

Cosmic Cube

SUPPORT



ARTIFACT.

Permanent.

Action: Exhaust Cosmic Cube and remove 1 activation counter from this card → choose 2 (you may choose the same option twice):

- Choose a player to ready their identity.
- Choose a player to draw 1 card.
- Stun a minion. Deal 3 damage to that minion.

BASIC CAMPAIGN SET-UP

MCM Campaign Wave 1 / KennedyHawk

MARVEL CHAMPIONS CUSTOM PROJECT

Klaw's Evil Team-Up

ENVIRONMENT



Setup: Shuffle Klaw 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.

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

MCM Campaign Wave 1 / KennedyHawk

Ultron's Evil Team-Up

ENVIRONMENT



Setup: Shuffle Ultron (Original Creation) 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.

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

MCM Campaign Wave 1 / KennedyHawk

TEAMWORK MAKES DREAMWORK

2A

MAIN SCHEME

Ultron has rallied his drones again - the heroes must band together and make a final stand.

Contents: Ultron (I) and Ultron (II), (Ultron (II) and Ultron (III) instead for expert mode.) Ultron and Standard encounter sets. One modular encounter set (recommended: Doomsday Chair). Up to three team-up encounter sets (recommended: Rhino, Klaw, and Ultron).

Setup: Put the Ultron Drones environment into play. Shuffle the encounter deck. Advance to stage 1B.

SUPER VILLAIN TEAM-UP (1/3)

MCM Campaign Wave 1 / KennedyHawk

MARVEL CHAMPIONS CUSTOM PROJECT

BACK TO BASIC PROGRAMMING

2A

MAIN SCHEME

Ultron continues to bring an army of villainous minions - who will join his ranks next?

When Revealed: Discard cards from the top of the encounter deck until you discard an **elite** minion. Put that minion into play engaged with the first player. If you are playing in campaign mode place 1 activation counter on Cosmic Cube. Advance to stage 2B.

SUPER VILLAIN TEAM-UP (2/3)

MCM Campaign Wave 1 / KennedyHawk

MARVEL CHAMPIONS CUSTOM PROJECT

THE FINAL CONFRONTATION

2A

MAIN SCHEME

Ultron has one final trick up his sleeves. Can the heroes stop this evil A.I. and save all of humanity?

When Revealed: Discard cards from the top of the encounter deck until you discard an **elite** minion. Put that minion into play engaged with the first player. If you are playing in campaign mode place 1 activation counter on Cosmic Cube. Advance to stage 3B.

SUPER VILLAIN TEAM-UP (3/3)

MCM Campaign Wave 1 / KennedyHawk

MARVEL CHAMPIONS CUSTOM PROJECT

+ Klaw

MINION

2 SCH

1 ATK

6



ELITE. MASTERS OF EVIL.

Villainous.

Forced Response: After Klaw activates, give the villain a facedown boost card for their next activation.

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

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

MCM Campaign Wave 1 / KennedyHawk

RANDOM NOISE

TREACHERY



When Revealed: Choose 1 (if Klaw is in play choose 2 instead):

- Give the villain a facedown boost card
- Exhaust your identity
- Discard a random card from your hand.

★ **Boost:** Deal 1 damage to each ally you control.

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

MCM Campaign Wave 1 / KennedyHawk

MARVEL CHAMPIONS CUSTOM PROJECT

RANDOM NOISE

TREACHERY



When Revealed: Choose 1 (if Klaw is in play choose 2 instead):

- Give the villain a facedown boost card
- Exhaust your identity
- Discard a random card from your hand.

★ **Boost:** Deal 1 damage to each ally you control.

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

MCM Campaign Wave 1 / KennedyHawk

MARVEL CHAMPIONS CUSTOM PROJECT



KLAW'S EVIL TEAM-UP

ENVIRONMENT





When Revealed: Deal each player a facedown encounter card.

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

MCM Campaign Wave 1 / KennedyHawk

ULTRON'S EVIL TEAM-UP

ENVIRONMENT





When Revealed: Give the villain and each **ELITE** minion a tough status card.

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

MCM Campaign Wave 1 / KennedyHawk

MCM Campaign Wave 1 / KennedyHawk

MARVEL CHAMPIONS CUSTOM PRODUCT

4 TEAMWORK MAKES DREAMWORK

MAIN SCHEME

Ultron isn't alone! He's brought some elite minions-- elite villains into the fray! Can the heroes stop this devious duo?

When Revealed: Discard cards from the top of the encounter deck until you discard an **ELITE** minion. Put that minion into play engaged with the first player.





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1B

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MARVEL CHAMPIONS CUSTOM PRODUCT

8 BACK TO BASIC PROGRAMMING

MAIN SCHEME

Ultron's has given his team of villainous command of his drone army - hold them off while you take on the living machine!

Forced Response: After an **ELITE** minion activates, each player must choose to either place 2 threat here or put the top card of their deck into play facedown, engaged with them as a **DRONE** minion. (Limit once per phase).





22

2B

MCM Campaign Wave 1 / KennedyHawk

MARVEL CHAMPIONS CUSTOM PRODUCT

5 THE FINAL CONFRONTATION

MAIN SCHEME

Players cannot remove threat from this scheme by thwarting.

Forced Response: After an **ELITE** minion is defeated, remove 1 **ELITE** threat from this scheme. If this scheme is completed, the players lose the game.





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3B



DEAFENING ACTION

TREACHERY



When Revealed (Alter-Ego): The villain schemes. Give the villain an extra boost card for this activation.

When Revealed (Hero): The villain attacks. Give the villain an extra boost card for this activation.

★ **Boost:** Deal 1 damage to each ally you control.

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

MCM Campaign Wave 1 / KennedyHawk

MARVEL CHAMPIONS CUSTOM PROJECT

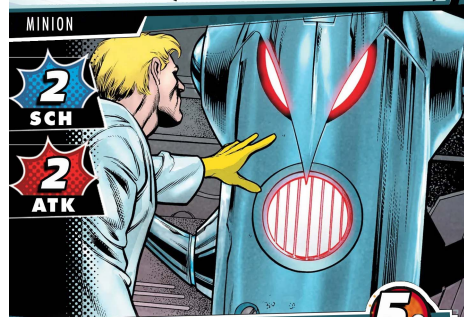
† ULTRON (ORIGINAL CREATION)

MINION

2 SCH

2 ATK

5



ELITE. ANDROID.

Villainous.

Forced Response: After Ultron (Original Creation) activates, give Ultron (Original Creation) a tough status card.

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

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

MCM Campaign Wave 1 / KennedyHawk

MARVEL CHAMPIONS CUSTOM PROJECT

DECISIVE PROGRAMMING

TREACHERY



When Revealed: Discard the top card of your deck. Then, discard each card from your hand with a printed resource icon matching the discarded card. If you did not discard any cards from hand this way this card gains surge.

★ **Boost:** Give the villain and the minion with the highest printed hit points a tough status card.

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

MCM Campaign Wave 1 / KennedyHawk

MARVEL CHAMPIONS CUSTOM PROJECT

DECISIVE PROGRAMMING

TREACHERY



When Revealed: Discard the top card of your deck. Then, discard each card from your hand with a printed resource icon matching the discarded card. If you did not discard any cards from hand this way this card gains surge.

★ **Boost:** Give the villain and the minion with the highest printed hit points a tough status card.

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

MCM Campaign Wave 1 / KennedyHawk

MARVEL CHAMPIONS CUSTOM PROJECT

PROPERTY DEBUGGING

TREACHERY



When Revealed: Discard the card you control with the highest printed cost.

★ **Boost:** Discard a random card from your hand.

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

MCM Campaign Wave 1 / KennedyHawk

MARVEL CHAMPIONS CUSTOM PROJECT

