

# MARVEL

## CHAMPIONS

THE CARD GAME

### RISE OF HYDRA SCENARIO PACK

Rise of Hydra is a fan-made scenario for Marvel Champions LCG, inspired by the Marvel Agents of S.H.I.E.L.D. series, specifically the first season. It is divided into two distinct parts. The villain is represented by a two-sided card, featuring The Clairvoyant on one side and John Garrett on the other. During the first part of the scenario, you face off against The Clairvoyant (I or II, depending on your chosen difficulty). Once you defeat The Clairvoyant, you flip the card and enter the second part of the scenario.


The first part revolves around side schemes and unfolds like the narrative of the first half of season 1 of the series. The second part is heavily focused on minions, corresponding to the pivotal flip that occurs in the 'Turn, Turn, Turn' episode.

### PVP SCENARIO

This scenario can be played in the traditional solo or cooperative mode, following the standard Marvel Champions format. Alternatively, it offers a special PvP (Player vs. Player) version. In the PvP version, some players align with Hydra during the second part of the scenario.

In this PvP variant, the first stage is played cooperatively, resembling a typical Marvel Champions scenario. All players work together to defeat The Clairvoyant, mirroring the covert actions of Hydra sleeping agents who initially behaved like S.H.I.E.L.D. agents to avoid detection. However, once The Clairvoyant is defeated, the game transitions into its PvP version, introducing unique rules outlined here.

When playing PvP, the following rules apply after defeating the Clairvoyant:

- Before revealing Main Scheme 2A, prepare the PvP Rise of Hydra deck of cards. It is composed of X You are Hydra cards and X You are S.H.I.E.L.D. cards, where X is 1 less than the number of players. For example, at 3 players it would be 2 cards of each. Then shuffle the deck and have each player reveal one card. This determines the side of each player. Hydra players are players with a You are Hydra card. Hydra players discard all minions they are engaged with, as well as any facedown dealt encounter card ;
- The  symbol counts only S.H.I.E.L.D. players. John Garrett hit points have to be set accordingly, as is the threat on the main scheme, and other appearances of the symbol throughout the game ;
- The villain doesn't activate against Hydra players, Hydra players do not draw or are dealt encounter cards or engage minions. If they have to shuffle their deck, they receive 3 indirect damage ;
- S.H.I.E.L.D. players can target Hydra players allies as enemies and minions, and Hydra players heroes as enemies and villains. They cannot target an Hydra player character in alter-ego ;
- Hydra players can target S.H.I.E.L.D. players allies as enemies and minions, and S.H.I.E.L.D. players heroes as enemies and villains. They cannot target a S.H.I.E.L.D. player character in alter-ego ;
- When a player character attacks another player hero, the attacked player can defend as if they were attacked by a minion (ally) or villain (hero) ;
- S.H.I.E.L.D. players win if John Garrett is defeated and no Hydra player is in hero form. Non-defeated Hydra players win if the main scheme is completed or if each S.H.I.E.L.D. player is defeated.


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### PVP MODE F.A.Q.

**Q.** Do the new Obligations You are Hydra/S.H.I.E.L.D. leave play when a player is defeated?

**A.** Yes, they do. This will impact eventually hand size of some players and/or the threat value on the main scheme. Defeating an Hydra player may lower the threat value low enough to have the S.H.I.E.L.D. players lose the game. Note that defeating a S.H.I.E.L.D. player does not change the value of the  icon. It still has the original number of S.H.I.E.L.D. player value.

**Q.** Isn't it too easy for Hydra players to stay in alter-ego form and therefore avoid being attacked?

**A.** It is a valid strategy. Note however that the S.H.I.E.L.D. players win if John Garrett is defeated and each Hydra player is in alter-ego!

Lorem Ipsum



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