

The cover art for the Marvel Champions: The Card Game rulebook. It features a central, large, red, skull-like face of Red Skull. To the left, Hawkeye is shown in his purple and black suit, aiming a bow. To the right, Wasp is in her red and yellow suit, with her hands glowing with yellow energy. Above her, Iron Man is in his yellow and red armor, holding a gun. In the background, there's a large green circular emblem with a skull and gears, and a cityscape with flames. At the bottom, the title 'THE RISE OF RED SKULL' is written in a stylized, blocky font with a skull icon, and 'RULEBOOK' is written below it in a yellow banner.

MARVEL

CHAMPIONS

THE CARD GAME

THE RISE OF RED SKULL

RULEBOOK

"Hail, Hydra! Immortal Hydra! We shall never be destroyed! Cut off a limb, and two more shall take its place! We serve none but the Master—as the world shall soon serve us! Hail Hydra!" —The Hydra Oath

Welcome to *The Rise of Red Skull*! This campaign expansion comes with five new scenarios that tell the story of Hydra's rise to power, as well as two new heroes who fight to restore freedom to the oppressed.

VILLAIN CARDS

Each of the five new scenarios in this expansion features a new villain: Crossbones, Absorbing Man, Taskmaster, Zola, and Red Skull. Each scenario has its own page in this rulebook.



IDENTITY CARDS

Two pre-built player decks introduce two new heroes: Hawkeye and Spider-Woman. See page 18 for their decklists.

NEW KEYWORDS

Incite X

When a card with the incite X keyword is revealed, place X threat on the main scheme.

Permanent

A card with the permanent keyword cannot leave play.

Piercing

An attack with the piercing keyword discards any tough status cards from the target of the attack before dealing damage.

Ranged

An attack with the ranged keyword ignores the retaliate keyword.

Setup

A card with the setup keyword begins the game in play.

NEW MODE OF PLAY

Each of the scenarios in this expansion can be played individually as a standalone adventures, or as part of one epic campaign. The rules for campaign mode are found on the next page.

COMPONENTS

- 265 cards, consisting of 82 player cards, 15 villain cards, and 168 encounter cards

SET SYMBOL

Cards from *The Rise of Red Skull* expansion can be identified by this set symbol:



CAMPAIGN MODE RULES

Campaign mode combines all five scenarios in *The Rise of Red Skull* expansion into one epic experience where the outcome of each game impacts the next scenario. To complete the campaign, the players must win all five scenarios in numerical order, starting with scenario #1 – Crossbones and ending with scenario #5 – Red Skull.

To begin a campaign, the players start by choosing their heroes. Each player must use their chosen identity for the entire campaign, but they are free to change aspects and alter the contents of their deck following the deck customization rules in the *Marvel Champions* Rules Reference between scenarios.

To play a scenario in campaign mode, set up the scenario as per the normal rules of the game. Then, follow that scenario's setup instructions in the order in which they are listed in the Campaign Instructions.

When the game ends, if the players won, follow that scenario's victory instructions in the order in which they are listed in the Campaign Instructions. If the players lost, they may reset the scenario and try again with no penalty.

CAMPAIGN LOG

The campaign log found on the back cover of this rulebook tracks the progress of the entire campaign. At the end of each scenario, the players record their results by entering the required information in the campaign log.

A printable copy of the campaign log may be found on our support page at:

www.fantasyflightgames.com/marvel-champions

CARDS ADDED TO DECKS

During a campaign, cards can be added to players' decks as part of a scenario's victory instructions. When a card is added to a player's deck this way, write that card's title in the matching field of the campaign log.

Added cards must be included in the player's deck for the rest of the campaign. Cards added to the deck as part of a campaign do not count toward a player's minimum or maximum deck size.

CAMPAIGN-ONLY CARDS



CAMPAIGN / BASIC

THIS CARD IS BASIC BUT ALSO CAMPAIGN ONLY.

Cards 155–162 are player cards that were created specifically for use in *The Rise of Red Skull* campaign. These cards cannot be included in any player's deck unless they are playing *The Rise of Red Skull* campaign **and** the players were directed to add them to their decks by the Campaign Instructions.

EXPERT CAMPAIGN

For players who want a more challenging campaign experience, *The Rise of Red Skull* expansion comes with everything you need to play an expert campaign. The rules for this alternate play format are found on page 17.

- Some setup and victory instructions are preceded by **Expert Campaign Only**. Players should ignore these instructions unless they are playing an expert campaign.

SCENARIO #1 - CROSSBONES CAMPAIGN INSTRUCTIONS

SETUP:

- Each player records their identity in the campaign log found on the back cover of this rulebook. Players cannot switch identities during a campaign.

VICTORY:

- Each player chooses one of the **TECH** upgrades from the Hydra Campaign set and adds it to their deck.



- Record the name of each **EXPERIMENTAL** attachment that entered the game in the campaign log.

EXPERIMENTAL. WEAPON.
Attach to the villain.

- **Expert Campaign Only:** Record each identity's remaining hit points in the campaign log, as well as any cards added to their deck.

Villain Deck: Crossbones (I), Crossbones (II)

Remove Crossbones (I) and add Crossbones (III) for expert mode.

Main Scheme Deck: Attack on Mount Athena, The Infinity Gem, The Getaway

Encounter Deck: Crossbones set, Experimental Weapons set, Hydra Assault set, Weapon Master set, Legions of Hydra set, and Standard set. (The Legions of Hydra set and Standard set can be found in the *Marvel Champions* core-set.)

The Hydra Assault and Weapon Master sets can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

EXPERIMENTAL WEAPONS DECK

The setup instructions on Attack on Mount Athena 1A instruct the players to create the Experimental Weapons deck. To do this, take all four cards in the Experimental Weapons encounter set, shuffle them together, and set them facedown next to the main-scheme deck. This is the Experimental Weapons deck. After a card from the Experimental Weapons deck enters play, it is considered to be part of the encounter deck. When that card is discarded, it is placed in the encounter deck discard pile.

SCENARIO #2 - ABSORBING MAN

Villain Deck: Absorbing Man (I), Absorbing Man (II)

Remove Absorbing Man (I) and add Absorbing Man (III) for expert mode.

Main Scheme Deck: None Shall Pass

Encounter Deck: Absorbing Man set, Hydra Patrol set, and Standard set. (The Standard set can be found in the *Marvel Champions* core-set.)

The Hydra Patrol set can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

RULES CLARIFICATION

Q. When I put an environment card into play at the beginning of the Absorbing Man scenario, do I trigger the surge keyword?

A. No. The surge keyword only triggers when the card it appears on is revealed. Putting a card into play is not the same as revealing a card.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Each player searches their deck for all cards with the setup keyword and puts them into play.
- ▶ Shuffle each **Experimental** attachment recorded in the campaign log into the encounter deck.
- ▶ **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may add 1 random obligation from their expert campaign set to their deck to heal their identity to its full hit point value.

VICTORY:

- ▶ Record the number of delay counters on the main scheme in the campaign log.
- ▶ Each player may choose one of the "Basic" **Condition** upgrades in the Campaign set, attach it to their identity, and add it to their deck in the campaign log.



- ▶ **Expert Campaign Only:** Record each identity's remaining hit points in the campaign log, as well as any cards added to their deck.

SCENARIO #3 - TASKMASTER

Villain Deck: Taskmaster (I), Taskmaster (II)

Remove Taskmaster (I) and add Taskmaster (III) for expert mode.

Main Scheme Deck: Hunting Down Heroes

Encounter Deck: Taskmaster set, Hydra Patrol set, Weapon Master set, and Standard set. (The Standard set can be found in the *Marvel Champions* core-set.)

The Weapon Master set can be removed from this scenario and/or added to other scenarios when using the scenario customization rules. The Hydra Patrol set may be used in other scenarios, but it is required when playing Taskmaster.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Each player searches their deck for all cards with the setup keyword and puts them into play.
- ▶ Shuffle each **Experimental** attachment recorded in the campaign log into the encounter deck.
- ▶ **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may add 1 random obligation from their expert campaign set to their deck to heal their identity to its full hit point value.

VICTORY:

- ▶ Each player who rescued one or more allies from the Taskmaster encounter set adds those allies to their deck and records their names in the campaign log.
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points in the campaign log, as well as any cards added to their deck.

RULES CLARIFICATION

Q. *What happens when I reveal Shadow of the Past and my nemesis minion has the same title as an enemy in play?*

A. Your nemesis minion cannot enter the game in this instance, so it will remain set-aside and does not enter the game. However, you still reveal your nemesis' side scheme and shuffle the rest of your nemesis's set into the encounter deck. This will cause Shadow of the Past to gain surge as dictated by the card.

SCENARIO #4 - ZOLA

Villain Deck: Zola (I), Zola (II)

Remove Zola (I) and add Zola (III) for expert mode.

Main Scheme Deck: The Island of Dr. Zola, The Mad Doctor

Encounter Deck: Zola set, Under Attack set, and Standard set. (The Under Attack and Standard sets can be found in the *Marvel Champions* core-set.)

The Under Attack set can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

RULES CLARIFICATION

Q. What does it mean when a card is removed from the campaign log?

A. When a card is removed from the campaign log, cross it out of the campaign log. That card is no longer part of the campaign and cannot be included in any deck for the remainder of the campaign.

Q. If my ally is removed from the campaign at the end of Zola's scenario, what do I do?

A. If your ally was removed from the campaign, that ally is removed from your deck for the rest of the campaign. If this causes your deck to fall below the minimum number of cards, then you must add a card to your deck.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Each player searches their deck for all cards with the setup keyword and puts them into play.
- ▶ Shuffle each **Experimental** attachment recorded in the campaign log into the encounter deck.
- ▶ **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may add 1 random obligation from their expert campaign set to their deck to heal their identity to its full hit point value.

VICTORY:

- ▶ Each player engaged with an enemy records they are engaged with an enemy in the campaign log.
- ▶ If the Hydra Prison side scheme is still in play, record the name of each ally underneath it in the campaign log. Those allies cannot be included in any deck for the remainder of the campaign.
- ▶ If the Hydra Prison side scheme is not in play, each player in hero form may replace their "Basic" **Condition** upgrade with its "Improved" side.



- ▶ **Expert Campaign Only:** Record each identity's remaining hit points in the campaign log, as well as any cards added to their deck.

SCENARIO #5 - RED SKULL

Villain Deck: Red Skull (I), Red Skull (II)

Remove Red Skull (I) and add Red Skull (III) for expert mode.

Main Scheme Deck: The Rise of Red Skull, New World Hydra

Encounter Deck: Red Skull set, Hydra Assault set, Hydra Patrol set, and Standard set. (The Standard set can be found in the *Marvel Champions* core-set.)

The Hydra Assault and Hydra Patrol sets can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

SIDE SCHEME DECK

The **Setup** instructions on The Rise of Red Skull 1A instructs the players to create the side-scheme deck. To do this, search the encounter deck for each side scheme and shuffle them together into their own deck. This is the side-scheme deck. Set it next to the main-scheme deck.

The side-scheme deck has its own discard pile. When a side-scheme is defeated or otherwise discarded, place it in the side-scheme discard pile. If the side-scheme deck is ever empty, shuffle the side-scheme discard pile into the side-scheme deck. There is no penalty for doing this.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Each player searches their deck for all cards with the setup keyword and puts them into play.
- ▶ Shuffle each **Experimental** attachment recorded in the campaign log into the encounter deck.
- ▶ Place X threat counters on the main scheme, where X is the number of delay counters recorded in the campaign log. (Place X  instead if you are playing an expert campaign.)

- ▶ **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may add 1 random obligation from their expert campaign set to their deck to heal their identity to its full hit point value.
- ▶ **Expert Campaign Only:** Each player who was recorded as being engaged with an enemy deals themselves an encounter card.
- ▶ **Expert Campaign Only:** If the players lose this game, Red Skull conquers the world and the players lose the campaign.

VICTORY:

- ▶ Hydra is defeated and the players win the campaign! Turn the page to read the conclusion.

EXPERT CAMPAIGN RULES

For players who want a more challenging campaign experience, *The Rise of Red Skull* expansion comes with everything you need to play an expert campaign.

EXPERT CAMPAIGN SET

There are four encounter sets labeled "Expert Campaign Set." Each set contains the same four obligation cards with player-card backs. These cards can be added to a player's deck during a campaign.

At the beginning of a campaign, each player is assigned a number from 1 to 4 in the campaign log. Each Expert Campaign Set is also numbered from 1 to 4. When a player is instructed to add a card from their expert-encounter set to their deck, they must take that card from the set that matches their player number.



PERSISTENT DAMAGE

While playing *The Rise of Red Skull* campaign at the expert level, each player must record their remaining hit points in the campaign log after they win a game. This determines each player's starting hit points for the next scenario. If a player's remaining hit point value is higher than their base hit point value, record their base hit points in the campaign log instead.

The setup instructions for each scenario offer players the opportunity to restore their identity to their full hit point value by adding an obligation from their expert-campaign set to their deck.

If a player is defeated during a scenario that their teammates go on to win, the defeated player does not participate in any of the victory steps for that scenario. However, they can rejoin their teammates for the next scenario by adding an obligation to their deck during setup to restore their identity to full hit points.

OBLIGATIONS IN PLAYER DECKS

The obligations in the expert campaign sets have player-card backs because they are meant to be added to player decks, but they are still encounter cards.

When a player draws an obligation from their deck, they must immediately put that card into play in their play area. They do not draw a card to replace that obligation.

These obligations represent the consequences of a player's choices. As a result, only the player with the obligation in their play area can use its Alter-Ego Action to deal with that card.

STARTER DECKS

These preconstructed decks and character introductions are intended for the player who wants to immediately play the game without customizing their own deck.

HAWKEYE / LEADERSHIP

Once Hawkeye sets his sights on a foe, he never misses. Use Clint Barton's alter-ego ability to get Hawkeye's Bow into play on your first turn, then use the Bow to fire arrows each round. Shoot an Electric Arrow to stun an enemy, or fire off an Explosive Arrow to decimate the villain and all the minions attacking you!

Hawkeye has deadly accuracy, but he is low on hit points and defense. Take advantage of the leadership cards in his deck to recruit powerful Avenger allies like Black Knight and Goliath. Use your allies to defend enemy attacks while Hawkeye defeats the villain!

Hawkeye cards: Hawkeye's Bow, Hawkeye's Quiver, Mockingbird, Sonic Arrow (x2), Explosive Arrow (x2), Electric Arrow (x2), Cable Arrow (x2), Vibranium Arrow (x2), Expert Marksman (x2)

Leadership cards: Hawkeye, Black Knight, Goliath, U.S. Agent, Sky Cycle (x3), Team Training (x3), Ready for Action (x3), Lead from the Front (x2), The Power of Leadership (x2)

Basic cards: War Machine, Avengers Tower, Earth's Mightiest Heroes (x3), Energy, Strength, Genius

Nemesis set: Crossfire, Marked for Death, Crossfire's Rifle, Sniper Shot

Obligation: Criminal Past

SPIDER-WOMAN / AGGRESSION & JUSTICE

As an agent of S.H.I.E.L.D. and Avenger, Jessica Drew expands deck-building options with her Double-Agent ability, allowing her to include cards from two different aspects in her deck. As Spider-Woman, she uses her Superhuman Agility to increase her stats each time she plays a card belonging to a different aspect. Boost her THW and ATK as high as you can before exhausting her to thwart or attack. Then, play Self-Propelled Glide to ready her and do it again!

Spider-Woman's deck includes cards from both the Aggression and Justice aspects. Clear the Area not only helps defeat scheme but can also generate extra intel in the form of card draw, and Piercing Strike can defeat even the toughest enemies.

Spider-Woman cards: Captain Marvel, Finesse (x2), Jessica Drew's Apartment, Venom Blast (x2), Pheromones (x2), Contaminant Immunity (x2), Inconspicuous (x2), Self-Propelled Glide (x3)

Aggression cards: Spider-Girl, Combat Training (x2), Tac Team (x2), Press the Advantage (x3), Piercing Strike (x3)

Justice cards: Spider-Man, Heroic Intuition (x2), Skilled Investigator (x3), Interrogation Room (x2), Clear the Area (x3)

Basic cards: Strength, Energy, Genius

Nemesis cards: The Viper, The Viper's Ambition, Hydra Regular, Hail Hydra!

Obligation: Uncertain Loyalties

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*To the Marvel Comics artists whose amazing work is
featured in this game: Thank you, thank you, thank you.*

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PROOF OF
PURCHASE

MC10en
The Rise of Red
Skull

THE RISE OF RED SKULL

CAMPAIGN LOG

PLAYER INFORMATION

Player #1's Identity:

Remaining hit points:

Obligations:

Tech Upgrade:

Basic Upgrade:

Rescued Allies:

Player #2's Identity:

Remaining hit points:

Obligations:

Tech Upgrade:

Basic Upgrade:

Rescued Allies:

Player #3's Identity:

Remaining hit points:

Obligations:

Tech Upgrade:

Basic Upgrade:

Rescued Allies:

Player #4's Identity:

Remaining hit points:

Obligations:

Tech Upgrade:

Basic Upgrade:

Rescued Allies:

SCENARIO 1

Experimental Weapons added to encounter deck:

SCENARIO 2

Number of delay counters on main scheme:

SCENARIO 4

Players engaged with minions:

Allies removed from the campaign:

NOTES