with increased difficulties as well.

CAMPAIGN INSTRUCTIONS

SETUP:

- Follow the usual setup instructions for this scenario from the Wrecking Crew expansion rulebook.
- Deck Requirements: Each player's deck must exclude all allies recorded as "lost" in the campaign log.
- During "Resolve Character Setup Abilities", each player may search their deck and discard pile for 1 ally card recorded in the campaign log as "rescued". They may put this ally in play now at no cost, and the ally begins with 1 point of damage. Then reshuffle the player's deck.

DURING THE GAME:

- Whenever a villain's signature side scheme reaches 10 threat and triggers a response, add a "wrecked" counter next to that side scheme, indicating that the heroes got wrecked.

➤ **Expert Campaign Only:** When selecting the Active Villain after step 1 of the Villain Phase, instead of considering the threat levels, you must discard the top card of the active villain's encounter deck and count the number of boost icons. Then move the active villain token clockwise that number of times.

VICTORY:

- Count how many total "wrecked" counters were added to all the signature side schemes combined and record it in the campaign log.
- If the total "wrecked" counter number is less than 1, the heroes came out unscathed and gathered useful intel from the villains. Consequently, the heroes are better prepared going forward and the players gain the ability to mulligan twice during setup of subsequent scenarios.
- If the total "wrecked" counter number is higher than 2, the heroes got wrecked too many times and suffered delays. Consequently, the heroes have less time to prepare, and the players can no longer mulligan in subsequent scenarios.

SCENARIO #4 – RISKY BUSINESS

Norman Osborn's Criminal Enterprise is growing exponentially and Oscorp begins to take over the city. Even the heroes' own support infrastructure is under threat of a hostile takeover. They must be efficient and clever to stop the genius businessman and defeat the Green Goblin.

Villain Deck: Norman Osborn (I), Norman Osborn (II)

Remove Norman Osborn (I) and add Norman Osborn (III) for expert mode.

Main Scheme Deck: Hostile Takeover, Corporate Acquisition

Encounter Deck: Risky Business set, Standard set, Goblin Gimmicks modular set.

The Goblin Gimmicks set is recommended but may be replaced by any other modular encounter set. Other recommended sets in keeping with the scenario's theme that could be used instead would be Green Goblin related ones, such as Goblin Gear or Osborn Tech (from the Sinister Motives expansion), which would provide an increased challenge.

CAMPAIGN INSTRUCTIONS

SETUP:

- Follow the usual setup instructions for this scenario from the Green Goblin expansion rulebook.
- Deck Requirements: Each player's deck must exclude all allies recorded as "lost" in the campaign log. Each player's deck must contain at least 2 support cards.
- During "Resolve Character Setup Abilities", each player may search their deck and discard pile for 1 ally card recorded in the campaign log as "rescued". They may put this ally in play now at no cost, and the ally begins with 1 point of damage. Then reshuffle the player's deck.

- Check the campaign log's recorded results for scenario #3 to ascertain if the players' ability to mulligan has been impacted.

DURING THE GAME:

- Whenever new infamy counters get added to *Criminal Enterprise* (including when it enters play or is revealed), add an equivalent number of "acquisition" counters to a pile set aside next to the villain.
- These "acquisition" counters cannot be cleared and will track how far Osborn's criminal enterprise was able to disrupt the heroes Support infrastructure throughout the scenario.

➤ **Expert Campaign Only:** After step 1 of the Villain Phase, if the villain has more "acquisition" counters than double the total number of support cards in play, add 1 threat to the main scheme *Hostile Takeover*.

VICTORY:

- Record in the campaign log how many "acquisition" counters Osborn accumulated during the scenario.
- If the number of "acquisition" counters is smaller than 4 threat, the heroes support infrastructure is intact. Consequently, in the final scenario each player may play their first support card for 1 less resource cost. Record this in the campaign log.
- If the number of "acquisition" counters is equal or greater than 4 threat but smaller than 6 threat, Osborn has disrupted some of the heroes' support infrastructure through hostile takeovers or corporate acquisitions. Each player must randomly select 1 Support card from their current deck and record it in the campaign log as "lost". Those cards are removed from the Campaign, for every player.
- If the number of "acquisition" counters is equal or greater than 6 threat, Osborn has disrupted much of the heroes' support infrastructure, through hostile takeovers or corporate acquisitions. Each player must randomly select 2 Support cards from their current deck and record them as "lost" in the campaign log. Those cards are removed from the Campaign, for every player.

SCENARIO #5 – MUTAGEN FORMULA

Norman Osborn's schemes are thwarted once again, and he succumbs completely to madness. Green Goblin then unleashes a toxic mutagen gas cloud that threatens to engulf the entire city. Have the trials and tribulations in the heroes' journey to this point left them better prepared for this battle or hindered and in bigger trouble than ever?

Villain Deck: Green Goblin (I), Green Goblin (II)

Remove Green Goblin (I) and add Green Goblin (III) for expert mode.

Main Scheme Deck: Unleashing the Mutagen, Mutagen Cloud

Encounter Deck: Mutagen Formula set, Standard set, Goblin Gear modular set.

The Goblin Gear (from the Sinister Motives) set is recommended but may be replaced by any other modular encounter set. Other recommended sets in keeping with the scenario's theme that could be used instead would be Green Goblin related ones, such as Goblin Gimmicks (from the Green Goblin expansion) or Osborn Tech (from the Sinister Motives expansion).

CAMPAIGN INSTRUCTIONS

SETUP:

- Follow the usual setup instructions for this scenario from the Green Goblin expansion rulebook.
- Deck Requirements: Each player's deck must exclude all ally and support cards recorded as "lost" in the campaign log. They may be replaced by other cards following the normal deck customization rules.
- During "Resolve Character Setup Abilities", each player may search their deck and discard pile for 1 ally card recorded in the campaign log as "rescued". They may put this ally in play now at no cost, and the ally begins with 1 point of damage. Then reshuffle the player's deck.
- Check the campaign log's recorded results for scenario #3 to ascertain if the players' ability to mulligan has been impacted.
- Check the campaign log's recorded results for scenario #4 to see if each player may be entitled to a reduction of cost by 1 on their first support card played during this scenario.

VICTORY:

- If the players win this game, they win the campaign.

CAMPAIGN LOG

Player #1's Identity:	Player #2's Identity:	Player #3's Identity:	Player #4's Identity:
SCENARIO #1: ALLIES CAPTURED			
Player #1's Captured Allies:	Player #2's Captured Allies:	Player #3's Captured Allies:	Player #4's Captured Allies:
SCENARIO #2: ALLIES RESCUED OR LOST			
Player #1's Rescued Allies:	Player #2's Rescued Allies:	Player #3's Rescued Allies:	Player #4's Rescued Allies:
Player #1's Lost Allies:	Player #2's Lost Allies:	Player #3's Lost Allies:	Player #4's Lost Allies:
SCENARIO #3: GET WRECKED			
Total "wrecked" counters accumulated:		Mulligans available going forward: <input type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> 2	
SCENARIO #4: SUPPORT INFRASTRUCTURE COMPROMISED			
Norman Osborn's total "acquisition" counters accumulated:			
Earned Discount (-1 Cost) to first support card played for each player: <input type="checkbox"/> Yes <input type="checkbox"/> No			
Player #1's Lost Support:	Player #2's Lost Support:	Player #3's Lost Support:	Player #4's Lost Support:
EXPERT CAMPAIGN ONLY			
Player #1's Expert Cards: Aggression: Justice: Leadership: Protection:	Player #2's Expert Cards: Aggression: Justice: Leadership: Protection:	Player #3's Expert Cards: Aggression: Justice: Leadership: Protection:	Player #4's Expert Cards: Aggression: Justice: Leadership: Protection: