

Purple Man Campaign

Required content:

- 1) Core
- 2) Fear No Evil
- 3) Civil War
- 4) Trickster Takeover Scenario Pack
- 5) **Optional:** Synthesoid Smackdown Scenario Pack and / or Green Goblin Scenario Pack

“Restricted” characters: While playing this campaign, the following heroes may only be selected by a player if an ally with that name is NOT selected to be a player’s “special” ally (see below). The following allies may not be included in general deck building, but may be added as a “special” ally during campaign setup (see below):

- Captain Marvel
- Iron Man
- Captain America
- Spider-Woman
- She-Hulk
- Vision

Three-scenario breakdown:

- 1) Klaw (Core)
 - a) Masters of Evil (Core)
 - b) Cops (Fear No Evil)
 - c) **Special:** Each player must add one of the following “special” allies to their deck, ignoring deck-building restrictions. Record these allies’ names on the campaign log:
 - i) Captain Marvel
 - ii) Iron Man
 - iii) Captain America
 - iv) Spider-Woman
 - v) **Optional:** She-Hulk (This makes Synthesoid Smackdown required)
 - vi) **Optional:** Vision (This makes Synthesoid Smackdown required)
 - d) **Special:** Each player checks the “In play: Scenario 1” box for their “special” ally if it was in play when the scenario ended.
- 2) Purple Man (Fear No Evil) in The Raft Breakout (Fear No Evil)
 - a) Trickster Magic (Trickster Takeover)
 - b) Tombstone (Fear No Evil) or Running Interference (Green Goblin)
 - c) **Special:** Each player adds the “special” ally with the “In play: Scenario 1” box checked to their hand after mulligans.
 - d) **Special:** Each player checks the “In play: Scenario 2” box for their “special” ally if it was in play when the scenario ended.
- 3) A Civil War Leader based on the allies which started in play in Scenario 2 (Civil War / Synthesoid Smackdown)
 - a) Cops (Fear No Evil)
 - b) Disasters (Fear No Evil)
 - c) Dangerous Recruits (Civil War)
 - d) Martial Law (Civil War)
 - e) **Special:** Shuffle the “special” allies together and choose one at random. That ally becomes the leader (villain) for this scenario and the owning player removes that ally from the game.
 - f) **Special:** Each *other* player counts the number of “In Play” boxes checked for their “special” ally:
 - i) if **only one** “In play” box is checked, that player adds their “special” ally to their hand after mulligans.
 - ii) if **both** “In play” boxes are checked, that player puts their “special” ally into play.

The Story:

Purple Man influences Klaw to act as a distraction while he breaks into The Raft to free-and-control other baddies. When the heroes catch up to him there and thwart his plans, he influences one of their strongest allies to fight them while he makes his escape.

Custom Double-Sided Environments:

- 1) NY's Finest (Scenario 1) / Purple Man's Influence (Scenario 2)
 - a) NY's Finest - **Police** minions lose Quickstrike and gain "after this minion engages a player it attacks the Villain (ignoring Guard)" Flavor Text: **"No, no, NO!" Attack the 'heroes', not Klaw!!"**
 - b) Purple Man's Influence - Treat **all** instances (*in play and out-of-play*) of the **Enthralled** trait as if it was the **Influenced** trait instead. **Note:** This allows the **Enthralled** minions from Trickster Magic to interact with the **Influenced**-matters cards in Purple Man's encounter deck.
- 2) Waning Influence (Scenario 3)
 - a) **Forced Response:** After revealing the second stage of the leader or after an attack takes the leader to below half of their starting HP on this stage for the first time, flip this card.
 - b) This leader doesn't activate this phase. After this phase ends, flip this card. Flavor Text: **"What are you waiting for? Get them!" ~ Purple Man**

Notes:

- Can I do it without the Custom cards???
- Need to link the text on main schemes for a cohesive narrative
- Need to work on the campaign log
- "Delay" counter(s) for Klaw which affect Scenario 2? Maybe tie it to an Acceleration Token on the main?
- Need to have other campaign rewards beyond ally starting in hand / play! **Thoughts:**
 - Each player may add a non-Identity specific Weapon Upgrade from their collection to their deck ignoring deckbuilding requirement (after defeating Klaw: "Underground Weapons Network")
 - Each player who gained a **Defiant** ally that didn't go to the Victory Display adds that ally to their deck (After Purple Man)
- The ally focus is going to make the Ronin-archetype players angry!

Blurbs:

Scenario 1: Klaw - The Distraction

As a distraction to draw police and "heroes" away from his true goal, Purple Man whispers something into Klaw's ear, setting into motion a battle down town.

Scenario 2: The Raft Breakout featuring Purple Man - The Main Event

With Klaw tearing up the city, Purple Man makes his way with some influenced "friends" into The Raft to free - and control - some villains for his dastardly plans.

Scenario 3: Change of plans

Having been thwarted by the heroes at The Raft, Purple Man realizes that maybe the BEST plan is to use a hero the way he intended to use a villain, so he whispers to one of them and sets them against their friends.