

The cover art for the Marvel Champions: The Card Game Age of Apocalypse Rulebook features a dynamic illustration. At the top, the face of Apocalypse looms with a menacing expression. Below him, several Sentinels are shown in various poses. In the center, Storm is depicted flying and firing a blue lightning bolt. In the foreground, Cyclops is shown in a dynamic pose, firing his optic blast. To the right, a large, fiery red and blue figure, likely the Hulk, is shown in a powerful stance. The background is filled with intense orange and yellow flames, creating a sense of chaos and destruction.

MARVEL

CHAMPIONS

THE CARD GAME

**Age of
APOCALYPSE**

RULEBOOK

Age of Apocalypse

"Let the weak perish and the strong survive. This is the way of Apocalypse." —Apocalypse

Welcome to the Age of Apocalypse campaign expansion! This set features two new heroes, as well as five new scenarios that tell the story of Apocalypse's despotic rule and the heroes who fight to overthrow him.

VILLAIN CARDS

Each of the five new scenarios in this expansion features at least one new villain: Unus, Four Horsemen, Dark Beast, and Apocalypse. Each scenario has its own entry in this rulebook.



IDENTITY CARDS

Two pre-built player decks introduce two new heroes: Bishop and Magik. See page 22 for their decklists.



COMPONENTS

- ▶ 271 cards, consisting of 91 player cards, 15 villain cards, and 165 encounter cards.

SET SYMBOL

Cards from the Age of Apocalypse expansion can be identified by this set symbol:



NEW RULES

"Find"

When you are instructed to find a card, search each area where the card could be found (play area, set-aside area, player deck, discard pile, encounter deck, etc). Players should not unnecessarily search game areas if they know where the card they are looking for can be found. Do NOT look at facedown encounter cards currently dealt to players.

FEATURED KEYWORDS

Hinder X

When a card with hinder X is put into play, place X threat on that card.

Patrol

While a minion with the patrol keyword is engaged with a player, that player cannot use cards they control to thwart the main scheme.

Permanent

A card with the permanent keyword cannot be defeated, leave play, or have any part of its text box blanked, except by card abilities in the same set (hero set, scenario set, or modular set).

Piercing

An attack with piercing discards any tough status cards from the attacked character before dealing damage.

Ranged

An attack with ranged ignores the retaliate keyword.

Setup

A card with setup begins the game in play.

Stalwart

A character with stalwart cannot be stunned or confused.

Steady

A character with steady can have one additional stunned status card and one additional confused status card. That character is not stunned unless they have two stunned status cards, and is not confused unless they have two confused status cards. After that character's activation is replaced by a status card effect, remove all status cards of that type from that character.

Teamwork (TRAIT)

After a minion with teamwork enters play and engages a player, if there is at least one other minion that shares the specified trait in play, the minion that just entered play will activate against the player it is engaged with.

***Example:** Jason is engaged with Tusk when Emily reveals and engages Gauntlet, who has Teamwork (DARK RIDER). Because Tusk also has the DARK RIDER trait, Gauntlet will activate against Emily.*

Victory X

When a card with victory X is defeated, place it in the victory display instead of its owner's discard pile.

Villainous

When a minion with villainous activates, give it a facedown boost card from the top of the encounter deck. When you resolve that minion's activation, turn the boost card faceup, resolve any boost ability on that card, and apply its boost icons to the minion's stats for this activation. Discard the boost card after the activation.

VICTORY DISPLAY

The victory display is an out-of-play game area shared by all players. Cards in the victory display follow the standard rules for out-of-play cards.

AMPLIFY ICON (✚)

The amplify icon increases the number of boost icons on boost cards. When a boost card is turned faceup **during an enemy activation**, add one additional boost icon to that card for each amplify icon in play.

STANDARD III ENCOUNTER SET

The Age of Apocalypse comes with the Standard III encounter set. This set changes the way nemesis sets enter the game by replacing the Shadow of the Past treachery with the Pursued by the Past environment. Pursued by the Past has both the permanent and setup keywords, so it always begins the game in play and cannot leave play. The rest of the Standard III set places counters on the environment in order to bring nemesis sets into play.

Standard III is approximately the same difficulty as the original Standard set. When a scenario requires the Standard set, you may replace it with the Standard III set.

CAMPAIGN MODE RULES

Each of the scenarios in this expansion can be played individually as a standalone adventure, or together with the other scenarios as part of one overarching campaign. Campaign mode combines all five scenarios in the *Age of Apocalypse* expansion into a single, 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 – Unus and ending with scenario #5 – En Sabah Nur.

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 between scenarios, following the deck customization rules in the *Marvel Champions* Rules Reference.

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-SPECIFIC CARDS

During a campaign, campaign-specific cards may be added to encounter decks and player decks. These cards cannot be included in any deck unless playing the *Age of Apocalypse* campaign and the players are directed to add them to a deck by the Campaign Instructions.

CAMPAIGN LOG

The campaign log found on page 24 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 can be found on our support page at:

www.FantasyFlightGames.com/Marvel-Champions

CAMPAIGN-SPECIFIC CARDS



BASIC / CAMPAIGN
© MARVEL © 2024 FFG 172
THIS CARD IS BASIC BUT ALSO SPECIFIC TO THE AGE OF APOCALYPSE CAMPAIGN.

Cards 164–183 are cards that were created specifically for use in the *Age of Apocalypse* campaign. Cards 171–176 are player campaign cards that can only be used when playing the *Age of Apocalypse* campaign and the players have been instructed to use them.

EXPERT CAMPAIGN RULES

To play the *Age of Apocalypse* campaign in expert difficulty, see “Expert Campaign” on page 20.

SIDE MISSIONS

In the *Age of Apocalypse* campaign, the titular villain's rule extends across all of North America and threatens the rest of the world. To represent the global nature of this crisis, the *Age of Apocalypse* campaign introduces side missions.

Side missions are side schemes with the **MISSION** trait. They represent events taking place around the world while the heroes combat the villain. Because the heroes are already occupied, they must rely on their allies to defeat these side missions. If they are successful, each player earns a reward!

SIDE MISSIONS OVERVIEW

When setting up scenarios 1 through 4 in campaign mode, shuffle the Age of Apocalypse encounter set into the encounter deck. Then, randomly select one of the available **MISSION** side schemes (numbers 1/5 – 4/5) and reveal it.

- **MISSION** side schemes are available unless their name has been struck from the campaign log.
- **MISSION** side scheme number 5/5, Protect the Professor, is reserved for scenario 5, En Sabah Nur.

MISSION side schemes begin the game in a separate game area called the “mission area.”

- Players cannot thwart **MISSION** side schemes.
- Cards in the mission area are in play but under no player’s control. They cannot be affected by card abilities unless the ability refers to the mission area.

After putting the **MISSION** side scheme into play, randomly select an available **OVERSEER** minion and put it into play in the mission area.

- **OVERSEER** minions are found in the five card Overseer set (on the reverse sides of the Prelates set).

- **OVERSEER** minions are available unless their name has been struck from the campaign log.
- Most **OVERSEER** minions have a **Mission Response** ability. This is a new type of **Forced Response** that only resolves after a player discards cards from the top of their deck during a mission attempt.

After putting the **OVERSEER** minion into play, put the double-sided Mission Rules card into play next to it. Then, the first player takes control of the Mission Team (171A) support card, **MISSION** side faceup.

While a **MISSION** side scheme is in play, when a player plays an ally, they must choose: either play that ally into their game area per the normal rules of the game, or play it into the mission area.

- Allies in the mission area are used to make mission attempts. They do not count towards your ally limit.
- Treat the printed text box of each ally in the mission area as blank, except for **TRAITS**.
- Players may attach upgrades to allies in the mission area.

When a card in the mission area leaves play, place it in its owner’s discard pile.

MISSION AREA



MISSION RULES CARD



OVERSEER MINION



MISSION SIDE SCHEME

VILLAIN PLAY AREA

MAIN SCHEME



VILLAIN



ENCOUNTER DECK



MISSION ATTEMPTS

Mission attempts are triggered by the Mission Team (171A) support card. When a player makes a mission attempt, they resolve the following five steps in order:

1. Discard X cards from the top of their deck, where X is the number of allies at the mission.
2. Assign each of the discarded cards to a different ally at the mission.
 - If a resource icon on the ally matches a resource icon on the card assigned to it, that ally participates in the mission attempt.
 - Wild resource icons (★) on cards discarded for the mission attempt may be used to match any resource icon on an ally at the mission (♣, ♠, ♥, or ★).
 - Any resource icon (♣, ♠, ♥, or ★) may be used to match an ally with a wild resource icon (★).
 - Return the discarded cards to their discard pile after determining which allies will participate in the attempt.
3. Gather X damage tokens into a damage pool, where X is the total ATK of all participating allies.
4. Deal damage from this pool to enemies at the mission one at a time until there is no damage in the pool or there are no enemies remaining at the mission.
5. Remove X threat from the **MISSION** side scheme, where X is the total THW of all participating allies.

When the **MISSION** side scheme has no threat remaining on it, it is defeated.

- The **MISSION** side scheme cannot be defeated while there are any minions in the mission area.
- The **OVERSEER** minion cannot take damage while another minion in the mission area.

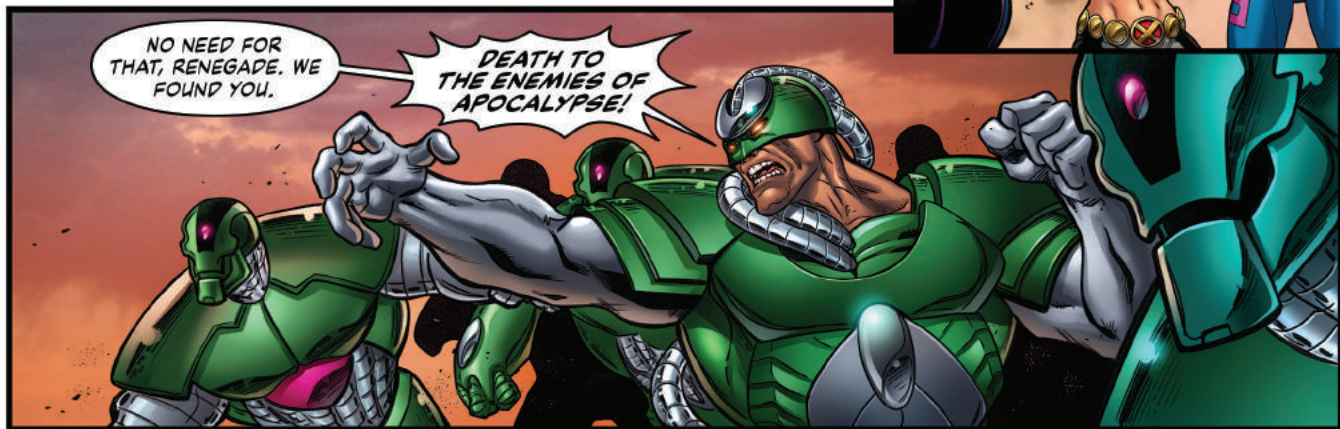
After defeating a scenario, update the campaign log by striking out the name of the mission side scheme that started the game in play. Then, follow the instructions for “defeated” or “not defeated” next to that side scheme.

- If an **OVERSEER** minion was defeated that game, strike its name from of the campaign log.

MISSION ATTEMPT IN PROGRESS



Example: Each ally pictured will participate in the mission. The ♣ resource icon assigned to Randall matches his ♣ resource icon. The ♥ resource icon assigned to X-23 matches her ♥ resource icon. The ★ resource icon assigned to Marrow matches her ♣ resource icon.



SCENARIO #1 – UNUS

X-Force traveled to the future to rescue Hope Summers from Stryfe, but something happened while they were displaced in time. Now they find themselves trapped in an alternate timeline ruled by the genocidal Apocalypse, and they are under attack from one of his prelates: Unus!

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

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

Main Scheme Deck: Hunting Gene Traitors

Encounter Deck: Unus, Infinites, Dystopian Nightmare, and Standard sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Dystopian Nightmare set can be removed from this scenario and/or added to other scenarios when using the scenario customization rules. The Infinites set may be used in other scenarios, but it is required when playing Unus.

INFINITES MODULAR SET

The Unus scenario requires the Infinites modular set, which includes the Gene Pool side scheme. Gene Pool has both the permanent and setup keywords, so it always begins the game in play and cannot leave play.

Both Unus and the Infinite Soldier (included in the Infinites set) grow stronger or weaker depending on how much threat is on Gene Pool, so be careful not to let it stack up too high!

MODULAR DIFFICULTY

If players wish to modify the difficulty of a scenario while using the Infinites modular set, they may place threat on Gene Pool during setup. This extra threat represents the previous cullings carried out by the Infinites. The amount of threat placed is up to the players as a group, but listed below are some recommendations for each difficulty mode:

- ▶ **Skirmish Mode:** Place 0 threat.
- ▶ **Standard Mode:** Place 1 threat.
- ▶ **Expert Mode:** Place 2 threat.
- ▶ **Heroic Mode:** Place 3 threat.

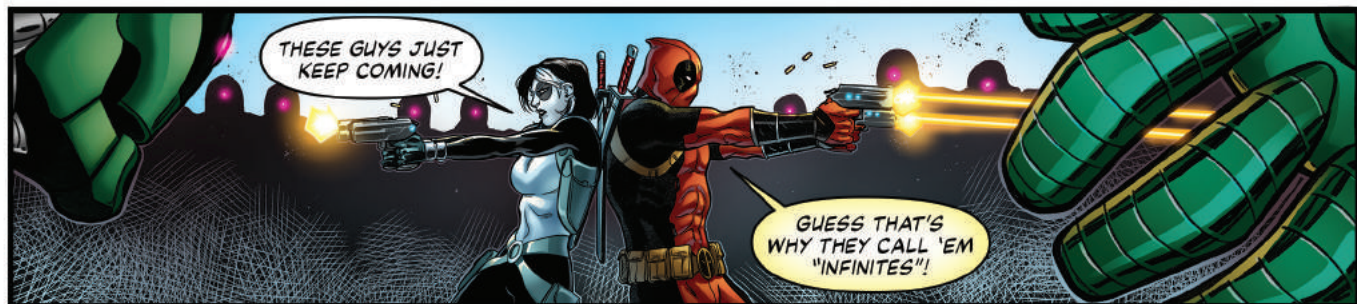
CAMPAIGN INSTRUCTIONS

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.
- ▶ Shuffle the Age of Apocalypse modular set into the encounter deck.
- ▶ Randomly select one of the available **MISSION** side schemes and follow the **Setup** directions for it in the campaign log.
- ▶ Randomly select one of the available **OVERSEER** minions and add it to the mission area. Put the double-sided Mission Rules card into play next to it.
- ▶ The first player takes control of the Mission Team (171A) support card, **MISSION** side faceup.
- ▶ Each player searches their deck for an ally and adds it to their hand. (This card counts towards your hand size.)

VICTORY:

- ▶ Strike the **MISSION** side scheme from the campaign log.
 - ▶ If the **MISSION** side scheme was defeated, follow the “Defeated” instructions for that side scheme in the campaign log.
 - ▶ If the **MISSION** side scheme was not defeated, follow the “Not Defeated” instructions for that side scheme in the campaign log.
 - ▶ If the **OVERSEER** minion was defeated, strike its name from the campaign log.
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points in the campaign log.





SCENARIO #2 – FOUR HORSEMEN

X-Force is rescued from the endless ranks of Infinities by the timely arrival of Magik and Bishop. Magik uses her power to teleport them out of danger and into the secret headquarters of the X-Men. There they learn how Apocalypse rose to power after the assassination of Professor X and how Magneto leads the X-Men now in honor of his fallen friend.

Magneto explains the long war of attrition they have been waging, and losing, to Apocalypse, and how the arrival of X-Force at this juncture could turn the tide in their favor. But before he can detail his plan, the walls of their headquarters are violently blown open. Apocalypse has located Magneto's secret headquarters and ordered his Four Horsemen to destroy the X-Men once and for all!

Villain Deck: War (A), Famine (A), Pestilence (A), and Death (A)

Replace each villain with their (B) side for expert mode.

Main Scheme Deck: The Horsemen of Apocalypse

Encounter Deck: Four Horsemen, Hounds, Dystopian Nightmare, and Standard sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Hounds and Dystopian Nightmare sets can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

MULTIPLE VILLAINS

The Four Horsemen scenario has four different villains: War (♣81), Famine (♣82), Pestilence (♣83), and Death (♣84). All four villains are revealed in random order and put into play in a row when setting up the scenario. Give each villain a hit point dial and set it to their starting hit points. If you do not have enough hit point dials, you can use dice, counters, pen and paper, or some other method to track each villain's hit points.

ACTIVE VILLAIN

There are four villains in play during the scenario, but only the active villain will activate during the villain phase. The active villain is the villain with the active counter (an all-purpose counter). The active counter is placed and/or moved by card effects. The Horsemen of Apocalypse 1A instructs players to give the leftmost villain the active counter at the start of the game.

The Horsemen of Apocalypse 1B causes the active counter to pass to the "next villain" after the villain activates. The "next villain" is immediately to the right of the current villain. If the current villain is the rightmost, then the "next villain" is the leftmost.

Any encounter card that refers to "the villain" only refers to the active villain. When a player triggers a player card ability that refers to "the villain," they choose which villain they want to be the target of that ability. If a constant ability or keyword refers to "the villain," it only refers to the active villain.

Players can attack any villain they choose regardless of which villain is the active villain. Certain encounter cards will cause a specific villain to activate regardless of who is the active villain.

ADJUSTABLE DIFFICULTY

Each of the Horsemen villains has a side A and a side B to allow players to adjust their desired difficulty. To play the scenario in skirmish or standard mode, use each villain's side A. To play the scenario in expert or heroic mode, use each villain's side B. Players may also customize their experience by using a mix of side A or B as they choose.

CAMPAIGN INSTRUCTIONS

SETUP:

- Shuffle the Age of Apocalypse modular set into the encounter deck.
- Randomly select one of the available **MISSION** side schemes and follow the **Setup** directions for it in the campaign log.
- Randomly select one of the available **OVERSEER** minions and add it to the mission area. Put the double-sided Mission Rules card into play next to it.
- The first player takes control of the Mission Team (171A) support card, **MISSION** side faceup.
- Each player searches their deck for an ally and adds it to their hand. (This card counts towards your hand size.)
- **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 place 3 threat on the **MISSION** side scheme to heal their identity to its full hit point value.

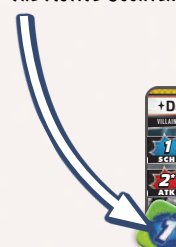
VICTORY:

- Strike the **MISSION** side scheme from the campaign log.
- If the **MISSION** side scheme was defeated, follow the "Defeated" instructions for that side scheme in the campaign log.
- If the **MISSION** side scheme was not defeated, follow the "Not Defeated" instructions for that side scheme in the campaign log.
- If the **OVERSEER** minion was defeated, strike its name from the campaign log.

➤ **Expert Campaign Only:** Record each identity's remaining hit points in the campaign log.

THE FOUR HORSEMEN VILLAIN PLAY AREA AFTER SETUP

THE ACTIVE COUNTER



ENCOUNTER DECK





SCENARIO #3 – APOCALYPSE

Having defeated the Four Horsemen of Apocalypse, Magneto leads his X-Men and X-Force in a direct assault on the tyrant himself. But before they can overthrow the ancient despot, they must fight their way through the heart of his empire in old New York City and breach the gates of his towering citadel. Between the X-Men and the gates stands the full might of Apocalypse's army, led by his strongest prelates.

Villain Deck: Apocalypse (II), Apocalypse (III)

Remove Apocalypse (II) and start with Apocalypse (III) for expert mode. For an easier game, begin with Apocalypse (I).

Main Scheme Deck: The Age of Apocalypse

Encounter Deck: Apocalypse, Prelates, Dark Riders, Infinites, and Standard sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Dark Riders and Infinites sets can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

Note: The **PRELATE** minions (179-183) are found on the reverse sides of the **OVERSEER** minions. Defeating a **PRELATE** minion does not remove its **OVERSEER** version from the campaign.

STOP THE APOCALYPSE

Apocalypse is the eternal tyrant whose mutant ability empowers him to continually regenerate and grow stronger. To defeat him, the heroes must first prove that Apocalypse is no longer fit to rule by revealing the No Longer Worthy attachment found on the reverse side of The Tyrant's Throne side scheme.

When Apocalypse would be defeated, if No Longer Worthy is not attached to him, the players must resolve the Forced Interrupt on The Age of Apocalypse 1B: "When Apocalypse would be defeated, discard each attachment on him and heal all damage from him instead. Remove X threat from this scheme (ignoring any crisis (2) icons)." Defeating Apocalypse this way does not win the game, but it does discard attachments from him and prevents him from growing stronger.

If Apocalypse is defeated with No Longer Worthy attached, the players win the game.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Shuffle the Age of Apocalypse modular set into the encounter deck.
 - ▶ Randomly select one of the available **MISSION** side schemes and follow the **Setup** directions for it in the campaign log.
 - ▶ Randomly select one of the available **OVERSEER** minions and add it to the mission area. Put the double-sided Mission Rules card into play next to it.
 - ▶ The first player takes control of the Mission Team (171A) support card, **MISSION** side faceup.
 - ▶ Each player searches their deck for an ally and adds it to their hand. (This card counts towards your hand size.)
- ▶ **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 place 3 threat on the **MISSION** side scheme to heal their identity to its full hit point value.

VICTORY:

- ▶ Strike the **MISSION** side scheme from the campaign log.
 - ▶ If the **MISSION** side scheme was defeated, follow the "Defeated" instructions for that side scheme in the campaign log.
 - ▶ If the **MISSION** side scheme was not defeated, follow the "Not Defeated" instructions for that side scheme in the campaign log.
 - ▶ If the **OVERSEER** minion was defeated, strike its name from the campaign log.
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points in the campaign log.



SCENARIO #4 – DARK BEAST

Apocalypse has been defeated and his rule ended. But there's no time to celebrate as his vast empire is thrown into chaos. Prelates scramble to seize power and carve out their own territories, while the long-oppressed masses rise up in rebellion. In the midst of this upheaval, the members of X-Men and X-Force search for a way to undo the harm that Apocalypse has done to the world.

When they hear of a time portal installed beneath Apocalypse's citadel, they race to find it. It is not until they reach the machine and entrust Beast to operate it that he reveals he is not their Hank McCoy, but the Dark Beast who built the device for Apocalypse! He mocks the unsuspecting X-Men and announces his intention to travel back in time and ensure that his master rises again. But before he can properly calibrate the machine, X-Force tackles him through the portal, casting all of them adrift through time and space.

Villain Deck: Dark Beast (I), Dark Beast (II)

Remove Dark Beast (I) and add Dark Beast (III) for expert mode.

Main Scheme Deck: Dark Beast's Bogus Journey

Encounter Deck: Dark Beast, Blue Moon, Genosha, Savage Land, Dystopian Nightmare, and Standard sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Dystopian Nightmare set can be removed from this scenario and/or added to other scenarios when using the scenario customization rules. The Blue Moon, Genosha, and Savage Land sets may be used in other scenarios, but they are required when playing Dark Beast.

CAMPAIGN INSTRUCTIONS

SETUP:

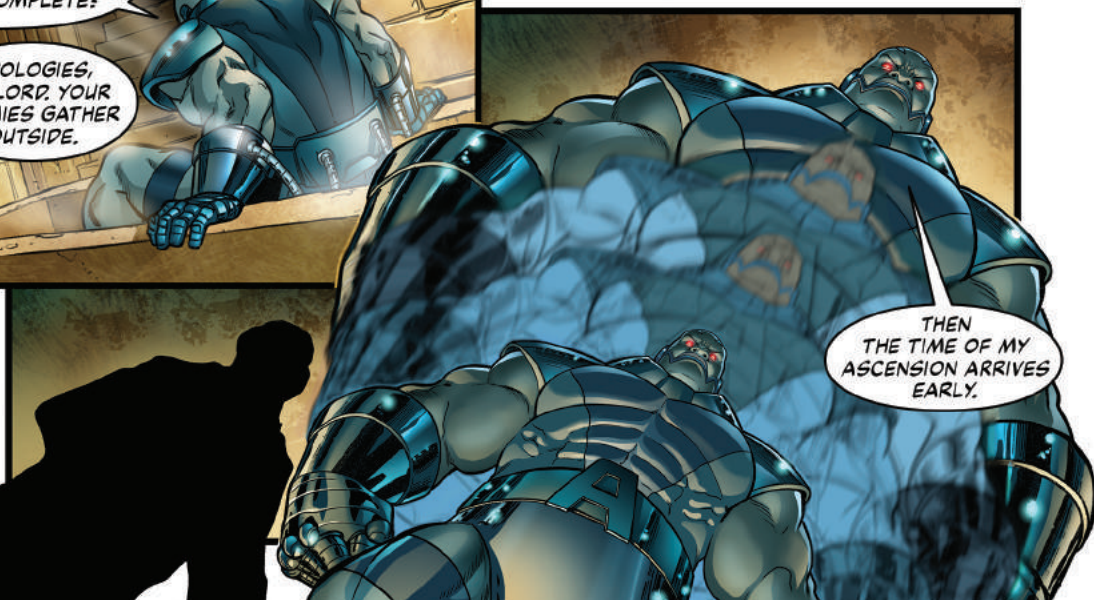
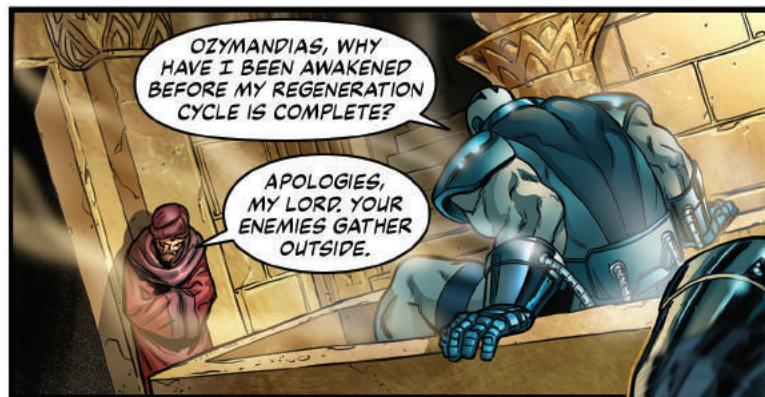
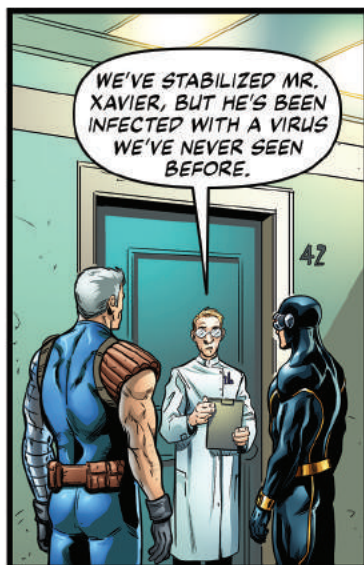
- ▶ Shuffle the Age of Apocalypse modular set into the encounter deck.
 - ▶ Randomly select one of the available **MISSION** side schemes and follow the **Setup** directions for it in the campaign log.
 - ▶ Randomly select one of the available **OVERSEER** minions and add it to the mission area. Put the double-sided Mission Rules card into play next to it.
 - ▶ The first player takes control of the Mission Team (171A) support card, **MISSION** side faceup.
 - ▶ Each player searches their deck for an ally and adds it to their hand. (This card counts towards your hand size.)
- ▶ **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 place 3 threat on the **MISSION** side scheme to heal their identity to its full hit point value.

VICTORY:

- ▶ Strike the **MISSION** side scheme from the campaign log.
 - ▶ If the **MISSION** side scheme was defeated, follow the "Defeated" instructions for that side scheme in the campaign log.
 - ▶ If the **MISSION** side scheme was not defeated, follow the "Not Defeated" instructions for that side scheme in the campaign log.
 - ▶ If the **OVERSEER** minion was defeated, strike its name from the campaign log
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points in the campaign log.

CAIRO MARKETPLACE





SCENARIO #5 – EN SABAH NUR

Upon defeating Dark Beast, X-Force took control of his time machine and recalibrated it to return them to their past and prevent Professor X from being assassinated. Unfortunately, the unfamiliar device brought them back just in time to witness the professor being shot, putting the world on the path to the horrible future X-Force just escaped.

After rushing Xavier to the hospital where he is stabilized, the gathered members of X-Force and X-Men learn that he has been infected with the same techno-organic virus that plagues half of Cable's body. If they cannot find the cure, the professor – and the future – are doomed.

Cable knows that only Apocalypse has the antidote, so he leads his team and the X-Men in a direct assault on the pyramid of En Sabah Nur.

Villain Deck: Apocalypse (I), Apocalypse (II) (This scenario uses the three-sided versions.)

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

Main Scheme Deck: En Sabah Nur's Pyramid, The Rise of Apocalypse

Encounter Deck: En Sabah Nur, Celestial Tech, Clan Akkaba, and Standard sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Celestial Tech and Clan Akkaba sets can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

ANCIENT RITUAL

The Clan Akkaba modular set includes the Ancient Ritual side scheme. This side scheme has both the permanent and setup keywords, so it always begins the game in play and cannot leave play.

THREE-SIDED VILLAIN

The En Sabah Nur scenario features the first ever three-sided villain card for *Marvel Champions: The Card Game*! Apocalypse begins the game in his **BIOMORPH** form. From there he can be flipped to his **CYBERPATH** form, or his card can be unfolded to reveal his **GIANT** form.

Throughout the scenario, various card abilities will cause Apocalypse to change forms. When this happens, change the Apocalypse villain card to the specified form of his card. This is NOT the same as “defeating” or “revealing” the villain, so do not reset his hit points or discard his attachments when he changes forms.



CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Shuffle the Age of Apocalypse modular set into the encounter deck.
- ▶ Reveal the Protect the Professor **MISSION** side scheme and put it into play.
- ▶ Randomly select one of the available **OVERSEER** minions and add it to the mission area. Put the double-sided Mission Rules card into play next to it.
- ▶ The first player takes control of the Mission Team (171A) support card, **MISSION** side faceup.
- ▶ Each player searches their deck for an ally and adds it to their hand. (This card counts towards your hand size.)
- ▶ Professor X cannot enter play during this game.

- ▶ **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 place 3 threat on the **MISSION** side scheme to heal their identity to its full hit point value.

VICTORY:

- ▶ If the Protect the Professor **MISSION** side scheme was defeated, the players saved Professor X and win the campaign!
- ▶ If the Protect the Professor **MISSION** side scheme was not defeated, the players failed to save Professor X and lose the campaign.

EXPERT CAMPAIGN RULES

For players who want an even more challenging campaign experience, the *Age of Apocalypse* expansion comes with everything you need to play an expert campaign.

- ▶ Some Setup and Victory instructions are preceded by **Expert Campaign Only**. Ignore these instructions unless you are playing an expert campaign.

PERSISTENT DAMAGE

While playing the *Age of Apocalypse* 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 greater than their base hit point value, record their base hit points in the campaign log instead.

The setup instructions for each scenario offer each player the opportunity to restore their identity to their full hit point value by placing 3 threat on the **MISSION** side scheme.

ELIMINATION AND VICTORY

In an expert campaign, if a player is defeated during a scenario that their teammates go on to win, the defeated player does not participate in the Victory steps of that scenario.

However, during the Setup instructions of the next scenario, the defeated player can rejoin their teammates by placing 3 threat on that scenario's **MISSION** side scheme to restore their identity to full hit points.

- ▶ When playing expert campaign, the ally you choose during Setup must share a trait with your hero.



NOT LIKE THIS. I
MUST ESCAPE AND
FIGHT AGAIN...



NOT THIS TIME,
APOCALYPSE.

YOU THOUGHT
YOURSELF THE
STRONGEST MUTANT,
BUT THE **X-MEN**
ARE STRONGER THAN
ANY **INDIVIDUAL**.



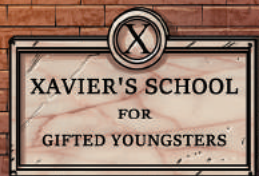
WE HAVE THE CURE!
LET'S GET IT TO THE
PROFESSOR QUICK.

SOMETIME LATER...



IT FEELS GOOD
TO BE BACK.

WELCOME
HOME,
CHUCK!



STARTER DECKS

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

BISHOP / LEADERSHIP

Bishop has the uncanny ability to absorb energy and rechannel it. When he takes any amount of damage, he discards an equal number of cards from the top of his deck, adding each resource card discarded this way to your hand. Use those resources to pay for Concussive Blast or power up Super-Charged for big attacks. Play Bishop's Rifle and Bishop's Uniform to get some extra damage and healing from those resource cards.

In addition to his mutant power, Bishop is also a battle-tested field commander, so he comes paired with the Leadership aspect. Play Suit Up in alter-ego form to search your deck for an ally and an upgrade that can be played on that ally. Attach Sidekick to one of Bishop's identity-specific allies, then play Side-by-Side to ready both of them and boost their stats until the end of the phase!

Bishop cards: Malcolm, Randall, Bishop's Rifle, Bishop's Uniform, Super-Charged (x2), Concussive Blast (x2), Command Authority (x2), Energy Conversion (x2), Stored Energy (x3)

Leadership cards: Cable, X-23, Team Training (x3), Advanced Suit (x3), Sidekick, Side-by-Side (x3), Suit Up (x3), Lead from the Front (x3), The Power of Leadership (x2)

Basic cards: Legion, Marrow, Energy, Genius, Strength

Nemesis set: Trevor Fitzroy, Portal Through Time, Bantam, Temporal Trickery (x2)

Obligation: Fear the Future

MAGIK / AGGRESSION

Magik is a mutant and a magic-user with the power to teleport through the Limbo dimension, the source of her mystic powers. While in hero form, keep the top card of your deck faceup. Match the resource icons on Magik's Crown, Soulsword, or Mystical Armor with the top card of your deck to get different stat boosts. Use Limbo to swap the top card of your deck with a card in your hand. Then, play Soul Strike to attack an enemy. If the top card of your deck has the ☯ or ★ icons, stun that enemy as well!

If being a mutant-sorcerer wasn't intimidating enough, Magik is also a fierce fighter. That is why she comes paired with the Aggression aspect. Exhaust Blood Rage to take 1 damage and draw 1 card after you defeat an enemy. Let a couple enemy attacks go undefended to get her hit points below half of her starting value, then play Full-Body Charge for 8 damage with overkill!

Magik cards: Colossus, Limbo, Magik's Crown, Soulsword, Mystical Armor, Scrying, Stepping Disc (x3), Exorcism (x2), Soul Strike (x2), Magic Barrier (x2)

Aggression cards: Goldballs, Tempus, Blood Rage (x3), Test the Defense (x3), Full-Body Charge (x3), Clobber (x3), The Power of Aggression (x2)

Basic cards: Triage, Stepford Cuckoos, Bloodgem, Basic Spell (x3), Spiritual Meditation (x3)

Nemesis cards: Belasco, Ruler of Limbo, S'ym, Witchfire, Battle for Limbo

Obligation: Darkchilde

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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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Age of Apocalypse

CAMPAIGN LOG

PLAYER INFORMATION

Player #1's Identity:

Remaining
hit points:

Player #2's Identity:

Remaining
hit points:

Player #3's Identity:

Remaining
hit points:

Player #4's Identity:

Remaining
hit points:

Mission Side Scheme

Setup

Defeated

Not Defeated

Liberate the Seattle Core

Set each copy of
Desperate Measures
upgrade aside.

For the rest of the campaign,
each player may shuffle 1
copy of Desperate Measures
into their deck at the start
of each game. That card
does not count against your
minimum deck size.

Remove each copy of
Desperate Measures from
the campaign.

Evacuate Survivors

Each player shuffles a
copy of Panicked Refugees
into their deck.

Remove each copy of Panicked
Refugees from the campaign. Each
player chooses an upgrade from any
aspect. They may include 1 copy of
card in their deck for the rest of the
campaign. That card does not count
against your minimum deck size.

For the rest of the
campaign, each player
must shuffle a copy of
Panicked Refugees into
their deck at the start of
each game.

Sabotage the Sea Wall

Shuffle the North
American Sea Wall side
scheme into the encounter
deck.

Remove the North American
Sea Wall side scheme from the
campaign. Each player chooses a
support from any aspect. They may
include 1 copy of that card in their
deck for the rest of the campaign.
That card does not count against
your minimum deck size.

For the rest of the
campaign, shuffle the
North American Sea Wall
into the encounter deck
during setup.

Find Lost Mutants

Set each campaign ally
aside.

Each player chooses a
campaign ally. They may
include that ally in their deck
for the rest of the campaign.
That card does not count
against your minimum deck
size.

Remove each campaign
ally from the campaign.

Available Overseer minions:

☐ Mister Sinister ☐ The Shadow King ☐ Abyss ☐ Sugar Man ☐ Mikhail Rasputin