

# MARVEL

## CHAMPIONS

THE CARD GAME

### GRAVITON-DARK MATTER SCENARIO PACK

*Within the confines of a high-security prison designed to contain formidable threats, Graviton resides in captivity. Stripped of his gravity manipulation powers, he seems powerless. Yet, unknown to his captors, Graviton has tapped into the mysterious power of dark matter, an imperceptible force that courses through the cosmos. With this newfound ability, he disrupts his cell, initiating a seismic uprising. As the prison walls crumble, the chaos spreads to the cells of his fellow villains. The Masters of Evil, long confined by S.H.I.E.L.D., seize this moment of chaos and join Graviton's uprising. The fate of the world is in your hands.*

**Graviton - Dark Matter** is a fan-made scenario for Marvel Champions LCG, featuring Graviton and providing the Dark Matter modular set. Feel free to play Graviton without the Dark Matter set (even if they do synergize), or use the Dark Matter set with other villains. **Important: note that the Dark Matter environment card has the Setup keyword!**

It was developed by @XB with very significant support from @supertnt73 and many others from the Marvel Champions LCG Homebrew Discord server as a game-science project for the International Dark Matter Day 2023.

Every year on Oct 31 the scientific community searching for Dark Matter communicates about its passion. We hope you'll enjoy this year's project.

Happy 2023 International Dark Matter Day!

Play testing: XB, MBL, @Gold, @LuisFe, @wilx94

Spanish version: @LuisFe

French version: @Merlin

### F.A.Q.

**Q.** Any suggested deck to play this scenario?

**A.** Of course you should be able to play this scenario with any hero you wish. As a generic recommendation, as Graviton is preventing you from advancing during the scenario through the exhaust mechanism, it can be a good plan to have a few allies ready to receive that burden. And if you play solo, why not try Scarlet Witch? She somehow synergizes with Graviton, providing a very fun gameplay.

**Q.** How does Graviton's *Formidable Foe* interrupt work?

**A.** When you deal damage to Graviton to bring his HP to 0 or less, you must discard the top card of the encounter deck and count its boost icons (♣). Prevent 1 of the damage you dealt for each icon (+1 or 2 in stage II and III). It is similar to the Loki nemesis of Thor, but not totally random. You can plan for it by doing more damage than needed to defeat Graviton. Of course nobody likes to use high damage events on a 1 HP foe. But it may be the difference between a victory and a defeat!

**Q.** Anything else to remember?

**A.** Don't forget the Forced Response and Interrupt on the main scheme. Also, a few side schemes have counters placed on them at the end of the first step of the villain phase.

**Q.** I have another doubt about the gameplay...

**A.** Come and ask on the Marvel Champions LCG Homebrew discord server.

**Q.** BTW, is dark matter something that really exist?

**A.** Yes! At least we think so. We are working hard to try to find and understand it. Again, come and ask me (@XB) anything about dark matter on the discord server. I'll be more than happy to share with you my passion as a scientist!





