

A.I.M. SCIENTIST

MINION

1 SCH
0 ATK

4

A.I.M.

MODOK gains retaliate 1.

When Revealed: Give MODOK a tough status card. If no status card was placed, this card gains surge.

★ **Boost:** Give the villain and MODOK a tough status card.

ADVANCED DOOMSDAY CHAIR (1/3)

MCM Campaign Wave 1 / KennedyHawk

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★ **Boost:** Give the villain and MODOK a tough status card.

ADVANCED DOOMSDAY CHAIR (2/3)

MCM Campaign Wave 1 / KennedyHawk

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1 SCH
0 ATK

4

A.I.M.

MODOK gains retaliate 1.

When Revealed: Give MODOK a tough status card. If no status card was placed, this card gains surge.

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ADVANCED DOOMSDAY CHAIR (3/3)

MCM Campaign Wave 1 / KennedyHawk

RHINO'S EVIL TEAM-UP

ENVIRONMENT

Setup: Shuffle Rhino into the encounter deck and set the remaining cards from this modular set aside.

Forced Response: After the first villain stage is defeated, shuffle the remaining cards this modular set into the encounter deck. Flip this card over.

RHINO'S EVIL TEAM-UP (1A/5)

MCM Campaign Wave 1 / KennedyHawk

† RHINO

MINION

1 SCH
2 ATK

5

ELITE. BRUTE.

Villainous.

Forced Interrupt: When Rhino attacks, the attack gains overkill.

★ **Boost:** Put this minion into play engaged with you.

RHINO'S EVIL TEAM-UP (2/5)

MCM Campaign Wave 1 / KennedyHawk

SMASH AND BASH

TREACHERY

When Revealed: Discard an upgrade or support you control. Rhino attacks you. If no attack was made this card gains surge.

★ **Boost:** This attack gains overkill.

RHINO'S EVIL TEAM-UP (3/5)

MCM Campaign Wave 1 / KennedyHawk

MARVEL CHAMPIONS CUSTOM PROJECT

SMASH AND BASH

TREACHERY

When Revealed: Discard an upgrade or support you control. Rhino attacks you. If no attack was made in this way this card gains surge.

★ **Boost:** This attack gains overkill.

RHINO'S EVIL TEAM-UP (4/5)

MCM Campaign Wave 1 / KennedyHawk

MARVEL CHAMPIONS CUSTOM PROJECT

SHAKE IT OFF

TREACHERY

Surge.

When Revealed: The villain heals 5 damage. Rhino heals 5 damage.

★ **Boost:** This attack gains overkill.

RHINO'S EVIL TEAM-UP (5/5)

MCM Campaign Wave 1 / KennedyHawk

MARVEL CHAMPIONS CUSTOM PROJECT





RHINO'S EVIL TEAM-UP

ENVIRONMENT



The villain gets +1 ATK (+2 ATK instead if Rhino is in play).

When Revealed: Deal each player a facedown encounter card.

"On your left!"

RHINO'S EVIL TEAM-UP (1B/5)

MCM Campaign Wave 1 / KennedyHawk

