

I developed this campaign mode from don'tfeedthegreens "legacy" system. So much of the credit must go to him. However this version is designed for **two-player games**. It has been used extensively in my two-handed solo games and games with my adult son.

You will need to make modifications for solo or games with more than 2.

*Here are the rules:*

1. Preparation for your first campaign
  2. Set Up
  3. Order of Play
  4. Scoring
  5. Rewards
- Appendix 1 Events  
Appendix 2 Suggested MM Tiers

## **1.Preparation for your first campaign**

- 1.1. Divide the masterminds into three groups Tier 1(Easy), Tier 2 (Hard) & Tier 3(Epic).

{I will provide my breakup at the end of this document, however, the difficulty levels are very subjective and they also alter with the number of players. For instance, The Mole Man is extremely challenging solo, but is pretty much a doddle in 3 or 4 player games. I also do not own every expansion, so I encourage you to create your own lists.}

- 1.2. Create three decks of cards (or use a list and cast a die/dice to select options or use excel with the rand function to select a random "card", which is what I do.)

Deck 1 (Fate Deck): 30 cards: 10 Detrimental Event, 10 No Event and 10 Beneficial Event. (You may need a few spare Detrimental Event and Beneficial Event cards which are set to one side.)

Deck 2 (Detrimental Deck): 30+ cards with events that hinder the Heroes

Deck 3: (Beneficial Deck): 30+ cards with events that aid the Heroes

{Again my lists appear at the end of the document. They are in no way proscribed, feel free to add, remove or modify any of the events. You will probably need to remove some as there are reference to Alpha Flight, Exiles and Starjammers; all of which are custom cards}

## **2. Set Up**

- 2.1. Decide how many matches you want to play. My standard selection is 15 and is tied to the way Heroes are selected. Feel free to play shorter or longer campaigns, but you may need to make modifications to hero selection.

{I will assume you are playing a full campaign of 15 matches in the description below, make appropriate alterations for different length campaigns.}

- 2.2. Choose 5 masterminds of each level and get their MM cards (for Hydra Council and Super Adaptoid grab their first card with the set-up instructions). Shuffle all 5 MMs of each level to create a Deck of 5 Tier 1 MMs, a deck of 5 Tier 2 MMs and a deck of 5 Tier 3 MMs.
- 2.3. Randomly choose 10 Heroes for your starting roster.

### 3. Order of Play

- 3.1 Reveal the top card of the MM deck. This is your opponent for your first match. Choose a scheme. (You may choose one randomly or hand-pick one that is appropriate for that MM).
- 3.2 Draw the top card of the Fate deck. If it's:
  - a) No Event: Play a standard game.
  - b). A Detrimental Event: Draw the top card of the Detrimental Event deck and put its effects into play.
  - c) A Beneficial Event: Draw the top card of the Beneficial Event deck and put its effects into play.

{I will include a little more detail on Event types and effects in the Event Appendix at the end of this document.}

Unless otherwise specified, events apply only to the following match.

If there is some conflict between the Scheme set-up rules and the event, then the Scheme takes precedence.

- 3.3 Select your Heroes. This varies from match to match and is a little complicated. Read this section carefully and read through the example that follows.

For the first match, you randomly select 1 Hero from your roster. Fill the rest of the Heroes for the match with Heroes of your choice.

Assuming you won, for the second match, you randomly select 2 Heroes from your roster. Fill the rest of the Heroes for the match with Heroes of your choice **that were not in the previous match**. (Note: the randomly chosen Heroes may have been involved in the previous match).

You keep repeating this process of increasing the number of random choices after every successful match until you reach 5. At this point it "resets" to 1.

This means in matches 1, 6,& 11, you choose 1 random Hero.  
In matches 2, 7,& 12, you choose 2 random Heroes.  
In matches 3, 8,& 13, you choose 3 random Heroes.  
In matches 4, 9,& 14, you choose 4 random Heroes.  
In matches 5, 10,& 15, all Heroes are chosen randomly.

### {Extended Example

For the second match you have

Ant-Man

Bishop (these 2 were selected randomly)

Goliath

Hawkeye

Moon Knight (these 3 were chosen by you)

Unfortunately, you lost the match, so for the next game you still only select 2 Heroes randomly.

Bishop

Cyclops (these 2 were selected randomly and can have participated in the previous match.)

To fill out the quota for this match **you may not choose** Ant-Man, Goliath, Hawkeye or Moon Knight.

So your quota for this game is;

Bishop

Cyclops (these 2 were selected randomly)

Dazzler

Stepford Sisters

Multiple Man

You win, so in the next game you select 3 Heroes randomly

Bishop

Stepford Sisters

Multiple Man (Ignore whether they were involved in the previous game)

Ant-Man

Spider-Man (Cyclops & Dazzler were not available to choose) }

## 4. Scoring

### 4.1. *Winning*

4.1.1. Remove the MM and put them back in the box as a defeated challenge.

4.1.2. Randomly select 2 Heroes to add to your roster. (For varying numbers of players, I would suggest you add Heroes equal to the number of players.)

4.1.3. Each player scores their performance individually as they will likely have different valued Victory Piles.

Score the game as follows:

Event	Score
Escaped Villains	- 2 x VPs each
Carried Away/KO'd Bystanders	- 10 VPs each
Villain Deck Size	Cards above 10, +2 each; cards below 10 -2 each
Your Victory Pile	Sum VP of all cards
Total	Sum all the above

Just to clarify the Villain Deck score; you count the number of cards remaining and gain + 2 for each card more than 10 or -2 for each card less than 10.

**{Examples**

**Example 1:**

3 Villains escaped worth 12 VPs	-12 x 2 = - 24
1 Bystander was KO'd	- 10
14 cards left in Villain Deck	4 x 2= 8
Victory Pile	32
Total	6

**Example 2:**

No Villains escaped	0
No Bystanders Ko'd or carried away	0
2 cards left in Villain Deck	8 x -2= -8
Victory Pile	58
Total	50

**Example 3:**

8 Villains escaped worth 20 VPs	-20 x 2 = - 40
2 Bystanders were KO'd	-10 x 2 = -20
10 cards left in Villain Deck	0
Victory Pile	47
Total	-13

Yes, you can end up with a negative score!

4.1.4. Add a Detrimental Event card to the Fate Deck.

**4.2. Losing.**

4.2.1. You do not score your game. Instead you delete a number of Heroes that participated in this match from your roster. You delete 1 Hero for each Tactic the Mastermind had remaining at the end of the match.

4.2.2. Shuffle the Mastermind back into the appropriate tiered MM deck. You will have to face them again, possibly the next game, possibly later.

4.2.3. Add a Beneficial Event card to the Fate deck

**5. Rewards.**

5.1. You will need to keep track of both your individual player scores for this match as well as a cumulative total. (Note that scores from a match may be negative, as in the third example above, and so reduce your score. I once had a cumulative score of -27 after 3 wins!)

## 5.2. Once-Off Deck Boost

Round the points for this match to the nearest 10. You can now use these points to purchase Hero cards from the Hero deck prior to game start during setup for your next match. Each 10 points is worth 1 purchase point. You can use these purchase points to buy **common** cards to place in your starter deck.

{Examples

I score 24, rounds to 20: I can buy common cards up to a cost of 2.

I score 55, rounds to 60: I can buy common cards up to a cost of 6.}

You take the cards you have chosen out of the Hero deck before shuffling and filling the HQ. If you are unable to spend any or some points there is no compensation.

{So if in the first example above there were no Heroes with common cards with a cost of 1 or 2, you would not be able to add any cards to your starting deck.}

Any cards purchased are shuffled into your starters, so they may, or may not, be in your first hand. Purchasing these cards does not affect your cumulative score and the cards only remain in your deck for this match.

## 5.3. Permanent Starter Deck Modification.

You can spend your cumulative score to make permanent alterations to your starting deck:

150 points: allows you to upgrade an SHIELD Agent to a "vanilla" (Maria Hill) SHIELD Officer.

200 points: allows you to remove a SHIELD Agent or SHIELD Trooper from your starter deck.

Subtract any points spent from your cumulative total. This makes no difference to your score from an individual match and so has no effect on the one-off deck modification explained in 5.2.

## 5.4. Contingency Plan.

If you complete a match with no non-grey Heroes KO'd, no escaped Villains and no KO'd Bystanders you gain a "Contingency Plan". You can spend a Contingency Plan at the beginning of any match to cancel the Event for that match to make it a No Event game.

There is no limit to the number of Contingency Plans you may own.

## Appendix A: Events.

This list is by no means exhaustive, feel free to remove Events or add your own events as you see fit.

### Detrimental Events

#### Standard Events

<b>Army of Ninjas</b>	The Mastermind has <b>Circle of Kung Fu</b> equal to their printed VP.
<b>Astral Kidnapping</b>	Select a random Hero from your Roster who has Ranged cards. They are unavailable for this match. If you lose the match, delete them from your roster.
<b>Commanding Leader</b>	Each time a Master Strike occurs, all Villains in the city simultaneously <b>Charge</b> one space.
<b>Defensive Field</b>	To fight the Mastermind you must spend additional Attack or Recruit equal to the number of Master Strikes that have been played.
<b>Double-Agents</b>	Each player replaces an Agent in their deck with an Officer during set-up. If you have any Officers in your hand when a Master Strike is played, KO one Officer and gain a Wound.
<b>EMP!</b>	Tech cards count as SHIELD agent grey, not black, and do not count as having a class.
<b>Endless Hatred</b>	Whenever you complete a Scheme Twist, also play the MM's masterstrike effect
<b>Evacuate the Wounded</b>	Whenever a Hero card you own is KO'd, gain a Wound
<b>Follow you home</b>	Put a Wound over an HQ space during set-up of each subsequent match. Do not put any Heroes on that space. You may remove the card by paying 12 Attack. Once it is has been removed, do not include it in subsequent matches.
<b>Front Line Casualties (2 copies)</b>	Replace a SHIELD trooper from each player's deck with a Wound during set-up.
<b>Growing threat</b>	The MM gets +1\\ for each Tactic defeated.
<b>Hell on Earth</b>	Play two cards from the Villain Deck for the first two turns
<b>Hostage situation</b>	Each time a Villain enters the Bank, they capture a bystander.
<b>I've been made!</b>	Delete a Hero with Covert cards from your roster.
<b>Murderous Carnage</b>	Double the Villain Score (to 10) for each bystander in the KO Pile or Escaped Villains Pile at the end of the game.
<b>Mutant signature detected!</b>	Each player puts a Wound into their deck during set-up for each X-Men Hero on the Roster.
<b>Only the Strong Survive</b>	Delete two Heroes with no Strength cards from your roster. Then add a Hero with Strength cards.
<b>Order a Hit</b>	Each player puts a Wound in their starting deck for each Marvel Knights Hero on the Roster.
<b>Pain upon Pain</b>	Whenever you complete a masterstrike, play another card from the Villain Deck
<b>Pandemic</b>	Shuffle the Viral Infection and Psychic Infection Horrors into the Villain Deck.
<b>Plots upon Plots</b>	Whenever you complete a Scheme Twist, play another card from the Villain Deck

<b>Psychic Infection</b>	Shuffle the Psychic Infection Horror into a random player's starting hand.
<b>Sea extraction</b>	Put a Wound over the Bridge during set-up of this and each subsequent match. Any Villains entering that space escape immediately. You may remove the card by paying 10 Attack. Once it has been removed, do not include it in subsequent matches.
<b>Secrets of Immortality</b>	The Mastermind has <b>Fateful Resurrection</b> .
<b>Surprise Attack</b>	Play two cards from the Villain Deck for the first turn
<b>Surveillance Casualties (2 copies)</b>	Replace a SHIELD agent from each player's deck with a Wound during set-up.
<b>Temporary Alliance</b>	Select an additional Mastermind with 1 tactic. If you lose or draw, shuffle both Masterminds and two additional schemes into the top three cards of their respective decks.
<b>Uatu is watching</b>	Double the Villain Score from this match.
<b>Underground tunnels</b>	Villains in the city have the additional ability: <b>Burrow</b> .
<b>Vendetta!</b>	The Mastermind gets +1 Attack for each Mastermind Tactic you had in your Victory Pile at the end of the last match.
<b>Venom-Bomb</b>	All Villains get +2 Attack and <b>Feast</b> .
<b>Viral Infection</b>	Shuffle the Viral Infection Horror into a random player's starting hand.
<b>You didn't think it would be that easy, did you?</b>	Instead of drawing the next Scheme/Mastermind, select one of the defeated Masterminds and a new Scheme.
<b>Zemo's Revenge!</b>	Delete an Avengers Hero from your roster.

### Recurring Cumulative Events

These events build each time they are drawn. So the first time you draw Active Mastermind, you add 1 Master Strike to the Villain Deck, the second time you draw it add 2 Master Strikes to the Villain Deck, etc.

In addition, when one of these cards is drawn from the Fate deck, it is shuffled back into the deck instead of being discarded.

<b>Active Mastermind</b> *** (5 copies)	Add an extra Master Strike to the Villain Deck
<b>Army of Evil</b> *** (5 copies)	Each Villain gets +1\\
<b>Heroic Mode</b> *** (5 copies)	Add an extra Scheme Twist to the Villain Deck
<b>Maniacal Mastermind</b> *** (5 copies)	The MM gets +1\\
<b>Opening Salvo</b> *** (5 copies)	Add a Wound to each player's starting hand

## Omega Level Events

These Events can cause serious difficulties for the Heroes. Only add them to the Fate Deck after all the Tier 1 MMs have been defeated.

### **Age of Ultron #**

All Masterminds and Villains have +2 Attack and the ability: **Size-Changing**: Tech. Players get +1 VP for each Tech card in their deck at the end of the game.

### **Bystanders Under Surveillance #**

Whenever you play a Bystander from the Villain Deck play another card from the Villain Deck.

### **Crazy night #**

Draw three more cards from the fate deck

### **Genetic Augmentation #**

The Mastermind has **Ultimate Abomination**.

### **Genetic Experimentation #**

All villains have **Abomination**.

### **Gimpy Hand #**

Hand sizes reduced to 5

### **God Emperor Doom #**

Add the God Emperor Doom Scheme to the match as an additional Scheme. Each time a Twist occurs do both effects. The match is lost if either **Evil Wins** condition occurs.

### **HYDRA conspiracy #**

Add the HYDRA Villain group to the Villain deck. Each time you draw a card from this group, it captures a Bystander and enters the left-most unoccupied city space (or escapes immediately if the city is full). Then play another card from the Villain deck.

### **Incursion #**

Add an extra Villain group to the Villain deck and then set the board up as you would for the scheme *Smash Two Dimensions Together*. Each time you play a Scheme Twist, play another card from the Villain deck.

### **Organised Crime Wave #**

Each Villain has the ability **Ambush**: Capture a **Hidden Witness**.

### **Secret Wars #**

Add two additional Masterminds with 1 Tactic each. If you lose or draw, shuffle any undefeated Masterminds into the top three cards of the Mastermind deck (along with the corresponding number of new Schemes into the top three cards of the Scheme deck).

### **Zombie Plague #**

All Henchmen Villains have the additional ability: **Ambush: Rise of the Living Dead** (if they do not already have it).

## **Beneficial Events**

I use Droideka\_84's Hero Assist Cards. If you don't use them replace the Hero Assist Cards with Hydra Bases or even Bystanders.

<b>Agents going dark</b>	For all subsequent matches, reduce the size of each player's starting deck by 1 SHIELD agent.
<b>Avengers Assemble!</b>	Add an Avengers Hero to your roster.
<b>Back-up Delayed</b> (3 copies)	Shuffle X Hero Assist Cards into the Villain Deck, where X is the number of players.
<b>Brief respite</b> (2 copies)	Players do not draw a Villain card on their first two turns.
<b>Call for Support</b>	Add a Hero with Ranged cards to your roster.
<b>Call Out to Department H</b>	Add an Alpha Flight Hero to your roster
<b>Covert intel</b>	After set-up, each player in turn may look at the top Mastermind tactic and then put it back on the top or bottom of the tactics.
<b>Defenders Assemble!</b>	Add a Defenders Hero to your roster
<b>Distracted Mastermind</b>	The MM gets -1\\
<b>Drone Technology</b>	Each time you defeat a Villain on the rooftops, draw a card.
<b>Evolution in action</b>	Add an X-Men or X-Force Hero to your roster.
<b>Foretellings of Ragnarök</b>	Add An Asgardian Hero to your roster.
<b>High Tides</b>	The Mastermind and Villains on the Bridge get -1 Attack.
<b>Higher level clearance</b>	For all subsequent matches, replace a SHIELD agent from each player's deck with an Officer.
<b>Immediate Back-up</b> (3 copies)	Shuffle X Hero Assist Cards Into the top 2X cards of the Villain Deck, where X is the number of players.
<b>Lightning Storm</b>	Villains on the Rooftops have -1 Attack. Include an unaffiliated Hero who is not on your roster as one of the Heroes in this match (if you don't have any unaffiliated Heroes who are not on your roster, just choose someone else suitable). If at the end of the game, more than 7 of that Hero's cards are in players' decks, add that Hero to your roster.
<b>Lone Ranger</b>	The Mastermind has <b>Bribe</b> .
<b>Make a deal</b>	Choose any two Heroes of different Teams to add to the roster.
<b>Marvel Team-Up</b>	Add a Hero who can remove Wounds to your roster (even if they can also cause them)
<b>Medical Expertise</b>	Players do not draw a Villain card on their first turn.
<b>Momentary respite</b> (2 copies)	Villains in the Sewers have -1 Attack. Each player keeps their hand face-up on the table in front of them, so all players can see it. Keep the top card of the Villain deck and the top card of each player's deck face-up.
<b>Morlock uprising</b>	Add Cops (or another suitable Henchmen group) to the Villain deck during set-up.
<b>No More Secrets</b>	Each time you defeat a Villain, you may pay 1 Recruit to rescue a Bystander.
<b>Police Crackdown</b>	Add a Hero with Covert cards to your roster and include them in the next two matches. Then delete them from your roster.
<b>Public Holiday</b>	Select a random Setup and play it next. Free choice of non-exhausted Heroes
<b>Secret Mission</b>	Add a Spider-Friends Hero to your roster.
<b>Side adventure!</b>	Add an Inhuman Hero to your roster
<b>Spider-Senses Tingling!</b>	Add a Hero with Tech cards to your roster.
<b>Swirling of the Terrigen Mists</b>	For this game, double the Villain Escape Penalty, Bystander Escape/KO penalty and each player's VP totals.
<b>Time for Science</b>	Each time you fight a Villain in the Streets, you get +2 Recruit.
<b>Uatu is watching</b>	Add an Exiles Hero to your roster.
<b>Vigilante Justice</b>	Each time you fight a Villain on the Rooftops or Bridge, you may KO one of your Heroes.
<b>Warp between dimensions</b>	
<b>Wind Storm</b>	

## **Appendix B: Suggested MM Tiers**

Many MM's appear on 2 lists. The second is for the Epic version. Daninblack created Epic versions for almost all the MM's prior to X-Men as well as the Transforming MM's from WWH so you may not have all the Epics. I have also omitted what I consider ridiculously OP MM's like Epic Onslaught, etc. You are of course, free to add them if you wish. (I think I've removed all my customs, apologies if any crept through.)

### **Tier 1**

Arcade  
Baron Heinrich Zemo  
Baron Helmut Zemo  
Emma Frost  
King Hulk: Skaarson/Worldbreaker  
Kingpin  
Madelyne Prior, Goblin Queen  
Maximus The Mad  
Mephisto  
Misty Knight  
Mojo  
Morgan Le Fey  
Mr Sinister  
Nimrod  
Ragnarok  
Shadow King  
Shiklah, The Demon Bride  
Spider Queen  
Stryfe  
Supreme Intelligence of the Kree  
The Mole Man

## Tier 2

Authoritarian Iron Man  
Baron Heinrich Zemo (Epic)  
Baron Helmut Zemo (Epic)  
Bastion, Fused Sentinel  
Belasco  
Carnage  
Deathbird (X-Men Required)  
Dr Doom  
Dormammu  
Emma Frost (Epic)  
Emperor Vulcan of the Shi'ar  
Exodus  
General Ross/Red Hulk  
Grim Reaper  
Hela  
Hybrid  
Hydra high Council  
Immortal Emperor Zheng Zhu  
King Hulk: Skaarson/Worldbreaker (Epic)  
Kingpin (Epic)  
Lady Deathstrike  
Loki  
M.O.D.O.K./ Network Nightmare  
Madelyne Prior, Goblin Queen (Epic)  
Magneto  
Magus  
Malekith  
Mandarin  
Maria Hill - Director of S.H.I.E.L.D.  
Maximus The Mad (Epic)  
Misty Knight (Epic)  
Mojo (Epic)  
Mr Sinister (Epic)  
Mysterio  
Nightmare  
Nimrod (Epic)  
Red King, The/ Power Armoured  
Red Skull  
Shiklah, The Demon Bride (Epic)  
Spider Queen (Epic)  
Stryfe (Epic)  
Super-Adaptoid  
Supreme Intelligence of the Kree (Epic)  
The Beyonder  
The Hood  
Ultron

### Tier 3

Apocalypse  
Arcade (Epic)  
Arnim Zola  
Authoritarian Iron Man (Epic)  
Bastion, Fused Sentinel (Epic)  
Belasco (Epic)  
Carnage (Epic)  
Dark Phoenix  
Deathbird (Epic)  
Dormammu (Epic)  
Dr. Doom (Epic)  
Emperor Vulcan of the Shi'ar (Epic)  
Exodus (Epic)  
Galactus  
General Ross/Red Hulk (Epic)  
Grim Reaper (Epic)  
Hela (Epic)  
Hybrid (Epic)  
Illuminati: Secret Society/ Open Warfare  
Immortal Emperor Zheng Zhu (Epic)  
King Hyperion  
Lady Deathstrike (Epic)  
M.O.D.O.K./ Network Nightmare (Epic)  
Magneto (Epic)  
Magus (Epic)  
Malekith (Epic)  
Mandarin (Epic)  
Maria Hill - Director of S.H.I.E.L.D. (Epic)  
Mephisto (Epic)  
Morgan Le Fey (Epic)  
Mysterio (Epic)  
Onslaught  
Red King, The/ Power Armoured (Epic)  
Sentry, /The Void  
Shadow King (Epic)  
Thanos  
The Beyonder (Epic)  
The Hood (Epic)  
The Mole Man (Epic)  
Ultron (Epic)  
Wasteland Hulk  
Zombie Green Goblin