



MARVEL
CHAMPIONS
THE CARD GAME

THE GREEN GOBLIN

Scenario Pack

*The Green Goblin Scenario Pack is an expansion for *Marvel Champions: The Card Game*. It contains two scenarios—Risky Business and Mutagen Formula—and four modular encounter sets—A Mess of Things, Goblin Gimmicks, Power Drain, and Running Interference.*

EXPANSION SYMBOL

The cards in this expansion can be identified by this symbol before each card's collector number.



HOW TO USE THIS PACK

To play a game with a scenario in this pack, choose which scenario—either Risky Business or Mutagen Formula—you would like to play. The “**Contents**” section on stage 1A of each main scheme will instruct you on which villain and encounter sets to use for the scenario. Then, follow the standard setup rules (see Rules Reference Appendix).

Modular Encounter Sets

In addition to the Risky Business and Mutagen Formula scenarios, the *Green Goblin Scenario Pack* comes with four modular encounter sets—A Mess of Things, Goblin Gimmicks, Power Drain, and Running Interference.

To add variety and unpredictability to future replays, a number of modular encounter sets can be added to (and/or removed from) a scenario. When adding a modular set, players may either choose the set they would like to play against, or (to increase unpredictability) they can select one at random from all available modular sets and shuffle the set into the encounter deck without looking at it.

This Document

For each scenario, this document contains story elements to set the stage, rules for new situations that come up in the scenario, and strategy tips. However, this document is not required to play either scenario.



RISKY BUSINESS

S.H.I.E.L.D. BRIEFING

Hello, heroes.

As you know, Norman Osborn is a ruthless businessman and the head of the multinational corporation, Oscorp. We also have intel that he's fueling a large crime operation.

Unfortunately, Osborn has set his sights on purchasing a failing branch of Stark Industries. Not only would this bring a surge to Oscorp stock, but we're certain he plans to use the Stark tech to enhance his criminal enterprise.

While directly taking down Osborn is out of the question, we think that you can provoke Osborn by targeting his criminal enterprise, forcing his alter-ego, the Green Goblin, to come out to play.

RISKY BUSINESS

NEW RULES

When the Villain Changes Form

After the villain changes form, all attachment cards, status cards, boost cards, damage, and other game elements associated with the villain remain as they are.

Changing form will trigger Green Goblin's "**When Revealed**" ability.

When a Villain Stage is Defeated

After a villain stage is defeated, the next stage of the villain deck enters play on the same side as the just defeated stage.

Note: In most situations, the next stage will enter play on the Green Goblin side, as the Green Goblin side will be the one that was defeated.

When Norman Osborn Attacks

Norman Osborn (I)'s ability reads "**Forced Interrupt:** When Norman Osborn would attack, place 1 infamy counter on Criminal Enterprise instead."

Since Norman Osborn's "**Forced Interrupt**" ability places a counter instead of attacking, cards that trigger when the villain attacks do not resolve because no attack activation was performed. Additionally, Norman Osborn does not have an attack power value and, as such, his attack power cannot be increased, decreased, or modified.

When Green Goblin Schemes

Green Goblin (I)'s ability reads "**Forced Interrupt**: When Green Goblin would scheme, remove 1 madness counter from State of Madness instead."

Since Green Goblin's "**Forced Interrupt**" ability removes a counter instead of scheming, cards that trigger when the villain schemes do not resolve because no scheme activation was performed. Additionally, Green Goblin does not have a scheme power value and, as such, his scheme power cannot be increased, decreased, or modified.

When Revealed (Green Goblin) / When Revealed (Norman Osborn)

If an ability reads "**When Revealed (Green Goblin)**", that ability triggers only if the Green Goblin side of the villain is in play. If an ability reads "**When Revealed (Norman Osborn)**", that ability triggers only if the Norman Osborn side of the villain is in play.

RISKY BUSINESS STRATEGY TIPS

It's advantageous to keep the number of infamy counters on Criminal Enterprise as low as possible, as there are multiple cards in the encounter deck that increase in power relative to the number of infamy counters in play. Additionally, flipping the villain is often only best to do when significant damage can be dealt to him in the same round.



MUTAGEN FORMULA

S.H.I.E.L.D. BRIEFING

Hello, heroes.

Reports are in that Green Goblin is flying through New York City, dropping vials full of green gas onto the streets below.

The gas seems to contain some sort of mutagen agent—civilians who have inhaled the fumes are transforming into hideous, goblin-like creatures. Worse yet, these creatures immediately go into a fit of rage, attacking anyone in sight who has not transformed.

There's not much time before Green Goblin and his goblin army overrun the city. Get down there and take back New York before it's too late!

MUTAGEN FORMULA RULES CLARIFICATION

Goblin Minions Activation Timing

Goblin Soldier and Goblin Thrall minions have a boost ability that reads “**Boost:** Put [this minion] into play engaged with you.”

If a Goblin Soldier or Goblin Thrall’s boost ability triggers during step 2 of the villain phase, that minion will activate against the engaged player. This occurs because that minion is active by the time the minion activation point of step 2 resolves.

MUTAGEN FORMULA STRATEGY TIPS

It’s usually best to defeat **GOBLIN** minions as quickly as possible because many of Green Goblin’s abilities get stronger while there are more **GOBLIN** minions in play. Additionally, Goblin Soldier and Goblin Thrall minions have a “**Boost**” ability that sometimes allows them to activate before players have a chance to defeat them, meaning these minions can make surprise scheme or attack activations.

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