

The Criminal's AIM Campaign By Scott Laverick

A distant crash is heard amidst the buzz and hubbub of the sunny New York afternoon.

*****BBRRRRIIIIINNNGGGG**** ***BBRRRRIIIIINNNGGGG*****

"I'm dreadfully sorry to interrupt, but you were the closest things to heroes I could find nearby enough to help." Jarvis' expression is as calm as ever, his serenity a remarkable contrast to the deafening klaxons and strobing lights of the mansion's alarm system. "It seems a rather unruly set of brutes has chosen an afternoon of the utmost tranquility to break into Avengers Mansion. I'm afraid none of the Avengers are here at the moment, hence the tranquility, but that leaves me rather at a loss to repel the ruffians. I don't suppose you could drop by and lend a hand? I'd be incredibly grateful. And do hurry, they've already trampled several of my gardens."

As it would be inconceivable to leave Jarvis in a bind, you have no choice but to rush to his rescue! As you approach the mansion, you can see a group of rough figures loading equipment onto some kind of flying pad. A hulking mass appears from the midst of the debris where he's smashed straight through the walls.

"Lookie what we got 'ere, Wrecker." He says, whirling a ball on a chain over his head and building up speed. "Some scrubs think they've got what it takes to take on Crusher Creel and the Wrecking Crew." He adds, with a laugh. "We ain't afraid of you's - we've beaten Thor, you know? Bring it on!"

As Crusher charges into your midst, Wrecker follows hot on his heels. "Load up the goods, boys, only stop stealing while you've got to start smashing! And when you've got to start smashing, don't forget to bring some of the goods, if you know what I mean!" He shouts.

Scenario #1: Attack Against Avengers' Mansion

Campaign Rules and General Setup:

- Heroes may not include Avengers Mansion or the Helicarrier in their decks.
- Retrieve a copy of Avengers Mansion and Helicarrier and set them aside. They will be used in the campaign as supplements.
- **Recommended:** This campaign is designed and written to be completed by non-Avenger heroes. For best story results, I recommend completing it with a Web-Warrior or Champions character.

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

Main Scheme Deck: None Shall Pass

Encounter Deck: Absorbing Man set (Rise of Red Skull Box), Wrecking Crew (The Hood Scenario Pack), Goblin Gear (Sinister Motives Box), and the Standard Set (Marvel Champions Core Set). All encounter sets are required (though the standard set can be replaced with standard II or used in addition to the expert or expert II sets).

Campaign Rules and General Setup:

- Players may not include Avengers Mansion or the Helicarrier in their decks for the duration of this campaign.
- Retrieve a copy of Avengers Mansion and Helicarrier and set them aside. They will be used in the campaign as supplements.
- Players may not include any basic supports or allies with the S.H.I.E.L.D. or Avengers traits in their deck for this scenario.

SETUP:

- Retrieve a copy of Avengers Mansion and Helicarrier and set them aside. They will be used in the campaign as supplements.
- Players may not include any basic supports or allies with the S.H.I.E.L.D. or Avengers traits in their deck for this scenario.
- After completing the villain and player setup, search the encounter deck and discard pile for the Ball and Chain attachment and the Top Talent Side Scheme and reveal them.
- Search the encounter deck and discard pile for Wrecker and put him into play engaged with the first player.
- Take the set aside Avengers Mansion card and put it into play in the Villain area. It gains the permanent keyword.

Additional Scenario Rules: Whenever an Elite minion is revealed, discard cards from the encounter deck until an attachment is discarded. Reveal that attachment. Whenever an attachment is about to be discarded from play, put an Armory counter on Avengers Mansion.

VICTORY:

- Add the number of Armory Counters on Avengers Mansion, multiplied by the number of players, in the S.H.I.E.L.D.'s' Armory box of the campaign log.
- Record the number of delay counters on None Shall Pass in the Stalling for Time box of the campaign log.

Scenario #2: Stealing S.H.I.E.L.D.'s Secrets

You've driven off Creel, but he escapes on some sort of high-tech glider with a number of the goods they managed to loot in the process. Nevertheless, the Wrecking Crew is thoroughly wrecked and restrained. Jarvis, effusive in his thanks, offers you a cup of tea while you wait for the authorities to come pick them up, but are rudely interrupted by yet another phone call. The hardened jaw of Nick Fury appears on your phone. You didn't even answer the call.

"You'd think you'd saved the world the way Jarvis is going on. You realize you're playing in the little leagues, right? You don't have time for lolligagging. Put the tea down, heroes." The way he says the word 'heroes' makes it clear he doesn't really consider you heroes. "Listen up. Klaw's got a hold of some kind of glider and he and his men are raiding a S.H.I.E.L.D. Helicarrier floating over Jersey. I've got a Quinjet on route. You do this, and maybe I'll consider you backup for the big leagues." His face flickers and disappears, then reappears a moment later. "Don't let me down, now. I'm watching you." He adds.

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 (Core Box), Goblin Gimmicks (Green Goblin Scenario Pack), Sinister Syndicate (The Hood Scenario Pack), and the Standard set. All encounter sets are required (though the standard set can be replaced with standard II or used in addition to the expert or expert II sets).

Campaign Rules and General Setup:

- Players may not include Avengers Mansion or the Helicarrier in their decks for the duration of this campaign.
- Retrieve a copy of Avengers Mansion and Helicarrier and set them aside. They will be used in the campaign as supplements.
- Players may not include any basic supports or allies with the Avengers or S.H.I.E.L.D. traits in their deck for this scenario.

SETUP:

- Retrieve a copy of Avengers Mansion and Helicarrier and set them aside. They will be used in the campaign as supplements.
- Players may not include any basic supports or allies with the Avengers or S.H.I.E.L.D. traits in their deck for this scenario.
- After completing the villain and player setup, take the set aside Avengers Mansion card and put it into play under control of the first player. It gains the permanent keyword, and is always controlled by the first player.
- Take the set aside Helicarrier card and put it into play in the Villain area. It gains the permanent keyword.
- The first player searches the encounter deck and discard pile for the Crime Pays side scheme and reveals it.

Additional Scenario Rules: Whenever an attachment is about to be discarded from play, put an Armory counter on Helicarrier.

VICTORY:

- Add the number of Armory Counters on Helicarrier, multiplied by the number of players, in the S.H.I.E.L.D.'s' Armory box of the campaign log.
- Select Rewards from the Armory Rewards using the Armory Points recorded in the campaign log.

Scenario #3: A Hero's Choice

“Well done. I owe you one. Not a big one, though.” Fury says, as his S.H.I.E.L.D. agents clean up the last of Klaw's men. Fury walks you into the busy Helicarrier command center, pointing at a large display on the wall. “We've analyzed the technology Klaw and his goons were using. Took a look at the tech used against the Avengers Mansion, too. It's all Osborne tech. My sources tell me Osborne has been looking to move a bunch of tech for a motivated buyer. I think it's about time someone had a chat with old Norman.”

Fury pulls out a handful of charts, but no sooner has he spread them over a table than the alarms blast and a priority call bursts onto the viewscreen. “Fury, it's Coulson. Avengers are reporting an outbreak in Manhattan. Green Goblin's spreading some new form of mutagen on bystanders. He looks to be experimenting with some kind of new biological materials. This is nasty stuff, sir - Avengers are asking for help on this.”

“Well, well, well.” Fury says, looking over at you. “Classic hero's choice this one. Go after the criminal and his enterprise, or save the innocent bystanders. I leave it up to you. You can give us a hand and take down Norman Osborne and his criminal enterprise before he moves the goods, or you can face Green Goblin and hunt down his horde of goblins before he turns half of New York. There won't be time for both.”

Choose one: Go to Scenario 3A or Skip 3A and go to Scenario 3B.

Scenario #3A: Brave a Battle with Biology

Those people need help! Whatever Osborne is up to, we'll have to find out later. We can't let Goblin get away with this!

You rush to the center of the confusion, and spot Green Goblin escaping through the cloud and into a manhole. If you hadn't seen him, he might've gotten away. Too bad for him... You dart past the many thralls and into the manhole, but it's not just Green Goblin and his thrall's waiting for you, it's Venom. "A symbiote? This can't be good..."

Villain Deck: Green Goblin (Mutagen Formula) (I), Green Goblin (Mutagen Formula) (II) - Remove Green Goblin (Mutagen Formula) (I) and add Green Goblin (Mutagen Formula) (III) for expert mode.

Main Scheme Deck: Unleashing the Mutagen, Mutagen Cloud

Encounter Deck: Mutagen Formula set (Green Goblin Scenario Pack), Symbiotic Strength (The Sinister Motives Box), and the Standard set. All encounter sets are required (though the standard set can be replaced with standard II or used in addition to the expert or expert II sets). Additional cards are drawn from the Streets of Mayhem set (The Hood Scenario Pack) and the campaign cards from Sinister Motives and Rise of Red Skull campaigns.

Rules and Setup:

- Players may not include Avengers Mansion or the Helicarrier in their decks.
- Players may not include any basic supports or allies with the S.H.I.E.L.D. trait in their deck for this scenario.

SETUP:

- Retrieve a copy of Avengers Mansion and Helicarrier and set them aside. They will be used in the campaign as supplements.
- Retrieve the Beguiled encounter card (Enchantress Modular Set) and Venom ally (Sinister Motives Campaign) and set them aside.
- Resolve all Armory and Reputation Rewards documented in the campaign log
- After completing the villain and player setup, take the set aside Avengers Mansion card and put it into play under the control of the first player (it will move each turn with the first player token). It gains the permanent keyword.
- Put the City Sewers environment into play.
- Put the set aside Venom ally into play under the control of the first player and attach Beguiled to him.

Additional Scenario Rules: Whenever you defeat a minion, put a mission counter on the City sewers. If you defeat Venom, place him and Beguiled out of play.

VICTORY:

- For each mission counter on the Warehouse District, add 1 point to the heroes' reputation and record the total in the reputation box in the campaign log.
- Purchase Armory Rewards and identify any Reputation Rewards.
- Go to Scenario #4A.

Scenario #3B: Bad for Business

“Someone else will have to handle Goblin today, we can’t let Osborne move the goods they’ve stolen out of New York City. The Watcher only knows what the villains of earth could do with that kind of research and technology!” Fury’s sources gave you a good lead but as you move into the warehouse district, chaos breaks loose. Osborne’s henchmen are wreaking havoc across the city - to shut down the distribution network you’ll just have to thwart them all! It’s not going to be easy, though. Osborne’s pockets are loaded and it looks like he’s dropped some big bucks on the hired hands.

Villain Deck: Norman Osborn/Green Goblin (I), Norman Osborn/Green Goblin (II) - Remove Norman Osborn/Green Goblin (I) and add Norman Osborn/Green Goblin (III) for expert mode.

Main Scheme Deck: Hostile Takeover, Corporate Acquisitions

Encounter Deck: Risky Business (Green Goblin Scenario Set), Sinister Six (Sinister Motives Box), E, State of Emergency (The Hood) and the Standard set. All encounter sets are required (though the standard set can be replaced with standard II or used in addition to the expert or expert II sets).

Campaign Rules and General Setup:

- Players may not include Avengers Mansion or the Helicarrier in their decks for the duration of this campaign.
- Players may not include any basic supports or allies with the Avengers trait in their deck for this scenario.

SETUP:

- Retrieve a copy of the Helicarrier, the Experimental Weapons set (Rise of Red Skull Expansion), and the Warehouse District (Hood Scenario Pack) and set it aside.
- Resolve all Armory and Reputation Rewards documented in the campaign log.
- After completing the villain and player setup, take the set aside Helicarrier card and put it into play under the control of the first player (it will move each turn with the first player token). It gains the permanent keyword.
- The first player searches the encounter deck and discard pile for the Hot Pursuit side scheme and reveals it.
- Put the Warehouse District into play. It gains permanent for the duration of this scenario.
- Retrieve the set aside Experimental Weapons set. Randomly select one experimental weapon for every 3 counters in the Stalling for Time box of the campaign log. Set aside the rest.

Additional Scenario Rules: Each time you defeat a side scheme, place a Mission counter on the Warehouse District Environment.

VICTORY:

- For each mission counter on the Warehouse District, add 2 points to the heroes’ reputation and record the total in the reputation box in the campaign log.
- Purchase Armory Rewards and identify any Reputation Rewards.
- Continue to Scenario #4B

Scenario #4A: Taking AIM

You've taken down the Green Goblin and gotten control of the symbiote. "Well done," Coulson says, and shakes your hands. "Consider yourselves honorary Avengers - you've done great work today and made America proud."

"Coulson!"

"Director Fury!" Coulson responds, pulling out his phone.

"I'm not in your darn pocket, Coulson, I'm up here." Fury says, dropping out of an aircraft you hadn't noticed was even there. "While you've been playing superheroes, we managed to get a source to track Osborne's shipment of goods. No sign of Osborne, himself, though. I'm afraid we don't have time to track him down." He adds, looking at you sharply. "Sources say the goods were put on a boat headed up the coast. We pulled satellite imagery and found the boat at a derelict dock on a rocky island off the coast up the way. It's an old Hydra Prison. It hasn't been in use in ages; there's no knowing who could be hiding out there now, or what kind of traps they've laid for anyone who comes snooping around. Tread carefully. I've sent a couple of your close allies ahead with a team of S.H.I.E.L.D. commandos led by Dugan to scout it out and find a safe point of entry. They should've been in touch ten minutes ago. Grab what you need. I want you right on their heels. This isn't just a take down any more, it's a rescue mission."

Your quinjet swoops in low, rocking from the spray of the ocean and the winds of a violent storm.

"You think this is bad," Coulson shouts over the roar of the storm, "Just wait until you have to jump out! You know there's no place to land the jet, right?"

*You didn't know. You also didn't expect to be greeted by some sort of bio-servant wearing jackets that read **Advanced Idea Mechanics**. Not that it would have mattered.*

"Be safe, heroes." Coulson says over the radio, as the Quinjet peels away, barely escaping the slam of a large wave. "AIM are zealous fanatics for biomechanical advancements, and they've stockpiled a mass of advanced weapons. Keep your eyes peeled!"

Time to get to work, the Avengers and our friends are counting on you.

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

Main Scheme Deck: The Island of Dr. Zola, The Mad Doctor

Encounter Deck: Zola (Rise of Red Skull Expansion), The Doomsday Chair (Core Box), the Ransacked Armory (The Hood Scenario Pack) and the Standard set. All encounter sets are required (though the standard set can be replaced with standard II or used in addition to the expert or expert II sets). Additional cards are drawn from the Streets of Mayhem set (The Hood Scenario Pack) and the campaign cards from Sinister Motives and Rise of Red Skull campaigns.

Campaign Rules and General Setup:

- Players may not include Avengers Mansion or the Helicarrier in their decks for the duration of this campaign.
- Players may not include any basic supports or allies with the Avengers, or S.H.I.E.L.D. traits in their deck for this scenario (unless otherwise permitted through the campaign or reputation track).

SETUP:

- Retrieve a copy of the Avengers Mansion, one copy of Honorary Avengers (per player), and the Secret Lair encounter card (The Hood Scenario Pack) and set it aside.
- Resolve all Armory and Reputation Rewards documented in the campaign log.
- After completing the villain and player setup, take the set aside Avengers Mansion card and put it into play under the control of the first player (it will move each turn with the first player token). It gains the permanent keyword.
- Put the set aside Secret Lair environment into play - it gains permanent for the duration of this scenario.
- Place Dum Dum Duggan under the Hydra Prison and add 5 to the threat on the Hydra Prison Side Scheme.

Additional Scenario Rules: If Hydra Prison is defeated, Dum Dum Duggan is “freed” - place him under the control of the first player (he will move each turn with the first player token).

VICTORY!

Scenario #4B: Taking AIM

“Well done, heroes.” Director Fury says, as you finish unloading several crates of advanced technology, weapons, and schematics. It sounds like he actually means it this time.

“Director Fury!”

“Yes, Coulson?” Fury says, turning to face a Quinjet that seems to materialize out of nowhere. “How’d you know I was-” Coulson starts, faces Fury’s eye, and then stops. “Er, nevermind. Look, sir, the Avengers managed to stop the spread of the mutagen in New York City, but there was no sign of the Green Goblin. He must have split while they were protecting the people of the city.”

“I wonder what he was up to.” Fury mused, eying Coulson. “I get the feeling there’s more going on here.”

“You’re right, sir. On scene clean up identified residue consistent with a Symbiote. Early analysis shows the new mutagen formula was modeled to work with Symbiote biology. We think he was working on a way to control the Symbiote. What’s worse, our signals intelligence unit detected a huge spike consistent with a data transfer from the heart of the mutagen cloud about an hour ago. We’ve tracked the signal’s destination to a rocky island off the coast up the way.” Coulson handed the Director a display pad.

Fury’s eye grew wider. “That’s an old Hydra Prison! It hasn’t been in use in ages, there’s no knowing who could be hiding out there now, or what kind of traps they’ve laid for anyone who comes snooping around.”

Coulson nodded. “I’ve sent a couple of your close allies ahead under the command of Falcon to scout it out and find a safe point of entry. They should’ve been in touch ten minutes ago.”

“I don’t like the sound of that.” Fury mutters, then looks at you. “Grab what you need. I want you right on their heels. This isn’t just a take down, anymore. It’s a rescue mission.”

Your quinjet swoops in low, rocking from the spray of the ocean and the winds of a violent storm.

“You think this is bad,” Coulson shouts over the roar of the storm, “Just wait until you have to jump out! You know there’s no place to land the jet, right?”

*You didn’t know. You also didn’t expect to be greeted by some sort of bio-servant wearing jackets that read **Advanced Idea Mechanics**. Not that it would have mattered.*

“Be safe, heroes.” Coulson says over the radio, as the Quinjet peels away, barely escaping the slam of a large wave. “AIM are zealous fanatics for biomechanical advancements, and they’ve been running tests with a Symbiote. Keep your eyes peeled!”

Time to get to work, the Avengers and our friends are counting on you.

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

Main Scheme Deck: The Island of Dr. Zola, The Mad Doctor

Encounter Deck: Zola (Rise of Red Skull Expansion), The Doomsday Chair (Core Box), Mr. Hyde (The Hood Scenario Pack) and the Standard set. All encounter sets are required (though the standard set can be replaced with standard II or used in addition to the expert or expert II sets). Additional cards are drawn from the Streets of Mayhem set (The Hood Scenario Pack) and the campaign cards from Sinister Motives and Rise of Red Skull campaigns.

Campaign Rules and General Setup:

- Players may not include Avengers Mansion or the Helicarrier in their decks for the duration of this campaign.
- Players may not include any basic supports or allies with the Avengers, or S.H.I.E.L.D. traits in their deck for this scenario (unless otherwise permitted through the campaign or reputation track).

SETUP:

- Retrieve a copy of the Helicarrier, the Beguiled encounter card (Enchantress Modular Set) and Venom ally (Sinister Motives Campaign), Dum Dum Duggan (Sinister Motives Expansion), and the Secret Lair encounter card (The Hood Scenario Pack) and set it aside.
- Resolve all Armory and Reputation Rewards documented in the campaign log.
- After completing the villain and player setup, take the set aside Helicarrier card and put it into play under the control of the first player (it will move each turn with the first player token). It gains the permanent keyword.
- Put the set aside Secret Lair environment into play - it gains permanent for the duration of this scenario - and place 4 counters on it. Put a number of test counters on the main scheme equal to the number recorded in the Stalling for Time box on your campaign log divided by 2 (round down).
- Place Falcon under the Hydra Prison and add 4 to the threat on the Hydra Prison Side Scheme.

Additional Scenario Rules: If Hydra Prison is defeated, Falcon is “freed” - place him into play under the control of the first player (he will move each turn with the first player token). Each time you place a Test counter on the main scheme, remove a counter from Secret Lair. Once the last counter is removed from Secret Lair, put Venom into play, attach Beguiled to him, and place 4 counters on the Secret Lair environment. If Venom is already in play, heal all damage from Venom. If he is defeated, place him and Beguiled back out of play.

VICTORY!

Campaign Log Summary:

- Stalling For Time
- Armory Counters
- Reputation
- Tech Upgrades
- Advanced Deployments
- Surveillance Equipment
- S.H.I.E.L.D. Tech (Enhanced? 0)
- Cutting Edge Advancements

Armory Rewards:

Armory Points may be used after the second scenario. In return for the weapons you've seized and recovered from our adversaries, S.H.I.E.L.D. and the Avengers are supplying you with some much needed tech and equipment. You may use them to purchase any of the following for your team. Purchases are made for your team and can be used by any player, however all cards and effects must be assigned to players before the start of each scenario.

Tech Upgrade (1 Armory Point) - Select a non-unique tech or weapon card from any aspect and add it to your deck. Each selection of this upgrade permits the addition of a single tech or weapon card into a single player's deck. Add any cards so added to your campaign log in the "Tech Upgrades" box.

Advanced Deployment (3 Armory Points) - Select a tech, suit, or weapon upgrade from your deck (this can include an upgrade purchased through the *Tech Upgrade* reward). Add it to your campaign log under Advanced Deployments. During Setup, after you have completed your mulligan, search your deck and discard pile for a copy of each card listed on the campaign log under Advanced Deployments and add it to your hand.

Surveillance Equipment (3 Armory Points) - Add Surveillance Equipment to the campaign log. During Setup, put a copy of Under Surveillance into play attached to the main scheme.

S.H.I.E.L.D. Tech (4 Armory Points) - Select one of the following S.H.I.E.L.D. tech cards and add it to the campaign log (Sinister Motives Campaign). During Setup, put each card in the S.H.I.E.L.D. Tech box of the campaign log into play under the control of their designated player, Setup side up.

- Compact Darts
- Shock Knuckles
- Retinal Display
- Laser Goggles
- Wave Bracers
- Impact-Dampening Suit

- Propulsion Gauntlet
- Wrist Navigator

Cutting Edge Advancements (5 Armory Points): Select one of the following tech cards and record it in the campaign log (Hydra Campaign). During Setup, if you have any of these tech upgrades listed in your campaign log, put them into play under the designated player's control.

- Adrenal Stims
- Laser Cannon
- Tactical Scanner
- Emergency Teleporter

Enhanced S.H.I.E.L.D. Tech (2 Armory Points) - Select one of the following S.H.I.E.L.D. tech cards that has already been to the campaign log, and check "Enhanced" next to it. During Setup, put each card in the S.H.I.E.L.D. Tech box of the campaign log with the Enhanced checkmark into play under the control of their designated player, Enhanced side up..

- Compact Darts
- Shock Knuckles
- Retinal Display
- Laser Goggles
- Wave Bracers
- Impact-Dampening Suit
- Propulsion Gauntlet
- Wrist Navigator

Reputation Rewards:

Every 2 Reputation Points earns you 1 additional Armory Point.

Additional rewards are based on your selection of the Avenger's Mission, or the S.H.I.E.L.D. mission.

After 2 Reputation, if you completed the Avengers Mission, each player may include Avengers Tower in their decks. If you completed the S.H.I.E.L.D. mission, each player may include Nick Fury in their decks.

After 4 Reputation, if you completed the Avengers Mission, each player may include any basic Avenger's allies and supports in their decks. If you completed the S.H.I.E.L.D. mission, each player may include any S.H.I.E.L.D. allies and supports in their decks.

After 6 Reputation, each player may select a Basic Upgrade (from the Hydra Campaign): Basic Attack Upgrade, Basic Defense Upgrade, Basic Thwart Upgrade, and Basic Recovery Upgrade and add them to their deck. During setup, each player should search their deck and discard pile for this card and put it into play.

After 8 Reputation, if you completed the Avengers Mission, each player may include one Avengers ally from any aspect in their decks and, during setup, may search their deck for a copy

of the Symbiote suit and add it to their hand. If you completed the S.H.I.E.L.D. mission, each player may include one Shield ally or support from any aspect in their decks (You may include up to 3 copies if it is non-unique).

After 10 Reputation, each player may flip their upgrade to the “Improved” side after putting it into play during setup.