

Legendary: Marvel Choose-Your-Own-Adventure Campaign

Chapter 5: Guardians of the Galaxy

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v. 1.0 (Updated 6/12/22) - Initial Release

WARNING!

You MUST play Chapter 1 before you play Chapter 5.

[Click here to play Chapter 1!](#)

**It is heavily RECOMMENDED you play Chapters 2 - 4
before you play Chapter 5.**

[Click here to play Chapter 2: Dark City](#)

[Click here to play Chapter 3: Fantastic Four](#)

[Click here to play Chapter 4: Paint the Town Red](#)

Continue on to the next page.

CAMPAIGN RULES

NOTE: The Guardians of the Galaxy expansion is required for this chapter!

This campaign is designed to be played with 2 players, or 2 handed solo. However, you can adapt it to any number of players just by simply adding/removing cards. Each choice you make will affect future events in the campaign. Follow page number instructions to avoid being spoiled. ***Don't read ahead!***

Cards & Setup

This campaign is designed to restrict the amount of Heroes you will be able to choose from, and will often dictate which Masterminds, Schemes, Villains, and Henchmen you are to use. Make wise choices, claim victories, and earn yourself more options!

By default, you will have a team of **6 Heroes maximum** (this may change over the course of the chapter). If during the campaign you are instructed to, or have the option to add any more Heroes to your team, **you may need to remove a Hero to avoid going over the maximum.**

In **Chapter 5**, when asked to pick a Hero for your team, you may only add Heroes from the following sets (unless otherwise specified):

- Core
- Dark City
- Fantastic Four
- Paint the Town Red
- Guardians of the Galaxy

When it's time to play a game, after the campaign instructs you which Heroes are required for that game, add Heroes from your team until you have a total of 5 Heroes in the Hero Deck, unless the scheme specifies otherwise.

It is *recommended* you only include standard S.H.I.E.L.D. Officers, Sidekicks, Bystanders, & Wounds with each game. Feel free to add special Officers, Sidekicks, and Bystanders, as well as Grievous Wounds, if you choose.

Continue on to the next page.

Event Tracking

As you play this campaign, your choices and your battle results will affect the story in this and future chapters. As such, it is important to keep track of the story as it has unfolded in your unique playthrough.

Make sure to have a sheet of paper or text document nearby to write down important information, such as your current team of Heroes, your wins and losses, and anything else the campaign asks you to keep track of. This information will affect future steps of your campaign, so don't forget to record them! **The campaign will notify you of these things as events marked in bold.**

Sometimes you will be asked to make conditional actions. You only take these actions if you meet the criteria. The format will look like this:

IF you have Iron Man on your team, go to page 3.

In this example, if you **had** Iron Man on your team at the time you read the prompt, immediately take the resulting action (go to page 3). However, if you **didn't have** Iron Man on your team, you would ignore this text and not take the resulting action (go to page 3).

NOTE: If the prompt tells you to **do** something (i.e., add a Villain group to the Villain Deck), you must do that action immediately. However, if the prompt tells you that you **may** do something, you have the option to take the action, or not take the action.

Sometimes, the conditional actions provide multiple options if you don't meet certain requirements. The format will look like this:

IF you have Iron Man on your team, go to page 3.

IF not:

IF you have Captain America on your team, you may add Thor to your team.

In this example, if you **had** Iron Man on your team, you would be required to take the corresponding action immediately (go to page 3). However, if you **didn't have** Iron Man on your team, not only would you not take the action at all (go to page 3), but then you would move to the next **IF** prompt in the box. Some boxes will include several prompts, so make sure to go down the chain of prompts if you need to!

Then, if you had Captain America on your team, you **may choose** whether or not to take the corresponding action (add Thor to your team). Pay special attention to if and when an instruction says **may!**

Continue on to the next page.

Format & Viewing

It is recommended to view and interact with this document on a PC using Google Docs' web interface. If you choose to view it on mobile, please select "Print layout" in the settings in order to view the page numbers.

(Using Firefox has been known to cause issues with the Google Docs formatting. We recommend using a different browser.)

When it's time to move to another page, click the corresponding link, and you will jump to that page. If you choose to print this document, simply turn to the page matching the corresponding number when applicable. (If you do choose the print option, ensure that your printed document matches the most updated version number on page 1.)

Useful tools

[Legendary: Marvel Complete Card Text](#) (A repository of all the text on every card in Legendary: Marvel)

[Character Database](#) (Background information on each character in Legendary: Marvel)

[Master-Strike.com](#) (A searchable database of Legendary:Marvel card details)

[Bageltop Games Keywordbot](#) (Type in a request for a keyword, get a definition)

[Still have questions? Click here to ask us directly on the Bageltop Games discord channel.](#)

That's it! Enjoy the campaign!

One More Game, Bageltop Games, Paper Pencil Dice, Off the Cuff, & Phentaur

**Special thanks to the playtesters:
drewfusmcge, Mikeygill97, SynB & Tiditada**

Continue on to the next page.

****Make sure you have your notes and current team from the end of the last chapter!***

Prologue:

After the stress of your recent mission, you decide to take some recreational downtime. You would like to relax on some beach somewhere, but knowing your luck, you'll most likely be called back at the most inconvenient time (it's happened more times than you care to count). So instead, you decide to stay-cation in New York. Luckily, weeks go by without so much as a check-in text from HQ. Still on alert for the next big crisis, you continue to live a normal life for as long as you can until then. Several more days go by.

Cross out any instances of “(Hero Name) is in the hospital” or “(Hero Name) is critically injured”. These Heroes have recovered during the downtime.

This morning starts no differently than the rest. You wake up, head to the local breakfast shop, order a coffee and one of their famous breakfast burritos. As you wait for your food, you get a phone call from HQ. Your heart sinks a little, realizing your long vacation is coming to an end, however you also can't ignore that little spark of excitement calling you back to the field. HQ informs you that they need you to report in, but won't go into further detail. Despite not sounding urgent, you don't waste any time. You ask for your food to go and head directly to HQ.

Upon arrival at S.H.I.E.L.D. HQ, you are ushered off to a briefing room before you have the opportunity to ask what is going on.

If you have not already done so, make sure all the Heroes who were on your team at the end of the last chapter are back on your team.

If Nick Fury is on your team, replace him with another available Hero from the core set.

If you have not written down, “Team Size: 7”, write it down. Until this is crossed out, your team has expanded to allow for 7 Heroes total. Select from these 7 Heroes when prompted. If you currently have more than 7 Heroes on your team, remove excess Heroes until you have a total of 7.

Continue on to the next page.

You find your team waiting for you in the briefing room. They appear settled in, as if they've been waiting quite a while. You can't help but wonder to yourself why they all got called in before you did. Walking in, you smile and wave hello, but your enthusiasm goes unreciprocated. You notice that they are each solemnly looking through a dossier containing several images, so you walk over to an open chair and inspect your copy. As you read, a looming sense of dread washes over you.

S.H.I.E.L.D. REPORT: Five prestigious museums across the world have reported some of their most valuable artifacts missing, all Norse in origin. In nearly every case, the security cameras were temporarily offline at the time the artifacts were taken, but the S.H.I.E.L.D. investigators did notice something odd while combing through the rest of the security footage. Within an hour of each theft, at all five locations, the same man can be seen either entering or exiting the museum. He looks... familiar.

Continue on to the next page.

IF Thor is on your team:

Thor immediately stands up, slams the pictures down, and yells, "Impossible! Loki has been imprisoned on Asgard, and should remain so to this very moment!"

Thor looks desperately at you, "If these images are true, then he is free, and locating him is of the highest importance. While he is my brother, whatever he plots must ne'er be allowed to occur. Let us find him immediately."

IF not:

*As you are looking through the photos, you suddenly recognize the image of this mysterious man from another briefing months ago. It is the Trickster god, Loki. But why would he not change his appearance for these heists? Perhaps... he **wants** to be found? The moment you come to this realization, you jump as you suddenly hear a loud crack of thunder and see a large man walk through the door, red cape billowing behind him, gleaming hammer in hand.*

"I require your aid! My brother has escaped his imprisonment on Asgard. Heimdall has tracked him here, to Midgard, but Loki's magic has proven difficult to locate him. I beseech your assistance in finding him before he can cause harm to befall another."

Add Thor to your team.

Write down, "Thor's Quest". While this is written down, you cannot remove Thor from your team.

Agreeing to help is one thing, but when it comes to finding the Trickster God, Loki, it is difficult to know exactly where to start. You know you can't do it alone, so you make the decision to ask for help. Looking around the briefing room, you wonder: Who should you ask for assistance?

Continue on to the next page.

Read all three of the following options:

IF any Fantastic Four Heroes are on your team:

Your ally indicates that they might have some equipment back at the Baxter Building which could be used to locate Loki. "We've dealt with extraplanar beings before, and while we have yet had to track down a Norse god, we might be able to cross reference Thor's energy signature and find his brother."

You may visit the [Fantastic Four](#) on page 9.

IF any X-Men Heroes are on your team:

Your ally indicates that they could use Cerebro back at the X-Mansion to find Loki. While he undoubtedly has taken measures to hide his mind from telepaths, those who have seen him recently may be able to give a clue as to his location.

You may visit the [X-Men](#) on page 11.

IF any Avengers Heroes are on your team:

Your ally indicates that they could use some of Tony Stark's equipment back at Avengers Tower to track down Loki. "This isn't the first time we've had to deal with Loki. We've found him before, we can find him again."

You may visit the [Avengers](#) on page 12.

Choose one of the applicable options above.

Upon arrival at the Baxter Building, you meet up with Reed Richards in his lab. After a hasty greeting, he asks you to wait just a bit longer. You notice a suitcase packed nearby. While you wait, you observe the odd sight of him standing directly in front of a large machine in the center of the room, while his arms stretch wildly all around the rest of the lab, disassembling pieces of various devices and adding them to the central machine. Despite how little understanding you have of the tech he is working with, you appreciate Reed being on your side. Soon enough, no less than 10 minutes after he started, his device is completed.

"Ok, I've been able to use Thor to help locate Loki. While they're not biological brothers, there are enough shared features about their Asgardian physiology for a triangulation bio-scan."

Reed presses a few buttons, and on one of the consoles comes up a screen. It first looks like a satellite image of Norway and Sweden, but quickly zooms in much closer than any normal satellite could, unsettlingly so. Loki appears on screen, wearing the same dress suit that you saw in the S.H.I.E.L.D. report. He walks out the front door of a museum, tipping his hat to the guard. A short bit after that, as he holds up some object in his hand, he is engulfed by a brilliant flash of purple, and disappears.

Reed looks puzzled by this for a moment, an uncharacteristic display of confusion from Mr Fantastic. However, the confusion quickly turns to action as he adjusts a couple of dials, stops suddenly, and turns to you.

"Agent Harrison, Loki has just teleported to the S.H.I.E.L.D. storage facility." He looks at the Human Torch and Thing, who are standing nearby. "Ben and Johnny, head there right away. Take the Fantastacar- and Agent Harrison."

You ask about him. He responds, "Susan and I have another urgent matter to attend to, though I am certain you can handle this with Ben and Johnny's help."

Continue on to the next page.

You hop into the strange white hovering vehicle, with two-person seats in the front and back, and also two single person seats on what look like wings on the sides. It seems peculiar, but if Reed is correct, you don't have time to inspect the vehicle. Away you go!

You *may* add Human Torch and Thing to your team. Remove any other Fantastic Four members from your team and replace them with available Heroes from the core set.

IF the Skrull invasion was prevented, go to [page 14](#).

IF the Skrulls infiltrated society, go to [page 15](#).

You arrive at the mansion on Graymalkin Lane, and several X-Men guide you to the large doorway outside of the chamber where Cerebro is housed. As Professor X enters, your allies indicate that he must not be disturbed while he uses Cerebro, as it will require his full concentration. You wait patiently for about 15 minutes (although it feels like quite a bit longer than that), and at last the X-shaped doors open and Professor Xavier wheels through.

"This is quite strange. I have searched through minds throughout the world, and Loki has somehow been seen in several different global locations within the past hour: Norway, England, and New York. Most concerning, however, is that the most recent sighting was not far from a S.H.I.E.L.D. Storage Facility. You should head there immediately. Who knows what Loki could be up to!"

Your ally suggests taking the Blackbird, the X-Men's sleek black jet, located in the mansion's hangar bay. When you get there, several X-Men are waiting for you, ready and eager to join you on your mission.

You may add any number of available X-Men Heroes to your team.

IF the Skrull invasion was prevented, go to [page 14](#).

IF the Skrulls infiltrated society, go to [page 15](#).

You arrive at Avengers Tower and are greeted by Jarvis, an older gentleman sporting what looks like a butler's outfit. He informs you that Tony Stark is already in the lab, and is currently tracking Loki. Steve Rogers, Captain America himself, also arrived at the mansion at about the same time as you, greets you with a firm handshake, and joins you as you walk down to Tony's lab.

When the two of you arrive at the lab, you find Tony typing on a keyboard with one hand, and reaching into a pizza box to grab a slice with the other. He greets you with a mouth full of cheese and pepperoni. "Hey guys, want some? I got it from a hole in the wall place... best pie in the city. No contest."

While watching the various screens he is working on, you see several monitors, each tapped into a security camera at different, unknown locations. One, however, seems to be looking at the interior of a strange warehouse, with boxes that look technologically advanced. Steve asks Tony about that camera, and with his mouth still full of pizza he off-handedly mentions,

"Oh that one? Yeah, don't worry about that. That's part of a... pet project, you could say. I've been watching S.H.I.E.L.D. storage, and-"

Steve raises an eyebrow. "You're spying on S.H.I.E.L.D. now?"

"Look, you don't think they've tried to bug this place too? Just playing their game, fair is fair." Tony grabs a new slice. "So anyway, I was cross referencing some of the other Norse stuff that Loki took, and figured out three likely locations he'll probably visit next. No need to thank me. Check these out."

With a wave of his hand, Tony brings up three separate feeds on another screen. In one, you see a shot behind Loki as he walks out of a building, doffs his hat at a security guard, then vanishes in a burst of purple light.

"Huh. That's weird. First time he's done that." Tony shrugs. "Well, let's see if I can track him down again." He goes back to work on the keyboard, a slice of pizza dangling from his mouth.

Continue on to the next page.

Steve interrupts, "Tony, that camera at the S.H.I.E.L.D. storage facility. I think you've lost your connection."

You look over and see only static on that feed.

Stark looks genuinely surprised. "That's impossible... they-"

Tony interrupts himself, "No, that's not good. We better get over there, now."

Captain America quickly yells out, "Avengers, Assemble!" as he begins sprinting towards the Quinjet hangar.

Add Iron Man and Captain America to your team. Then, you *may* add any number of other available Avengers Heroes to your team.

IF the Skrull invasion was prevented, go to [page 14](#).

IF the Skrulls infiltrated society, go to [page 15](#).

On your way to the S.H.I.E.L.D. storage facility, you get a call from HQ. You answer the phone, but before you can say the name "Harrison", you're cut off. "Agent, there has been a breach in one of our secure storage facilities, Tier 5. We need all hands on deck. We'll grant you temporary access. HQ out."

You didn't even have a chance to tell them you were already on your way.

Even stranger, you've never had access to Tier 5, let alone even heard of it before now. With something that secure, if someone has gotten in, why weren't they detected earlier, and more importantly, what are they after?

Before you can answer yourself, you get another call from someone you've worked with before: Warden Carlson of The Raft, the offshore prison for supervillains.

"The Skrulls, they've escaped. I... I don't know how, but they all suddenly just disappeared... like poof, gone. I went through the security footage, but the live feeds had been broadcasting still images for weeks, so I don't know exactly how long they've actually been missing. The good news is it's JUST the Skrulls that are gone as far as I can tell, but any breach is never a good thing. I'm going to go through the rest of our video feeds and see if anything else is amiss. Fury is going to have my head for this."

Great. On what was supposed to be a day off, not only is the S.H.I.E.L.D. storage facility being infiltrated, but now you've got Skrulls on the loose. You didn't even get to eat your breakfast burrito yet. What else could go wrong?

You don't give yourself time to ponder that question, and just focus on getting to the storage facility.

Cross out, "Skrull invasion prevented".

Write down, "Skrulls infiltrated society".

Continue on to the next page.

You make it to the S.H.I.E.L.D. storage facility in record time. Three agents meet you and explain that the breach is in a section where certain classified items of untold power are being stored. As if that wasn't enough, one of the S.H.I.E.L.D. analysts at the facility also sheepishly tells you that there is an incoming signal... directed at the entire planet.

The agent grabs a nearby monitor with both hands and rotates it in your direction. On screen is a large, hooded man with blue skin. His commanding presence is impossible to ignore as he speaks. "Attention Terrans. Scans indicate your planet is harboring fugitive Skrull scum. The Kree shall enforce our righteous laws and take them in by force. Do not interfere."

The feed suddenly cuts off.

Today is not your day. The S.H.I.E.L.D. facility is being raided, and now your planet is being attacked... by some kind of space police? Whatever is going on with Loki is the top priority, and you don't necessarily mind getting rid of the Skrulls, but you need to make sure that whatever these Kree have planned don't also cause harm to Earth or its citizens. You have a strong suspicion that these events are all connected... but could this all really have been organized by Loki as a distraction?

Either way, it looks like your work is cut out for you.

Continue on to the next page.

GAME SETUP

Mastermind: Loki

OR:

Optional: EPIC Loki (12 Attack. **Master Strike:** Each player gains two wounds.)

Scheme: The Kree-Skrull War

Villains: Skrulls, Kree Starforce

IF any non-Moon Knight Marvel Knights Heroes are on your team, add Maggia Goons to the Villain Deck, and add all the Marvel Knights Heroes on your team to the Hero Deck.

IF not:

IF Dr. Doom replaced leaders with killbots, OR if you have at least one Fantastic Four Hero on your team, OR if you have 2 or more Avengers Heroes on your team, add Doombots to the Villain Deck.

IF not:

IF Magneto robbed the banks, OR if you have 2 or more X-Men Heroes on your team, add Sentinels to the Villain Deck.

IF not:

Add Savage Land Mutates to the Villain Deck.

Add Heroes from your team to the Hero Deck until you reach 5 different Hero names.

BEGIN!

At the end of the game, write down how many Kree Conquests and Skrull Conquests there are.

**If you defeated Loki (won the game),
continue on to [page 17](#).**

**If you did not defeat Loki (evil won or ended
in a draw), go to [page 20](#).**

As the battle appears to have ended without a clear victor, Loki looks at you directly. "Agent Harrison, as my brother likes to say, that was a battle well fought. But you should know that the object S.H.I.E.L.D. is hiding in that facility is far more vulnerable under their care than mine. There is a war coming, so be prepared, will you?"

After that enigmatic warning, Loki grins and bows deeply, and disappears into a cloud of smoke.

Thor approaches you. "You fought well! Stories of our battle shall be told for years to come, yet my mission is not yet done, for I must pursue my brother. I am certain we shall meet on the battlefield once more."

Cross out "Thor's Quest".

Remove Thor from your team.

IF you fought Epic Loki, write down, "Epic Loki defeated".

IF there are 0 Skrull Conquests, continue on to [page 18](#).

IF there are 1 or more Skrull Conquests, go to [page 19](#).

Another global broadcast is detected. The hooded Kree individual whom you saw earlier appears on the screen. "While the Kree Empire does not appreciate your attempts to stop us, we did notice your valiant efforts in fighting the Skrulls. Your assistance shall be remembered, and though I am saddened to inform you of the impending destruction of your planet. The only way to truly remove an infestation is to destroy it entirely. Please provide any memories you would like archived by the Supreme Intelligence before your planet is destroyed. Should any Terrans survive, they are welcome to visit the Kree on Hala, as they have proven their valor."

Cross out, "Skrulls infiltrated society".

Write down, "Skrull invasion prevented".

Write down, "Ally of the Kree empire".

Go to [page 23](#).

Before you can catch your breath, another global broadcast is detected. The same hooded blue-skinned Kree you saw before appears on screen. "Our extermination of the Skrull infestation has been unsuccessful, and scans indicate that your kind impeded our attempts to remove them. Out of respect, we grant you the opportunity to provide any memories from your planet that you would like archived by the Kree before your planet is destroyed. Your compliance is appreciated, Terran scum."

Write down, "Enemy of the Kree empire."

Go to [page 23](#).

Despite your best efforts, while trying to stop the Kree and Skrull war, Loki escaped with what he came for. S.H.I.E.L.D. analysts are trying to figure out exactly what the object was and what it can do, but all they know right now is that it emitted raw cosmic energy.

Write down, “Loki has the artifact.”

Thor approaches. “You fought valiantly, but my brother has escaped. You need not worry, for as I have done countless times, I shall bring him to justice. Fare thee well.”

Cross out “Thor’s Quest”.

Remove Thor from your team.

Write down, “Thor pursuing Loki.” Until this is crossed out, you cannot add Thor to your team. If you’re asked to add Thor to your team by name, do so, and cross out this keyword.

IF there are 4 Kree Conquests, go to [page 22](#).

IF there are 3 or fewer Kree Conquests, continue on to [page 21](#).

Another global broadcast is detected. The same hooded blue-skinned Kree you've seen before appears on screen. "Terrans: the Skrull infestation has reached far beyond our expectations, and cannot be contained by simple military action. To prevent further contamination, as well as to punish your planet for allying with the Skrull, your planet will be destroyed. Out of respect, we grant you the opportunity to provide any memories from your planet that you would like archived by the Kree before your planet is destroyed."

Write down, "Skrull domination".

Write down, "Enemy of the Kree empire".

Go to [page 23](#).

Another broadcast is detected, but unlike the last time you saw his face, this time the blue-skinned hooded Kree appears to be smiling.

“Today is a good day for the Kree Empire. As thanks for your assistance in eliminating the Skrull infestation, we would like to invite your greatest warriors to join the Kree Empire and aid in our galactic conquest. Encoded in this message are the coordinates to Kree-Lar on the planet Hala. The Supreme Intelligence looks forward to battling by your side again.”

No sooner had the broadcast concluded than you receive a text message from Fury. “We need to talk. See me in my office tomorrow morning.”

Write down, “Kree domination”.

Write down, “Ally of the Kree empire”.

Cross out, “Skrulls Infiltrated Society”.

Go to [page 32](#).

You can't believe what you've just heard. The... the planet is going to be DESTROYED? The entire Earth? You feel like the wind has been knocked out of you, and just as you sit down to wrap your head around all of this, your phone lights up. It's Fury.

"Hey kid, I don't care how important whatever you're doing is, but scanners have indicated a large amount of cosmic energy being channeled into some sort of antimatter portal. At least that's what they're telling me. The brains in the lab are calling it a "nega-bomb". Not going into the details, but you need to stop it. It's in the upper atmosphere, so you'll need to take a quinjet and head there immediately. I don't think I need to explain the stakes here. I'm working on some additional backup to send on your tail, but they might not make it in time. If you have any favors or friends to call out, I'd recommend doing so while you head there. Fury out!"

Most of your team has returned at this point, but the collateral damage from the Kree and the Skrulls have done a number on them. A couple don't look too good.

Remove two Heroes from your team, and write down "(Hero name) is critically injured" for each one. Until this is crossed out, you cannot choose to add these Heroes to your team. However, if the story asks you to add this Hero by name at any time, add them, and cross out "(Hero name) is critically injured".

IF you are a "Spirit of vengeance", you *may* add one available Marvel Knights Hero to your team.

OR

IF Captain America is on your team, you *may* add one available Avengers Hero to your team.

OR

IF Spider-Man is on your team, you *may* add one available Spider-Friends Hero to your team.

OR

IF Cyclops, Jean Grey, or Professor X are on your team, you *may* add one available X-Men Hero to your team.

IF none of the above apply, add the first available Hero from this list to your team: Deadpool, Iron Man, Cable, Emma Frost.

Continue on to the next page.

As you and your allies arrive in the upper atmosphere, you see it. A huge rotating orb of energy, with several devices rotating around the behemoth, presumably to contain it. Worst of all, strange dark energy is emitting out of it, and you notice whenever any meteoroid or other object errantly crosses its path, both the energy and the object both wink out of existence. As you approach, you notice that its rotational speed is slowly accelerating, and each time the energy reaches out, it gets further and further. You really don't want to know what happens if you come in contact with it, let alone the Earth.

Your intercom lights up. "Hey Agent, this is Hank Pym. Cosmic antimatter bombs aren't really my specialty, but apparently I was the only person Fury could get ahold of in time. Anyway, you're probably more concerned with disarming the bomb than who Fury has on speed dial. So, best as I can tell, to disarm the bomb, it looks like the key is in those devices that are rotating around the large amount of cosmic energy. They each need to be safely disabled to disarm the bomb. From what I can tell, if they aren't handled correctly, they can instead agitate the antimatter portal in the center, accelerating the detonation of the bomb rather than disarming it. Good luck, Agent. We're counting on you."

Well, guess your work is cut out for you. Time to save the world yet again... literally this time.

Continue on to the next page.

GAME SETUP

Mastermind: Supreme Intelligence of the Kree

Scheme: Intergalactic Kree Nega-Bomb

Villains: Kree Starforce

IF Skrulls infiltrated society, add Skrulls to the Villain Deck.

IF not:

IF Demons walk the Earth, add Underworld to the Villain Deck.

IF not:

Add Radiation to the Villain Deck.

IF any X-Men Heroes are on your team, add Sentinels to the Villain Deck.

IF not:

IF the X-Cutioner's Song massacre occurred, add Phalanx to the Villain Deck.

IF not:

IF Dr. Doom replaced leaders with killbots, add Doombot Legion to the Villain Deck.

IF not:

Add Savage Land Mutates to the Villain Deck.

Add Heroes from your team to the Hero Deck until you reach 5 different Hero names.

BEGIN!

At the end of the game, write down how many cards of each non-grey Hero name are in the KO pile, as well as the total number of non-gray Heroes in the KO pile.

If you defeated the Supreme Intelligence (won the game), go to [page 26](#).

If you did not defeat the Supreme Intelligence (evil won or ended in a draw), go to [page 30](#).

As the rotating bomb slows, it begins shrinking in size, exponentially getting smaller and smaller, until it slowly winks out of existence. Exhausted, you let out a deep sigh and look back at the planet. You notice so many ships and planes heading your way that you're unable to grasp just how many there are. Fury's backup must have finally arrived.

The Kree whom you fought against, having seen the additional forces coming to your aid, begin to turn and retreat. In an instant, the entire Kree armada performs what you can only assume is a hyperspace jump, coruscating with light and disappearing into the distance. You suspect that this isn't the last you'll see of them.

Your intercom lights up again: it's Fury. For a brief moment, you consider ignoring the intercom, but considering what Fury would do if you ignored him, you decide it's a better idea to answer.

IF 0 non-grey Heroes were KOed, go to [page 27](#).

IF between 1 and 8 non-grey Heroes were KOed, go to [page 28](#).

IF 9 or more non-grey Heroes were KOed, go to [page 29](#).

“Great job kid, the world owes you a debt. Several actually. Take the rest of the day off, you’ve earned it- But report to my office tomorrow morning. We’ve dealt with attacks from off world before, but this is some serious advanced alien BS. Earth’ll need an answer for this. Be there first thing tomorrow. I’ll have some good news for you.”

You check your watch. While you’re not exactly jumping for joy at being granted the rest of the day off at 6:30 in the evening, you’re just glad to receive any respite at all.

Go to [page 32](#).

“Hey kid, you did good. Not everyone can stand up to a force like that, let alone scare ‘em off. You suffered some losses, but you won, and that’s what is important. Come back planetside for the standard medical tests and a full eval. Need you in top shape for tomorrow morning, got some big news for you, and it’s good news this time, trust me.”

If any of your Heroes had 4 or more of their cards KOed, remove that Hero from your team. You may replace each Hero removed with any available Hero from the Core or Dark City sets (other than any you just removed).

Go to [page 32](#).

“Hey kid, that looked rough. Sorry backup didn’t make it in time- they tried their best, trust me. I know a loss like that can be hard. Been there. But remember, you won, and that’s what’s important. Come back planetside and get patched up, will ya? I need you in fighting shape ASAP. Those Kree delivered an unexpected message today, and I plan to give one hell of a response. See you in my office tomorrow morning.”

If any of your Heroes had 3 or more of their cards KOed, remove that Hero from your team. You may replace each Hero removed with any available Hero from the Core or Dark City sets (other than any you just removed).

Go to [page 32](#).

As you are dismantling one segment of the bomb's container, you hear a loud "CRACK!", followed by a rapidly increasing beeping. Uh-oh. The bomb begins to explode. As the dark energy begins to wash over some of your team, you see their faces contort in agony. When it reaches you, you feel immense pain, and then... nothing. You open your eyes, and see an immense being with a bald head and blue and white robes. It stands before you in a sea of white. Suddenly, it opens its eyes, and a brilliant white light pours out from them.

The being speaks, "I am Uatu, the watcher, and I am sworn not to interfere. Yet I see that should you die here, not only your world, but much of the galaxy will perish. As such, I cannot let this be the end of your story."

Your mind is abound with hundreds of questions as to what exactly is going on. You begin to open your mouth, but before you are able to utter a single word, Uatu interrupts. "I know that this is difficult to understand, but believe me, if I reveal anything further, I jeopardize the future even more. Go now, and save your world."

You find yourself back where you were, just moments before the bomb's energy overtook you. Without any control over yourself, your left arm slowly points forward and a brilliant white energy streaks out from your hand. The energy glides over to the darkness emanating from the bomb, which appears to somehow neutralize its energy. The last thing you see is the dark energy beginning to fold back into itself, just before you lose consciousness.

Write down, "Shards: 2". While this is written down, when setting up for your next game, you may have each player begin with two shards. At that time, cross out "Shards: 2".

Write down, "Uatu interfered".

If any of your Heroes had 3 or more of their cards KOed, remove that Hero from your team. For each Hero removed, write down "(Hero Name) is Critically Injured." Until this is crossed out, you cannot choose to add this Hero to your team. However, if the story asks you to add this Hero by name at any time, add them, and cross out "(Hero name) is critically injured".

You may replace each Hero removed this way with any other available Hero from the Core Set.

Continue on to the next page.

You wake up in a hospital room, and the first person you see is Nick Fury.

“Glad you’re still with us, kid. That energy from the bomb should have killed ya, but here you are. Looks like it still did a number on you though: you’ve been out for over a week. Doc says that your body is fine, actually somehow better than fine for that matter. We’ve just been waiting for you to wake up, and I for one am glad you did. Rest up for today, but I need to see you in my office first thing tomorrow morning. Your little maneuver sent the Kree packing for now, but I’m sure we’ll see them again. Let’s make sure that this time, we’ll be ready.”

Continue on to the next page.

You show up at Fury's office the next morning.

On your way in, there's more commotion than you're normally used to hearing at HQ. Something's got the agents unnerved. Meanwhile, a number of Heroes have been completely unreachable after the Kree incident. You overhear some agents speculate that they've been sent on some secret missions off-world, and another agent wonders if there's something more sinister going on.

Write down, "Heroes unavailable: Deadpool, Forge, Iron Man, Punisher, Silver Surfer, Black Widow, Colossus, Thor, Hulk, Thing, Mr. Fantastic, Invisible Woman, Bishop, Iceman, Jean Grey, and Emma Frost". If you have any of these Heroes on your team, remove them. Replace them with any available Heroes from the Core set. The Heroes you've written down may not be added to your team in this chapter unless you are instructed to add them by name (cross out their name here if so).

IF the Fantastic Four are not in Space, and the Cosmic Ray Level is 0 or higher, write down "Fantastic Four in Space".

Nick Fury enters the lobby. "Good morning, Agent Harrison. As you are already aware, the arrival of the Kree wasn't the first time our planet has dealt with beings from another world, but it has opened our eyes. As much as I hate to say it, on a galactic scale, planet Earth can no longer afford to sit on the sidelines."

"I'd like to introduce you to our sister organization, S.W.O.R.D.: Sentient World Observation and Response Department. Meet Abigail Brand, head of S.W.O.R.D."

A woman with stunning Green hair approaches you and gives you a surprisingly strong handshake. "Agent Harrison, Fury here has told me a great deal of your accomplishments, so let me get right to it."

"We know the Kree stated that they came here to stop the Skrulls, but while you were battling them, we were performing some scans on their capital ship."

Abigail presses some buttons on her tablet, swipes towards a nearby screen, and you see a large 3D map of the Kree ship appear. She gestures on the screen, and the image zooms in towards the command deck of the ship.

"We had limited time to collect what we could from their ship's computer before they caught on to us... but this was one of particular concern. Take a look."

Continue on to the next page.

*A video of what looks like previously recorded security footage begins to play. The first thing you notice is that hooded blue-skinned Kree. He looks over at another of his crew and hesitantly says, "Put him through." Another Kree presses a button and a screen in front of them lights up. On it is a sight that fills you with dread, though you aren't exactly sure why. You've never seen this... *thing* before. The image the Kree are looking at is of a giant, purple-skinned man with blue and gold armor. He begins to speak.*

"The Asgardian has informed me that one of the Infinity Gems is on Terra, in the Sol star system. I've sent him ahead to the planet to retrieve it, and I want you to travel there and create a distraction to help him succeed this time. Within 2 cycles, I intend to have that gem. If you fail me again, I will go get it myself."

The purple-skinned man leans forward in his chair and adds, "Trust me, you and your people will not enjoy it if I have to get involved, Ronan."

The screen on the Kree ship goes dark, and Ronan, the hooded Kree, looks down at the floor for a few seconds before regaining his composure. "Set... Set a course for Terra", he orders.

The video ends, and Abigail looks at you. "So, I'm sure you have plenty of questions. Allow me to try and get as many out of the way as possible."

"First, Infinity Gems are objects of enormous cosmic power. We don't fully understand how they work, but we don't necessarily want to find out what Thanos has planned with them."

"Secondly, that purple-skinned thing talking to the Kree: we believe this was the Titan and intergalactic warlord known as Thanos. We have dealt with his minions on occasion, but never him personally. If those who work for him are to be believed, Thanos may possibly be one of the most powerful beings in the known galaxy."

"Lastly, that video we just watched was taken yesterday." Ms. Brand sighs. "Each 'cycle' is 3 Earth days, so this means we have a mere five days until Thanos goes to gather the gems. We need to make sure we get them before he does."

Write down: "Infinity Crisis: 5 days remaining".

Continue on to the next page.

Fury says, "Believe it or not, there has been at least one Infinity Gem here on Earth."

IF Galactus has the Cosmic Cube:

"Remember the Cosmic Cube that Galactus was in possession of? Well, it turns out, it contained one of the gems, not sure which one. Unfortunately, that flying purple planet eater has it, and he's not here anymore. Reed Richards left the planet recently and was going to be on the lookout for infinity stones as well. He knows Galactus better than any of us. Maybe he might be able to locate that big pain in my you-know-what before Thanos does."

IF not:

IF Loki has the artifact:

"It was safeguarded in S.H.I.E.L.D.'s most secure storage facility. Unfortunately, it appears that it was stolen during the recent battle between the Kree and Skrulls, presumably by Loki."

IF not:

IF Loki does not have the artifact:

"That particular Infinity Gem is hidden in an undisclosed location, and it is heavily guarded under S.H.I.E.L.D. protection, so you need not worry about its safety."

Write down, "Hidden Infinity Gem on Earth"

Abigail paces around while Fury speaks, and then adds, "So, your mission, Agent Harrison, is to find as many of the gems as you can, because the fewer Thanos is able to gather, the easier he will be to deal with when he inevitably arrives for the rest."

Abigail pauses for a moment, then says, "Unfortunately, with the damage and confusion here planetside after the Kree's attack, the governments of Earth are not in a position to support your mission."

No government support, huh? Somehow, you always seem to end up with the short straw.

Ms. Brand seems to have noticed your sour reaction, and perks up a bit. "Don't worry, we're not going to leave you completely out to dry. We can at least provide you with a ship and a pilot. Agent Harrison, meet Peter Quill."

A blond-haired man in a red leather jacket walks up, seemingly offended. "I told you, my name is Star-Lord!"

Abigail quickly responds, "Uh huh, I'm sure it is."

Continue on to the next page.

Abigail looks back at you. "Anyway, Peter here was picked up last week for flying a reportedly stolen ship, named the Milano. We are going to choose to... 'ignore' his poor decision making so far and only impound the ship temporarily, so long as he plays the part of your 'personal pilot' and takes you where you need to go to complete your mission."

Star-Lord appears offended. "Hey, that's MY ship. If you want me, my ship comes as part of the package deal."

Brand laughs. "What, you think we're going to let you just... FLY a stolen ship out of here, no questions asked? What do we look like, Damage Control? You'll be piloting a ship of ours; the Scimitar. It's equipped with all sorts of S.W.O.R.D. tracking technology, so don't get any bright ideas."

Star-Lord looks like he wants to say something, but Abigail interrupts him before he can.

"AND if you ever want the Milano back, then you will 'want' to pilot the Scimitar anywhere Agent Harrison's mission leads him. Do we have an understanding?"

Star-Lord mutters under his breath while mockingly pretending to speak with his hand.

"EXCUSE ME!?"

"Yes... lady... uh.. sir... I mean ma'am. I'll take Harrison where he needs to go."

Continue on to the next page.

“Thank you. Now, Agent Harrison, I’ll have you and Quill transported to our orbital base, The Peak, this afternoon. You’ll find the Scimitar there. The docking crew will give you a rundown of how its propulsion and navigation systems work. That way, if anything were to happen to Quill, you’ll have the ability to fly the Scimitar yourself if needed. And by the way, if Peter tries to pull anything, you have my full authorization to handle the situation as you see fit.”

Another agent hands you some paperwork. As you and Peter walk away towards the transportation shuttle, Peter looks at you and says quietly, “Man, that lady is a real piece of work, isn’t she? I wouldn’t touch her with someone else’s ten-foot-pole, if you know what I mean.”

Write down, “Team Size: 8”. Until this is crossed out, your team has expanded to allow for 8 Heroes total. Select from these 8 Heroes when prompted.

Add [Star-Lord](#) to your team.

As you continue towards the shuttle, Peter continues to speak to you. “Look, I don’t care what Sailor Neptune back there said about you having full authority or whatever bull that was; the Scimitar is mine until I get the Milano back. Got that? Until we finish this stupid mission, I call the shots. That cool with you? Thought so.”

You figure it’s probably easier to allow Quill the illusion of control rather than start a pointless squabble before a rather long journey, so you agree.

Write down, “Star-Lord VIP”. Until this is crossed out, Star-Lord can’t be removed from your team, and Star-Lord must be one of the Heroes you add to the Hero Deck in each game.

Continue on to the next page.

Boarding the shuttle, you take off from S.H.I.E.L.D. HQ and begin reading the packet of papers you were handed. This is not the first time you've entered orbit, but as you leave the lower atmosphere, you look up from the papers and realize this is the first time you've seen S.W.O.R.D.'s orbital base.

The space station is an enormous, column-shaped structure floating in orbit above Earth, with multiple rings rotating around a central hub. You wonder to yourself how they could have kept such a large base hidden so well all this time.

Your thoughts are interrupted as the shuttle descends into the docking bay. According to your paperwork, you shouldn't be too far away from where the Scimitar should be located.

You really want to take some time and look around, but figure it'd be best to get on with the mission as quickly as possible, so you head straight for your ship.

As you arrive, Star-Lord gives the Scimitar a once-over. His eyes go wide, but he quickly catches himself. "I- I mean, it's no Milano, but it'll do."

You see the docking crew prepping the ship for launch. As soon as they notice you, they pull you aside to give you a basic tutorial of how galactic navigation works.

Continue on to the next page.

They hand you a tablet and show you how to open the map, which looks extremely confusing at first glance.

“This is the coordinate map of the galaxy. These coordinates will help you jump through UNTN jump points to travel to new star systems and planets. Be very careful to plan your jumps ahead of time. Miscalculate your coordinates, and you’ll either end up somewhere else, out in the middle of space, or stuck within the UNTN itself.”

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	
3	5	4	6	6	3	5	3	5	6	7	7	9	1	5	2	5	R
4	2	2	6	2	3	7	2	5	2	7	3	9	3	3	5	8	S
6	2	4	3	5	4	5	3	3	5	6	6	7	3	7	4	2	T
6	6	4	3	5	9	4	1	7	8	3	2	8	3	7	8	5	U
8	8	7	5	2	6	7	5	9	8	2	7	9	7	9	1	7	V
2	6	4	7	6	7	4	6	5	1	7	7	2	5	9	4	9	W
1	7	7	3	8	1	3	6	7	7	9	2	3	6	3	9	7	X
9	3	3	5	6	8	7	1	9	8	5	6	3	1	9	2	9	Y
8	1	1	2	5	9	1	9	9	7	8	9	2	8	4	8	7	Z

During this chapter, you will be presented with coordinate codes. For example, if you’re given the code:

<BZ+7xLT-3>

Your first task is to find the number on the coordinate map which matches up to the letters B and Z. If you look for the number in column B and row Z, you’ll end up with the number 1. If you do the same for L and T, you’ll end up with the number 6.

This gives you: 1+7x6-3.

Continue on to the next page.

Going from $1+7\times6-3$, next simplify by doing any multiplication & division first, then adding and subtracting, all from left to right.

$$1+7\times6-3$$

$$1+42-3$$

$$43-3$$

$$40$$

Since the answer turned out to be 40, you'll then go to page 40. Let's go there and see if the math was correct. Continue on to page 40.

Congratulations! You've successfully navigated to the correct page. You'll know you've arrived at the correct page if the coordinate code at the top of the page matches your initial coordinate code. If you ever navigate to a new page and the code doesn't match, or there's no code at all, you'll follow the "Lost?" instructions you see at the top of each page, including this one. Navigate carefully, or you may be in for some devastating consequences!

Continue on to the next page.

The docking crew closes the map on your tablet, and swipes around a bit. "Ok, now that you have a basic understanding of how galactic travel works, next, let's go over your ship."

"The Scimitar is one of the fastest ships we've built here at S.W.O.R.D. Both its propulsion and steering systems are top notch. All that maneuverability comes at a price, however, and that's its fuel consumption. Coupled with a limited fuel supply, you'll have to plot your courses carefully."

From around the other side of the ship, you can hear Peter pipe up. "Of course it comes at a price. This ship's no Milano, man. What else is wrong with this thing?" As he returns to wiping grime off the wing, the docking crew continue.

"The Scimitar doesn't use typical fuel. It runs on a special type of fuel cell originally created by the Krylorians. We've been able to reverse engineer it and can produce a compatible fuel cell in small amounts, but we haven't had time to synthesize many. We've loaded one canister onto the ship, so use it sparingly. If you run out, Krylorian fuel cells can occasionally be found in the galaxy for the right price, should you need more."

Write down: "Scimitar Fuel: 5".

Write down: "Scimitar Fuel Capacity: 10." While this is written down, if you ever acquire more than 10 fuel, reduce the fuel to 10.

Note that your fuel cannot go negative. If you ever reach 0 fuel, you cannot deduct any more.

The crew make sure to emphasize that every time you make a space jump to new coordinates, it reduces the amount of remaining fuel.

"Oh, one more thing- in order to help you accomplish your mission, S.W.O.R.D. has authorized a transfer of two hundred thousand galactic credits."

They hand you a stick that looks remarkably like a USB stick, but with an adapter you don't recognize.

"Don't lose this. Credits are the standard galactic currency. You have permission to use them if you need to purchase anything to help with your mission. Agent Brand has stipulated that any expenses outside of that will be deducted from your paycheck, however."

Write down: "Galactic Credits: 200,000".

Continue on to the next page.

The crew continues guiding you through your tablet, helping plan your course of navigation and getting a feel for the ship's fuel meter, when Star-Lord pipes up.

"Alright, alright, I think we already know everything we need to know. Don't forget, you've got ME as your pilot, remember? We've got this, nothing to worry about. Ready for takeoff, open the pod bay doors, blah blah blah, just let us fly already!"

Starlord pauses, and then looks over at you again, "That Abigail lady gave you money, right? Hope it's enough. Just in case we need anything extra, I know there are a number of jobs we can do back on Earth if we run dry. If this ship is as fast as they said, then getting back to Earth for some extra scratch will be easy peasy! Also, they had some top notch repair crews there too, not that we'll need 'em."

The crew clear the area and guide the ship to the takeoff point. Star-Lord takes the controls, and looks at ease for the first time since you've met him. He wires up what looks like an old tape player to the computer, presses a button, and upbeat music begins blasting through the cockpit. He flips a few switches, looks at you with a grin, and the ship begins its departure. Before you know it, the S.W.O.R.D. orbital base is far behind you.

Star-Lord takes a moment to stop rocking out to his tunes. "Ok. So here's what it looks like we're dealing with. You pick up a thing or two when you're exploring the galaxy."

"Thanos, that purple guy you saw? I've heard he's trying to build some "ultimate weapon", and is collecting Infinity Gems to power it. Gonna be bad news if he's able to finish that thing. If I were you, I'd figure out where the gems are, and Knowhere seems like the perfect place for that info."

Continue on to the next page.

“So...” Star-Lord continues, awkwardly. “If we’re gonna do this thing, I don’t care what those suits said. We’re gonna need some help. And I’ve got just the team... the only problem is, I have no idea where they are.”

Star-Lord looks at you with a coy smile, “What team, you ask?”

You hadn’t asked.

“Glad you asked. Well, there’s yours truly, of course. Pilot and intergalactic Hero extraordinaire. Then there’s Gamora. The best assassin, bounty hunter, and bladeslinger you’ll find this side of Hala. Also, remember that Thanos guy? Well, she’s his daughter. Hates him though, so nothing to worry about there. Wants to take him out more than anyone, which means she could be a huge help to this mission. Without us, she’s probably hunting another bounty, after which she’ll rendezvous back on Knowhere, so that would be a good place to go looking for her. Then there’s the challenge of convincing her to join up with us; it’s hard to break her away from her bounty missions.”

“We’ll also need some firepower too. Rocket and Groot are out there somewhere. Now, go with me on this... Rocket’s a super-smart cybernetically-enhanced racoon. Loves the heavy weaponry. Groot... well... Groot’s a tree. A tree that once knocked out an entire legion of Nova Corps, though! In fairness, I told him not to; they’d only stopped me for jaywalking. They’re probably on a heist somewhere, looking for some extra cash to fund Rocket’s next project. They can usually be found on wealthier planets (Rocket says people go soft once they have money). I bet if we help them finish their next heist- er, ‘mission’, they’ll be more likely to help us out. And trust me, you ain’t getting one of ‘em without the other! So be prepared for a package deal.”

Star-Lord lets go of the controls for a moment and looks your way. “Now, if you want pure, unadulterated, B-movie destructive power, Drax is your guy. He wants to kill Thanos even more than Gamora does, which... he headed off to do, without telling anyone where he was going. I love the guy but his communication could use some work. All I know is each time I find him, he’s at the center of some kind of huge brawl, usually at a bar or casino. If we come across any giant, battle royale fights out there... Drax is probably at the center of it.”

If you have the Into the Cosmos expansion, continue on to [page 44](#).

If not, go to [page 45](#).

Star-Lord takes a swig of some green liquid from a tall, unlabeled cylinder. "There's one more guy who might help us. My adoptive father Yondu is vacationing on Contraxia. You'll probably need a ton of credits to motivate him to leave his ice-tub. Hell, maybe you can even hire more mercenaries there while you're at it. Here's the coordinates."

"...and I know the Kree tried to blow up your planet and all, but believe it or not, they CAN be reasoned with. Done it myself a couple of times. Failed like, at least ten times, but hey, it happened! I got word that Ronan the Accuser is back on the Kree homeworld. If they're hunting you, don't go there, but if for ANY reason Ronan might turn on Thanos... well... let's just say when you're fighting the scariest person in the universe, another scary guy like Ronan on your side isn't the worst thing that could happen."

Continue on to the next page.

Currently, you've got several jump coordinates available. Best log them for future reference.

Write down, "Active coordinates". Leave a good deal of space under this section to add future coordinates.

Under "Active coordinates", write down the following:

Earth - <ETx6+9xES>

Knowhere - <10xHX+KW-4>

Xandar - <AX+JYx8+25>

If you have Into the Cosmos, also write down:

Contraxia - <QS+CXxMRx2>

IF you are an Ally of the Kree Empire, continue on to [page 46](#).

IF not, go to [page 47](#).

Before you can choose a destination, Agent Brand's face appears on screen.

"Agent Harrison, before you leave, I'm transferring you coordinates to the Kree homeworld, Hala. It seems they were impressed with your work in dispatching the Skrull infiltrators, and would be honored to host you as a Terran representative."

Under "Active coordinates", write down the following:

Hala - <EV+HXx9+7xKZ+11>

Continue on to the next page.

“Alright, we’re at the junction point. It’s your call, I guess. Where are we headed?”

You take a look at your coordinate map.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	
3	5	4	6	6	3	5	3	5	6	7	7	9	1	5	2	5	R
4	2	2	6	2	3	7	2	5	2	7	3	9	3	3	5	8	S
6	2	4	3	5	4	5	3	3	5	6	6	7	3	7	4	2	T
6	6	4	3	5	9	4	1	7	8	3	2	8	3	7	8	5	U
8	8	7	5	2	6	7	5	9	8	2	7	9	7	9	1	7	V
2	6	4	7	6	7	4	6	5	1	7	7	2	5	9	4	9	W
1	7	7	3	8	1	3	6	7	7	9	2	3	6	3	9	7	X
9	3	3	5	6	8	7	1	9	8	5	6	3	1	9	2	9	Y
8	1	1	2	5	9	1	9	9	7	8	9	2	8	4	8	7	Z

Each jump will cost you 1 fuel.

Once you arrive, check the page header. If the coordinates match, continue with that page. If the coordinates don’t match or there are no coordinates, follow the instructions in the header.

Subtract 1 from the days remaining.

Choose a destination, calculate your page number, and subtract 1 fuel. If you would be reduced to 0 fuel, go to [page 179](#). Otherwise, go to the calculated page number.

48 Earth - <ETx6+9xES> | Lost? Flip a coin. If heads, go to page [162](#). If tails, go to page [163](#).

Subtract the number of Days Remaining from the number of Infinity Gems you have recovered. If the resulting number is 1 or more, or 0 days remain, go to [page 180](#).

You arrive back in Earth's orbit and dock at S.W.O.R.D.'s orbital base. "Aw, man," Peter complains, "It feels like we just left! Whatever we're back here for, make it quick, 'kay?" You are met with several maintenance workers, along with a few S.W.O.R.D. agents.

"Hello sir, we will work on repairing and refueling the Scimitar as quickly as possible."

Add 5 fuel to the Scimitar.

IF the Scimitar is in critical condition:

**Cross out, "Scimitar in critical condition".
Subtract 1 from the days remaining.**

IF the Scimitar is damaged:

**Cross out, "Scimitar damaged".
Write down, "Scimitar repaired".
Subtract 1 from the days remaining.**

Subtract the number of Days Remaining from the number of Infinity Gems you have recovered. If the resulting number is 1 or more, or 0 days remain, go to [page 180](#).

IF there is an * next to "Earth - <ETx6+9xES>" under Active Coordinates, go to page [54](#).

Continue on to the next page.

If you have it written down, put an * next to “Earth - <ETx6+9xES>” under Active Coordinates.

While you are waiting, one of the agents informs you that some Heroes have heard about your mission and are willing to help. S.W.O.R.D. can transport these Heroes to you if you'd like, but the Scimitar can only hold so many.

Choose one of the following:

(If the Scimitar was repaired, cross out “Scimitar repaired” and instead select two of the following.)

NOTE: If a given Hero is critically injured, in order to add them to your team, you must first spend 50,000 credits. If you do, add that Hero to your team and cross out “(Hero Name) is critically injured”.

If Spider-Man is no more, you may add Scarlet Spider to your team.

IF not:

You may add Spider-Man to your team.

IF Deadpool is not on your team, you may add Moon Knight and/or Wolverine (X-Men or X-Force) to your team.

IF Spider-Man is on your team AND you have Symbiote Bond, you may add Symbiote Spider-Man to your team.

IF the X-Cutioner's Song was prevented AND the baby was saved, you may add any available X-Force Hero to your team.

IF no more of the above apply and you still have a choice remaining, choose one of the following:

You may add any available Avengers Hero to your team.

OR

You may add any available X-Men Hero from Dark City to your team.

Continue on to the next page.

If Galactus does not have the Cosmic Cube AND Loki does not have the artifact:

After talking with Star-Lord, you have a hunch that you know exactly where the Space Gem is. After a brief conversation with Fury, you learn you were right. Time to use it to your advantage, though it might cost you some money to make sure the wrong people don't find out about it.

You may subtract 50,000 credits. If you do:

IF Nick Fury is not on your team, add Nick Fury to your team.

Cross out, "Cosmic Cube recovered".

Write down, "Space Gem recovered".

IF Galactus has the Cosmic Cube:

Following the events of the Fantastic Four's last interaction with Galactus, S.W.O.R.D. has been combing the intergalactic airwaves, searching for some information on Galactus' whereabouts in order to retrieve the Cosmic Cube, rumored to contain the Space Stone, before Thanos can. They may have found a reliable way to find someone who knows where it is... but it'll cost you.

You may subtract 50,000 credits. If you do, continue on to [page 51](#).

Go to [page 52](#).

You take the Scimitar planetside to an open field where your contact is supposed to be. The contact shows up, takes the money, and points a satellite dish towards the sky. The equipment they have connected to it doesn't look like anything earthly.

As they fire a beam into the sky, you suddenly worry about who you have aligned yourself with, and what did they just call to?

Your worries are answered shortly, as the light of an object in the night sky quickly grows until you can make out what... or who it is.

The being stands before you, mercurial in color, and riding a silver surfboard. You recognize him as the Silver Surfer.

"Friends, I don't have time to explain, Galactus is preparing to consume another world. With the Cosmic Cube under his control, I fear that Susan Storm and Reed Richards won't be enough to stop him this time."

IF Drax is on your team:

Drax looks ominously into the distance. "I know of this Galactus. He once tried to kill my daughter. I would be pleased to kill the daughter of Galactus."

Star-Lord turns to Drax with a look of confusion, "Does Galactus even have a daughter?"

Drax, still looking in the distance, "I do not know, but we can ask him. And if he does, then we can kill her."

Star-Lord looks like he wants to say something, but stops himself, knowing that it won't make much difference in this conversation.

The Silver Surfer looks solemnly in your direction. "Will you help me?"

If you want to help the Silver Surfer, go to [page 167](#).

If you decline and take the Scimitar back to S.W.O.R.D. headquarters, continue on to [page 52](#).

The docking crew lets you know the Scimitar is fueled up and ready to fly again. As you are about to board, Abigail Brand approaches you.

"I wasn't expecting you back in Earth's orbit this soon. I figured you'd be busy out there, but while you're here... there are a few troublemakers down on Earth I could really use the assistance with if you have time. I'll make sure you get paid handsomely in credits if you can spare a few hours and bring some of them in. We've got our hands full at the moment, and-"

Brand glances at her communicator, and without saying another word, turns on a dime, and sprints down the hallway in the opposite direction. Just before she turns down a hallway out of sight, you hear her say, "Details have been sent your way." Somehow during this, she had the time to text you a list of Earth's current top bounties. You consider taking her up on her offer. Those extra credits could really come in handy in your travels.

IF you want to go bounty hunting on Earth for credits, go to [page 53](#).

IF you want to go to another planet:

Subtract 1 from the days remaining.

Choose a destination, calculate your page number, and subtract 1 fuel. If you would be reduced to 0 fuel, go to [page 179](#). Otherwise, go to the calculated page number.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	
3	5	4	6	6	3	5	3	5	6	7	7	9	1	5	2	5	R
4	2	2	6	2	3	7	2	5	2	7	3	9	3	3	5	8	S
6	2	4	3	5	4	5	3	3	5	6	6	7	3	7	4	2	T
6	6	4	3	5	9	4	1	7	8	3	2	8	3	7	8	5	U
8	8	7	5	2	6	7	5	9	8	2	7	9	7	9	1	7	V
2	6	4	7	6	7	4	6	5	1	7	7	2	5	9	4	9	W
1	7	7	3	8	1	3	6	7	7	9	2	3	6	3	9	7	X
9	3	3	5	6	8	7	1	9	8	5	6	3	1	9	2	9	Y
8	1	1	2	5	9	1	9	9	7	8	9	2	8	4	8	7	Z

Subtract the number of days remaining from the number of Infinity Gems you have recovered. If the resulting number is 1 or more, or 0 days remain, go to [page 180](#).

You message Brand, and though it will take some time, you accept the offer to bring in yet another villain. You go through the details she sent you.

IF Magneto's bounty has not been collected:

Dossier 1

Magneto is planning on breaking several members of the Brotherhood of Evil Mutants out of prison. While we know Magneto is more than capable of this on his own, we have intercepted communications between him and several high ranking HYDRA agents. Details of the prison break are included; find and stop him.

IF you Defeated Apocalypse and Kingpin's bounty has not been collected:

Dossier 2

A recent report from S.H.I.E.L.D subdivision W.A.N.D. indicates that there have been some extra-dimensional communications originating from Fisk Industries. Pandora Peters has indicated that initial scrying efforts have uncovered rituals being performed on the behalf of Wilson Fisk to establish a connection with the Dark Dimension. Details of where and when this ritual is being conducted are included; find and stop him.

IF you want to hunt Magneto and Magneto's bounty has not already been collected, go to [page 55](#).

IF you want to hunt Kingpin, played Chapter 2 (Dark City), and Kingpin's bounty has not already been collected, go to [page 59](#).

IF you choose neither, or none of the above apply:

On second thought, you decide to get back to your mission of finding the remaining Infinity Gems. There's really no time to waste, and besides, there's plenty of other ways to earn credits out there in the galaxy. Star-Lord pilots the ship out of the docking bay and you jump to your next destination.

Continue on to the next page.

IF both Magneto's & Kingpin's bounties have not been collected:

Returning to Earth has reminded you that there may be some opportunities for extra credits here. Could be useful. Should you contact Brand about those bounties?

IF you want to go bounty hunting for credits, go to [page 53](#).

"Places to go, people to see and/or secretly take stuff from."

Choose a destination, calculate your page number, and subtract 1 fuel. If you would be reduced to 0 fuel, go to [page 179](#). Otherwise, go to the calculated page number.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	
3	5	4	6	6	3	5	3	5	6	7	7	9	1	5	2	5	R
4	2	2	6	2	3	7	2	5	2	7	3	9	3	3	5	8	S
6	2	4	3	5	4	5	3	3	5	6	6	7	3	7	4	2	T
6	6	4	3	5	9	4	1	7	8	3	2	8	3	7	8	5	U
8	8	7	5	2	6	7	5	9	8	2	7	9	7	9	1	7	V
2	6	4	7	6	7	4	6	5	1	7	7	2	5	9	4	9	W
1	7	7	3	8	1	3	6	7	7	9	2	3	6	3	9	7	X
9	3	3	5	6	8	7	1	9	8	5	6	3	1	9	2	9	Y
8	1	1	2	5	9	1	9	9	7	8	9	2	8	4	8	7	Z

Arriving by Quinjet at the Upstate Correctional Facility in New York, you hear sirens even before you can see the building. It appears the prison break has already begun.

In the distance, encased in a purple orb of energy, is an individual you quickly identify as Magneto. He notices your arrival, scoffs, and yells out, "I will not let some insects stop me from seeing proper justice done. Leave now, and I shall see to it that your insignificant lives remain intact."

As he says that, a rocket nearly misses your Quinjet. You spot several HYDRA teams below that are setting up to stop you and anyone else from reaching the prison.

IF Wolverine is not on your team:

Before you can react further to the HYDRA squad, a figure leaps onto them, claws bared. After quickly dispatching the group of HYDRA soldiers, he looks up at you and your ship.

"Hey bub, I got this one, you can go home."

The two of you stare at each other for a quick silent moment, before he adds, "Ok fine, you can bat cleanup while I take out the trash. Just don't slow me down, kid."

Add Wolverine (either X-Men or X-Force) to your team.

Continue on to the next page.

The front door of the prison breaks free and levitates away from the prison, under Magneto's control. The prison break has begun, time to stop it!

GAME SETUP

Mastermind: Epic Magneto (10 attack. **Master Strike:** Each player discards down to four cards.)

Scheme: Negative Zone Prison Breakout

Villains: Brotherhood, HYDRA

Henchmen: Doombot Legion

BONUS CHALLENGE - You may wager additional credits to give Magneto additional strength. If you win, you gain more credits, but if you don't, you lose your wager.

Level 1: Magneto gets +1 attack. Spend 10,000 credits. If you win, you will gain 20,000 credits.

Level 2: Magneto gets +2 attack. Spend 20,000 credits. If you win, you will gain 40,000 credits.

Level 3: Magneto gets +3 attack. Spend 30,000 credits. If you win, you will gain 60,000 credits.

Level 4: Magneto gets +4 attack. Spend 40,000 credits. If you win, you will gain 80,000 credits.

Level 5: Magneto gets +5 attack. Spend 50,000 credits. If you win, you will gain 100,000 credits.

Choose Heroes from your team for the Hero Deck until you reach 5 different Hero names.

BEGIN!

**If you defeated Magneto (won the game),
continue on to [page 57](#).**

**If you did not defeat Magneto (evil won or
ended in a draw), go to [page 58](#).**

Logan stands over the unconscious body of Magneto.

“So kid, why go after Magneto? I heard there were bigger fish to fry.”

After a short discussion explaining the situation thus far, Logan responds.

“Ok, well if you needed money or help, you could just ask the professor. Chuck’s full of himself, but he always helps when it counts.”

You contemplate taking Logan’s advice.

You may add one available X-Men Hero to your team.

S.H.I.E.L.D. agents show up with some transport to cart the villains away, and you are paid your bounty.

Gain 100,000 credits, as well as any extra BONUS CHALLENGE credits you earned.

Write down, “Magneto’s Bounty Collected”.

As you are preparing to head out, one of your team members who had been apprehending some of the HYDRA soldiers waves you over. They bring you a folder of documents they found on one of them.

Looking at it, you see something that catches you off guard. Apparently at some point in the past, when HYDRA had possession of the Cosmic Cube, they used it to experiment with traveling to a number of destinations across the cosmos.

As you browse through the documents, most of the experiments were unsuccessful, leaving HYDRA soldiers adrift in the cold darkness of space. But one of them seems interesting. It indicates a planet, called Contraxia. According to the documents, this planet is off the grid, used by several criminal organizations to hide out, most notably, the Ravagers.

Star-Lord indicates that he knows the Ravagers.

“They aren’t great guys, but if we need help tracking down the rest of the Infinity Gems, we could count on their help... for a price.” You consider Star-Lord’s advice, and write down the coordinates from the HYDRA documents.

The documents list the coordinates of the planet Contraxia. If you haven’t already done so, write down “Contraxia - <QS+CXxMRx2>”.

Subtract 1 from the days remaining.

Go back to [page 53](#).

Just as it seems like you are about to gain the upper hand over Magneto within the prison walls, he laughs at you.

“You fools, you thought you had cornered me!?”

Then, with a gesture of one hand, the entire prison begins to collapse around you, and in the chaos, you lose track of him and the rest of the Brotherhood.

After the chaos abates, you realize that nearly all the criminals have escaped, and one of your team members has been injured in the collapse.

Choose one Hero from your team.

Remove that Hero from your team, and write down “(Hero name) is critically injured”. Until this is crossed out, you cannot choose to add this Hero to your team. However, if the story asks you to add this Hero by name at any time, add them, and cross out “(Hero name) is critically injured”.

Add any available X-Men Hero from the Core set to your team.

As you head back towards the Scimitar, you see a headline on your console. “Magneto and his Brotherhood of Mutants rob armored bank transport.” You have a sinking feeling in your gut and hope that the rest of the X-Men can put a stop to them before things get worse as you get back to your main mission.

If it is not already written down, write down “Magneto robbed the banks”.

Subtract 1 from the days remaining.

Go back to [page 53](#).

You follow the directions from the dossier towards Hell's Kitchen. As you head towards the address on your documents, you hear a strange noise behind you. You turn to look at where it came from, but see nothing. When you turn around again, you see a man in a red outfit: Daredevil.

"Thanks for coming. I'll try to be quick. Fisk has made some deals with powers beyond his comprehension. Somehow he heard about the Infinity Gems, and has hired some demons to help open up portals to other worlds where the gems can be found. First, deals like that never work out, and second, even if they did, Fisk is one of the last people that should be in possession of an Infinity Gem."

You tacitly agree with Matt Murdock. He continues...

"Fisk is having his 'allies' conduct one of the rituals up ahead. Follow me, let's go."

Add Daredevil to your team.

As you approach the building, you hear sounds of fighting in the building already. Someone must have beat you here, but who? As a hand ninja is launched through the door before you and lands unconscious by your feet, you look up and see his assailant: None other than the immortal Iron Fist himself, Danny Rand. He looks up to you, his glowing right fist fading back to normal.

"Good to see you again. I have sensed that great evil would approach and I was correct in more ways than one. Come friends, a great battle awaits us, and today you fight with the power of a dragon by your side!"

Add Iron Fist to your team.

You and your allies charge into the building. Whatever Kingpin is up to must be stopped!

Continue on to the next page.

GAME SETUP

Mastermind: Kingpin

Scheme: Portals to the Dark Dimension

Villains: Streets of New York, Underworld

Henchmen: Hand Ninjas

BONUS CHALLENGE - You may wager additional credits to give Kingpin additional strength. If you win, you gain more credits, but if you lose, you lose your wager.

Level 1: Kingpin gets +1 attack. Spend 10,000 credits. If you win, you will gain 20,000 credits.

Level 2: Kingpin gets +2 attack. Spend 20,000 credits. If you win, you will gain 40,000 credits.

Level 3: Kingpin gets +3 attack. Spend 30,000 credits. If you win, you will gain 60,000 credits.

Level 4: Kingpin gets +4 attack. Spend 40,000 credits. If you win, you will gain 80,000 credits.

Level 5: Kingpin gets +5 attack. Spend 50,000 credits. If you win, you will gain 100,000 credits.

Choose Heroes from your team for the Hero Deck until you reach 5 different Hero names.

BEGIN!

**If you defeated Kingpin (won the game),
continue on to [page 61](#).**

**If you did not defeat Kingpin (evil won or
ended in a draw), go to [page 62](#).**

Fisk collapses unconscious on the floor. As he does, the portals begin destabilizing and collapse all around.

You realize the technology is unstable, and decide to shut it off. S.H.I.E.L.D. can deal with it when they get there.

As the smoke begins to clear, others show up to help, yet finding Kingpin defeated, they are disappointed they got there too late. They offer to lend you a hand with the Infinity Gems if you could use it.

You may add one available Marvel Knights Hero other than Ghost Rider to your team.

You collect your bounty and head back. You've got Infinity Gems to find.

Gain 50,000 credits, as well as any extra BONUS CHALLENGE credits you earned.

Write down, "Kingpin Bounty Collected".

Subtract 1 from the days remaining.

Go back to [page 53](#).

As you are battling Kingpin, he laughs at you. "You pathetic worms, did you think you could beat me? I'll teach you to meddle in my affairs."

He pushes some buttons and pulls a couple levers, then one of the portals opens large enough to swallow your team and the Scimitar.

"Bon Voyage Agent Harrison!" Kingpin shouts as your ship is pulled through. Luckily your team is equipped with S.H.I.E.L.D.'s latest atmospheric protection devices, so the vacuum of space doesn't bother any of you. Agent Brand really thought about everything.

If you haven't already done so, write down, "Scimitar Damaged". Until this is crossed out, each time you deduct 1 fuel, deduct an additional fuel.

IF you have Unstable Fuel:

That last impact did NOT agree with your fuel tank. A large gout of flame pours out of one jet and propels the Scimitar directly into another Asteroid, heavily damaging one of the wings.

Write down "Scimitar in Critical Condition." Until this is crossed out, each time you deduct 1 fuel, deduct an additional fuel. (This stacks with "Scimitar Damaged".)

Subtract 1 from the days remaining.

Flip a coin:

IF you got heads, go to [page 162](#).

IF you got tails, go to [page 163](#).

Subtract the number of Days Remaining from the number of Infinity Gems you have recovered. If the resulting number is 1 or more, or 0 days remain, go to [page 180](#).

If you have it written down, cross out, “Knowhere - <10xHX+KW-4>” under Active Coordinates.

As you gather your bearings from your jump, you see a humongous disembodied skull floating in space. Your ship’s computer states, “Knowhere, space station. Headquarters of the mining colony of Exitar.”

Star-Lord pilots your ship through the eye socket of the skull, and docks the ship. He explains that we have to pay the “optional” docking fees of Knowhere if we want to have a ship to come back to.

IF you have at least 50,000 galactic credits, you *may* subtract 50,000 credits.

IF not:

“Docking fees, pshhhh.” sprays Star-Lord. “I know some “free parking” down near the, um, neck-hole. No one looks there. Trust me, I stash the Milano there all the time.

Write down, “Free Parking”.

Peter Quill looks over after the two of you disembark. “So, where should we start? We could ask around to see if anyone knows about the gems... Or we could look around to see if anyone wants to join our adventures (Drax is usually around here somewhere). I also heard a rumor that Gamora was passing through. We could try to find her... that is, assuming she’s willing to talk to me again.”

If Rocket Raccoon is on your team:

Rocket begins laughing, “Drax? Here? This is going to be amazing! Let’s go find him. Last time we were here, he was in Starlin’s bar and there was this huge fight. He drunkenly accused everyone else of being minions of Thanos. Tables and chairs were flying... the occasional drunk was too. It was hilarious.”

“I am Groot.”

“Yeah, that’s true, that much damage did cost us a lot of credits, but ooooh was it worth it.”

Continue on to the next page.

Choose one of the following options you have not yet chosen.

If you want to refuel the Scimitar, go to [page 65](#).

If you want to look for Information on the Infinity Gems, go to [page 66](#).

If you want to look for more Teammates, go to [page 83](#).

If you want to look for Gamora, go to [page 71](#).

If you want to navigate to another destination:

Subtract 1 from the days remaining.

IF you used "Free Parking":

*You head back to the base of Knowhere, and are shocked to find what you can only describe as "bug people" crawling all over the Scimitar. "Hey! What the d'ast are you doing!" shouts Star-Lord as he dashes towards the ship, waving his arms over his head. The bug-folk scurry away in a cacophony of *kik*s and scuttling feet, leaving a dripping fuel tank in their wake.*

Subtract 2 fuel.

Cross out "Free Parking".

Choose a destination, calculate your page number, and subtract 1 fuel. If you would be reduced to 0 fuel, go to [page 179](#). Otherwise, go to the calculated page number.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	
3	5	4	6	6	3	5	3	5	6	7	7	9	1	5	2	5	R
4	2	2	6	2	3	7	2	5	2	7	3	9	3	3	5	8	S
6	2	4	3	5	4	5	3	3	5	6	6	7	3	7	4	2	T
6	6	4	3	5	9	4	1	7	8	3	2	8	3	7	8	5	U
8	8	7	5	2	6	7	5	9	8	2	7	9	7	9	1	7	V
2	6	4	7	6	7	4	6	5	1	7	7	2	5	9	4	9	W
1	7	7	3	8	1	3	6	7	7	9	2	3	6	3	9	7	X
9	3	3	5	6	8	7	1	9	8	5	6	3	1	9	2	9	Y
8	1	1	2	5	9	1	9	9	7	8	9	2	8	4	8	7	Z

You look around on the docks for someone to refuel the Scimitar. You find a pink-skinned dock worker who has a Krylorian fuel cell, but wants eighty thousand credits for it. After negotiating, you are able to talk them down to forty thousand.

You may gain 2 Fuel. If you do, subtract 40,000 galactic credits.

Go back to [page 64](#).

You visit several gambling establishments, some merchants, and anyone else you can find who looks like they might know something about the Infinity gems or Thanos. Most turn you away, either not knowing anything, or not wanting to answer questions about those topics, but you do find a lead or two.

Read all of the following options you qualify for:

If you have any Phoenix Force points:

You notice an odd individual wearing a cloak, poorly covering brilliant silver armor. They try to whisper, "You are friends with Charles Xavier, yes? Please follow me."

You may follow the cloaked man on [page 67](#).

If you have not visited Hala:

You notice an odd man sitting at a bar with only one eye. Something about this man seems ominous, but you can't place it. You have a feeling he may know something about the gems. Maybe he would be a good person to ask.

You may talk to the odd man on [page 69](#).

If Star-Lord is on your team:

Star-Lord mentions, "I'm the best at finding out anything from anyone, let me take the lead on our search."

You may let Star-Lord take the lead on [page 70](#).

Choose one of the applicable options above.

You follow the silver-clad individual to a nearby alley.

If Cyclops is on your team:

“Scott, it is I, Rashi’kon. I am glad to see you. Years ago, you and your father helped save the Empire. We are in need of your help again.”

Cyclops looks worried. “Certainly, what can we help with?”

If not:

When you arrive in the alley, you find another familiar individual there, Cyclops.

Cyclops explains, “Hello, thank you for coming. I apologize I couldn’t get in touch with you earlier. This man’s people, the Shi’ar, are a noble people, and need your help. I will let Rashi’kon explain.”

The silver armored Shi’ar soldier explains that Lilandra, the Shi’ar Empress, recently cast out her sister, Cal’syee, based on a prophecy that she would bring the downfall of their empire. Cal’syee fled with forces loyal to her, to an ancient moon in the Chandilar system. There, she found an object of great power, a gem that gives her the ability to manipulate reality to her will. With the gem, she has renamed herself Deathbird, and has sworn that she will overthrow her sister and take her rightful place on the throne.

He asks you for your help.

You think to yourself that if you want to obtain that gem, you’d better do it before Deathbird tries to retake the throne. Plus, if you can help stop an uprising at the same time, why not!

Cyclops looks to you. “Will you help us save the Shi’ar empire and recover the Infinity Gem?”

If you agree to help, continue on to [page 68](#).

If you refuse to help, go back to [page 64](#).

If Cyclops is not on your team:

Thank you, the X-Men and I are in your debt.

Add Cyclops to your team.

Write down, “Promise to Cyclops”. Until this is crossed out, Cyclops cannot be removed from your team.

Write down, “Chandilar - <5+CRxPWxGUx3–7xAT>”.

Go back to [page 64](#).

You approach the mysterious one-eyed man and ask him if he knows about the Infinity Gems and where one might be.

He laughs and responds, "Yeah, I know about the Gems. In fact, I even know where one is. On Hala, the Kree are hiding a Gem from Thanos." He points to a nearby map, labeled with coordinates. "They're working with him to find the others, hoping he won't figure out that they have one themselves. I reckon that they don't want him to collect them all, for some reason. Though I'm not so sure that is a bad thing, after all, if Thanos finds out about their betrayal, there'll be a lot less Kree out in the galaxy causing problems for the rest of us."

You look to your allies to explain to them what you found out, and when you turn back, the strange one eyed man is gone, without having left a trace. Very peculiar.

If you have not yet done so, write down, "Hala - <EV+HXx9+7xKZ+11>".

Go back to [page 64](#).

Star-Lord tells you about several leads, takes you to tavern after tavern, and convinces you to grease a number of palms. After several leads, and hours spent talking, he finally finds someone who tells him that there is possibly someone who knows about Infinity Gems on Xandar, and hands over the coordinates to Xandar. You go to put the coordinates into your data pad, and remember that you already had those coordinates. You had to spend quite a bit of money to get information that you already had.

Subtract 40,000 credits.

Star-Lord looks at you and says, "Ah, well... sorry. Well, at least we still have the friends we met along the way, right?"

You walk away without answering him.

Go back to [page 64](#).

You and Star-Lord begin asking around if anyone has seen Gamora.

You find a clearly inebriated man who seems to know something.

*“Yeah... green lady? I seen her, she’s real mean. Said sumtin about ‘sassinating someone, uhrrrrr... who’d she say... I forget, but I think red skin something, maybe? I forget. She said he has a magic rock or something. Seems pretty mean to kill someone for a rock, but who am I to *hic* judge?”*

“Either way... she was headed to the collec-collector about an hour ago. If y’all hurry, you can probably still catch up.”

Magic rock? Maybe it is an Infinity Gem. If there is a lead towards one of the Gems, you can’t let this opportunity pass.

Continue on to the next page.

IF you own Dimensions:

On your way, you see a suspicious looking dog wearing a spacesuit. Stopping for a moment, you hear a voice. <Follow me, please.>

You've never heard a dog's voice before, let alone one in your head, so curiosity gets the better of you, and you follow him. He leads you into a side path within the Museum, up to a bar. Sitting at it, strangely enough, is a duck wearing a smoking jacket and holding a martini glass.

The duck looks at you, then at the dog, then back at you, shrugs and finishes his drink. He says, "Cosmo here tells me you could use help... or that I need help... either way, I guess we need each other? This place is dead anyway, let's go".

You may add Howard the Duck to your team.

Cosmo barks happily and darts off into the Collector's Museum. As you make your way back, you come to terms with the fact that no one will ever believe this.

As you are walking, you notice Gamora on a nearby walkway leading away from the Museum. She appears to be holding a glass orb containing mesmerizing dancing flames.

As you approach, Star-Lord sprints ahead of you and yells out, "Gamora!"

She looks up with surprise and says, "What are you doing here?"

IF Drax is on your team:

Drax looks at Gamora and says, "We are walking."

He looks over at you with a smile and explains, "This is why I am so deadly, I am much more observant than the others. They always ask what each other is doing... amateurs."

His 'logic' stuns you for a moment.

Peter yells out, "We're looking for Infinity Gems!" You hope he didn't yell that too loud.

A voice behind you says, "Good. Then you may be of use to us."

IF Ghost Rider is Extraplanar, continue on to [page 73](#).

IF not, go to [page 74](#).

You turn around and see a man with a flaming skull for a head, and yet you aren't surprised. Nothing phases you anymore.

He explains, "A deal has been struck recently. The Demon Lord Mephisto came into possession of an Infinity Gem, but due to ancient protections, he cannot wield the Gem on his own. He has forged an alliance with another who can, and plans to once again stage an invasion of our realm."

Gamora adds, "I've heard that my father is looking for them again as well, and I hope I don't have to tell you what that means. We'll talk more once we have the gem. Let's get going."

Gamora hands the glass orb to Ghost Rider and he channels his flames into it, causing it to burst in his hands. The released flames take the form of an archway before you. Peering through the archway, you see a hellish landscape.

He calmly warns you, "This portal will last no longer than an hour! We mustn't waste any time."

Gamora unsheathes her blade, and is the first to dive through.

You may add Gamora and/or Ghost Rider to your team.

Go to [page 75](#).

You turn around and see another woman with red hair and brilliant golden armor.

Star-Lord suddenly gets nervous and says, “Hey, uh, Angela. Long time no see? No harsh feelings about last time, right?”

Angela looks at him and says, “You struck me while I wasn’t looking. There is no honor in that, and justice will be served, but not this day. Today, we need people, especially those who fight dishonorably, like you. Our villain is Mephisto, the Emperor of Darkness.”

Star-Lord smiles at Angela and says, “I knew you’d need me eventually.”

Angela rolls her eyes and sighs heavily. “Don’t flatter yourself, Quill, there’s a reason hardly anyone on Knowhere likes you.” She then turns to Gamora. “Please hand me the orb so I can open the way for you to Mephisto’s realm.”

Angela takes the orb from Gamora and looks to you. “I have divined that Mephisto, in his endless schemes, has made an alliance with the being you know as Red Skull. Mephisto recently found an Infinity Gem, but ancient curses prevent demons from wielding the gems. If the Red Skull is able to assist him, I fear that demons could freely roam the cosmos, causing untold destruction.”

Angela launches the orb to the ground, and flames erupt from its shattered remains. As they dance around, the flames slowly take the shape of an arched doorway. Once the doorway is fully formed, you can see through to a hellish landscape.

Angela says, “Go now, this portal will only remain open for an hour at most.”

Star-Lord takes a step forward, but stops, “Aren’t you coming, Angela?”

“I would if I could, but my powers do not function in Mephisto’s realm. I fear I would be more of a liability than a help.”

“Quill, shut your mouth and move!” Gamora pushes him aside, blade drawn, as she dives into the portal.

You may add Gamora to your team.

Continue on to the next page.

Stepping through the portal, the first thing you notice is the sweltering heat, immediately followed by a cacophony of howling screams. Looking around, you find yourself on a large reddish rocky island, surrounded by molten rock on all sides. An empty throne sits at one end, and flanking either side are two cages: one contains Black Widow, the other contains the Punisher.

You hear Black Widow yell out, "It's a trap, run!"

No sooner does she say that, then flames begin to pour out from all around you, somehow amplifying the screams from every direction. A shape takes place on the throne in a gout of fire.

Gamora raises her sword and yells out, "Mephisto, we're here to end you!"

Mephisto wags one finger at her. "Ah ah ah, so aggressive. You haven't even let me introduce my friends yet."

The rest of the flames begin to settle into shapes, one of them being none other than the Red Skull.

Mephisto laughs and says, "I was so pleased to have Johann Schmidt here, and then this little beauty showed up." Red Skull holds up a glowing yellow gem.

"With this, I can finally merge your reality with this one, and let my children claim for me what is rightfully mine."

*He adds while laughing, "I can't wait to try out my new toy. Won't you play with me? I'm sure you're *dying* to see how it works. Muahahaha!"*

Continue on to the next page.

GAME SETUP

IF the Cosmic Ray level is 0 or higher:

Scheme: Pull Reality Into The Negative Zone
Add Subterranea to the Villain Deck.

IF not:

Scheme: Unleash the Power of the Cosmic Cube
Add Radiation to the Villain Deck.

IF you Defeated Apocalypse:

Mastermind: Mephisto
Add Underworld to the Villain Deck.

IF not:

Mastermind: Red Skull
Add Hydra to the Villain Deck.

IF any X-Men Heroes are on your team, add Sentinels to the Villain Deck.

IF not:

IF the X-Cutioner's Song massacre occurred, add Phalanx to the Villain Deck.

IF not:

Add Hand Ninjas to the Villain Deck.

Continue on to the next page.

Find a Reality Gem Villain card from the Infinity Gems Villain group and place it in the Sewers. Place two shards on it. Do not trigger its Ambush effect.

BONUS CHALLENGE: If Mephisto is the mastermind, and you own the X-Men expansion, you *may* add both “The Apprentice Rises” and “Fight to the End” Horror cards into play at the beginning of the game for an extra reward upon victory.

If you do, choose Red Skull as the additional Mastermind for “The Apprentice Rises”.

Reminder: “Fight to the End” applies to both masterminds!

Choose Heroes from your team for the Hero Deck until you reach 5 different Hero names.

BEGIN!

At the end of the game, note whether or not you fought the Reality Gem.

If you defeated the mastermind (won the game), go to [page 78](#).

If you did not defeat the mastermind (evil won or ended in a draw), go to [page 81](#).

As the battle appears to be going your way, Mephisto yells out, "Enough!"

If you used the "The Apprentice Rises" and "Fight to the End" Horrors:

Gain 2 Phoenix Force points.

As Mephisto shouts, a glowing circle appears on the ground, and in a blinding flash of white light, suddenly a shirtless young man with long hair appears sitting on the ground. At first he is silent, and then slowly looks up towards you, a terrifying smile on his face. "You might be crazier than I am to come here, but if you are after the Infinity Gems, you could use a little crazy."

You may add Legion to your team.

Mephisto begins to clap slowly, and then leans forward from his throne. "Well done, Heroes. You've proven your point. Come and claim your prize."

As you are about to take a step forward, Mephisto continues.

"Your so-called friends, Natasha Romanov and Frank Castle, have each committed more than enough deeds to warrant their being here, but I am feeling benevolent. You may have your choice between Natasha Romanov or Frank Castle."

Gamora looks at you and asks, "Why is he letting us choose one? Why let anyone escape at all?"

Mephisto's face contorts into a twisted smile. "Well you see, by giving you the chance to rescue one, you are choosing to leave another behind. The betrayal is delectable!"

As Mephisto leans forward, eagerly awaiting your choice, you see even more demonic hordes assembling around you on all sides.

You look towards your allies. You can't just leave allies behind, but you can't stay here much longer or you'll never be able to escape Mephisto's realm at all.

Which do you choose to leave behind?

If you would like to leave Punisher behind, go to [page 79](#).

If you would like to leave Black Widow behind, go to [page 80](#).

You regret it... a little, but you have to leave Frank Castle behind.

He doesn't seem phased by it, and looks towards the ground and says, "Go..."

You look at your team and try to think of something you can do; some way you can convince Mephisto to let you leave with all three.

Before you can say or do anything else, Castle yells, "DIDN'T YOU HEAR ME? I SAID GO! GET OUT OF HERE!"

As you leave through the portal that you came through, you hear Frank's voice, presumably directed at Mephisto, "I want to make a deal..."

Write down, "Punisher left in Mephisto's Realm". Until this is crossed out, you cannot add Punisher to your team, not even when mentioned by name.

IF you fought the Reality Gem during the game, write down "Reality Gem recovered".

Write down, "Shards: 2". While this is written down, when setting up for your next game, you may have each player begin with two shards. At that time, cross out "Shards: 2".

After you get back to Knowhere, Black Widow looks at you and says, "There was no easy choice, and you can't second guess yourself. Keep moving forward, and if you'll have me, I'll do my best to make sure your choice was worth it."

You may add Black Widow to your team.

Go back to [page 64](#).

You choose to leave Black Widow behind. Surprisingly, she smiles at your decision.

"You chose well. Don't worry, I'll be fine."

Frank Castle looks at you and says, "Seriously? And they call me a monster..."

Natasha urges you onward, "Go now, before Mephisto decides to alter the deal. Don't worry about me, I've got a plan."

You decide to heed Black Widow's advice, and hurry back through the portal that took you here. As it closes, you hear Natasha's voice, speaking to Mephisto, "So, want to make a deal?"

Write down, "Black Widow left in Mephisto's Realm". Until this is crossed out, you can not add Black Widow to your team, not even when mentioned by name.

IF you fought the Reality Gem during the game, write down "Reality Gem recovered".

Write down, "Shards: 2". While this is written down, when setting up for your next game, you may have each player begin with two shards. At that time, cross out "Shards: 2".

After you get back to Knowhere, Punisher looks at you and says, "You should have left me behind... But since you brought me with you, let me join your little team. I need to kill something, and I'd prefer it to be someone who deserves it."

Gamora tells him, "He made the decision that he had to. Trust me, where we're heading, there'll be plenty of killing to do."

Frank curtly responds, "Good..."

You may add Punisher to your team.

Go back to [page 64](#).

As the battle rages on, your allies begin to weaken. You happen to glance back at the portal: it appears to be slowly closing.

Gamora shares a look with you, she noticed it as well. She yells out, "We need to leave! If we don't, we'll all be trapped here."

Mephisto simply leans back on his throne and smiles as his minions continue to attack.

Weighing your options, you realize Gamora is right, you order the retreat. You get out, but not before one of your teammates is injured.

Choose one Hero from your team.

Remove that Hero from your team, and write down "*(Hero name)* is critically injured". Until this is crossed out, you cannot choose to add this Hero to your team. However, if the story asks you to add this Hero by name at any time, add them, and cross out "*(Hero name)* is critically injured".

Continue on to the next page.

Making it back to Knowhere, you realize that not only is the Reality Gem still in Mephisto's realm, but so are Black Widow and the Punisher.

Write down, "Black Widow left in Mephisto's Realm". Until this is crossed out, you can not add Black Widow to your team, not even when mentioned by name.

Write down, "Punisher left in Mephisto's Realm". Until this is crossed out, you can not add Punisher to your team, not even when mentioned by name.

Write down, "Reality Gem left in Mephisto's Realm".

Write down, "Shards: 1". While this is written down, when setting up for your next game, you may have each player begin with one shard. At that time, cross out "Shards: 1".

Gamora says, "We can mourn them later. Right now, we need to find the other Gems before my father does.

Go back to [page 64](#).

You ask Peter Quill where the best place to find any mercenaries might be.

"We could go to... oh wait, they want me there..."

Peter continues debating to himself.

"Well, there's also... nope, can't go there anymore after the last incident."

You debate starting to look for a place yourself, when Star Lord yells out, "Starlin's Bar! We could definitely go there. I'm sure they've forgotten about that last time by now anyway. Let's go!"

If Rocket Raccoon is on your team:

Rocket's face lights up. "Starlin's bar? Oh man, this is gonna be great!"

Continue on to the next page.

Going into Starlin's Bar, you find all kinds of oddities. There are a bunch of four armed wolf-creatures playing cards with what you can only describe as slimes piloting glass space suits. Meanwhile, a glowing yellow stage highlights a beautiful half-human half-bunny dancer.

Before you get a full look around, you see a man, who looks humanoid with the exception that he is entirely made of rock. He looks at your group and says, "Hey, Quill! You here to start trouble again?"

"No Jim, just trying to see if there is anyone looking for a job."

"Peter, people don't work for promises, you gotta pay 'em. Remember last time?"

"I have money this time, honest."

"Ok, well, don't start any trouble here again. I like you, but if I have to clean up after another of your fights..."

"Won't happen, Jim." Peter smiles, "Trust me!"

Jim rolls his eyes, "Yep, that's what I was afraid of."

You and Peter look around, there appear to be a number of people looking for work around here. Some of them you recognize.

You may add any of the Heroes below to your team. If you do, deduct the listed amount from your credits.

NOTE: If a given Hero is critically injured, in order to add them to your team, you must first spend 50,000 credits, on top of the cost below. If you do, add that Hero to your team and cross out "(Hero Name) is critically injured".

Deadpool	14,000 credits
Bishop	25,000 credits
Iceman	20,000 credits
Drax	Free

**If you recruited Drax, continue on to [page 85](#).
If you didn't recruit Drax, go back to [page 64](#).**

One of the last mercenaries you approach is a large green skinned man, supposedly named Drax. Across the table from him is another green skinned person you didn't expect to see here- Hulk?! You're honestly not sure how you missed him.

Peter greets them, and looking at Drax he says, "Hey, we were looking for some help with getting the Infinity Gems before Thanos can..."

Hulk interrupts, "No need, Hulk and Drax found Thanos. He's here."

The color fades from Peter's face, "Here? Like here, as in this bar, here?"

Drax points across the bar. Sure enough, you see the back of a large purple man's head. Sure looks like Thanos from behind, at least.

You look at Peter. He looks at you confused, "It can't be this easy. Thanos wouldn't just go drinking at a bar, would he?"

You shrug, but regardless, this isn't the best place to fight Thanos. Too many bystanders.

Star-Lord looks like he is about to say something, but before he can, you hear Drax yell out, "Thanos, your life ends now!"

Looking over, you see the Hulk holding Drax like a baseball, and he chucks Drax directly at the purple man. Drax draws two daggers in midair, and aims them forward.

*The purple man turns around, IT *IS* THANOS! Several other bar patrons also turn around along with him, almost in unison, and prepare to attack as well.*

Too late to run now, you guess.

Continue on to the next page.

GAME SETUP

Mastermind: Thanos

Scheme: Secret Invasion of the Skrull Shapeshifters

Villains: Skrulls, Radiation (Ignore Thanos' "Always Leads" group)

Henchmen: Doombots

SPECIAL RULES: Thanos gets -1 attack for each Scheme Twist and Master Strike in the KO pile.

Add Drax to the Hero Deck.

Add Hulk to the Hero Deck (even if he isn't on your team).

Choose other Heroes from your team and add them to the Hero Deck until you reach 6 different Heroes.

BEGIN!

If you defeated the mastermind (won the game), go to [page 87](#).

If you did not defeat the mastermind (evil won or ended in a draw), go to [page 89](#).

As the battle rages on, there are unconscious bodies of Skrulls strewn about the bar. In a final triumphant act, Hulk throws Thanos through a wall and into a table. Drax leaps atop Thanos and thrusts his daggers into his chest.

A moment later, Thanos' form changes, and his skin changes from purple to green. It slowly dawns on you that this wasn't the real Thanos, but merely a Skrull.

Looking around, you notice Star-Lord has been going through the pockets of several unconscious Skrulls throughout the room while everyone else was distracted.

Before you can ask Quill what he is doing, Jim, the large rock man, rushes up to you. "What do you think you're doing here? Look what you've done to my bar!! You do realize you're going to have to pay for this, right?"

Peter Quill walks between you and Jim and hands him a bunch of credit sticks. "This should cover the damages, plus another five thousand for your trouble. Courtesy of the Skrulls."

Jim looks at them, pockets the credits, and then points at the door and yells at you and your team, "OUT! GET OUT! I DON'T WANT TO SEE YOU IN MY BAR AGAIN!"

Quill smiles at you as you leave the bar. He says, "I was able to pocket some extra cash from the Skrulls, and a little something extra too. Plus I got the keys to one of their ships. I bet we can snag some of its fuel..."

Add 2 fuel to The Scimitar.

Write down, "Shards: 1". While this is written down, when setting up for your next game, you may have each player begin with one shard. At that time, cross out "Shards: 1".

Add 20,000 credits.

Continue on to the next page.

Drax looks at you and says, "I like this Hulk fellow. He is nearly as strong as I am."

Hulk laughs, "Drax strong, but Hulk stronger. You want Hulk come and help show puny Drax what real strength is?"

You may add Hulk to your team.

As you leave, you think it may not be a bad idea to leave Knowhere entirely before things get even worse.

Go back to [page 64](#).

The battle begins winding down, and confirms your suspicions that this was not the place to fight with Thanos. There are injured bystanders everywhere, and the entire bar has been destroyed at this point.

You and your entire team are beaten back, and Thanos stands over Drax, laughing.

Suddenly, Hulk tackles Thanos by surprise, and both of them tumble into a pile of debris.

Drax quickly stands back up to go aid Hulk, but as soon as the dust clears, instead of Thanos and the Hulk, you see... two Hulks? What the heck is going on here?

Both Hulks look at each other and almost in unison say, "Who are you? Hulk is real Hulk!"

One of them leaps away through the ceiling, and the other quickly jumps after him. Drax turns to you and says, "I will hunt down whichever one was Thanos! He shall not escape my wrath!"

As Drax runs away, you try to tell him that neither was really Thanos, but he has already run away before you can finish your sentence.

Remove Drax from your team.

Peter Quill puts one hand on your shoulder, "Don't feel bad, you wouldn't have convinced him of the truth anyway."

He looks around and says, "We should probably get going before..."

"Where do you think you're going, Quill?"

You spin around and see Jim, the owner of the bar. He continues, "You're either paying me or I'm taking your ship. You did say you had money this time, right?"

Peter looks at you, then at the ground, then back at you. He finally says, "Umm, sure, I... ummm... sorry. Here you go."

Subtract 80,000 credits.

Go back to [page 64](#).

Subtract the number of Days Remaining from the number of Infinity Gems you have recovered. If the resulting number is 1 or more, or 0 days remain, go to [page 180](#).

If you have it written down, cross out, “Xandar - <AX+JYx8+25>” under Active Coordinates.

As you exit your jump, you find yourself above the planet Xandar. It is a green and blue planet, though some of the green parts are difficult to see, as the cities sprawl over much of the entire planet’s surface.

Your ship’s computer reads out, “Xandar, population 12.87 billion sentient life forms. Headquarters of the Nova Corps.”

There are a number of cities that are gleaming metropolitan hubs, but there are other areas that look as though they have suffered through sieges and warfare.

Before you can appreciate much more, you receive a hailing frequency and two ships flank either side of yours.

“Attention Incoming Ship. This is the Nova Corps. Your arrival was not scheduled. Please state the purpose of your visit.”

Before you can react, Peter Quill is already responding. “Hey, umm what do you call yourselves... Novans? Novarians? Novites? Anyway, we’re here to see the sights and take in some of that good Xandarian tourism.”

“Initial scans detect several ship armaments, along with several individuals and weapons on board your ship. I ask again, what is the purpose of your visit?”

Peter sighs and answers, “We are here seeking information and we will not be here any longer than necessary. I promise.”

The hailing voice says, “Confirmed, please follow your escort to the spaceport to go through passport control.”

Upon landing at the spaceport, you are checked in, each member of your team is interviewed and after a few hours, you are let into the city.

Continue on to the next page.

Where on Xandar would you like to go?

Choose one of the following options you have not yet chosen.

If you want to refuel the Scimitar, go to [page 92](#).

If you want to look for Information on the Infinity Gems, go to [page 94](#).

If you want to navigate to another destination:

Subtract 1 from the days remaining.

Choose a destination, calculate your page number, and subtract 1 fuel. If you would be reduced to 0 fuel, go to [page 179](#). Otherwise, go to the calculated page number.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
3	5	4	6	6	3	5	3	5	6	7	7	9	1	5	2	5	R
4	2	2	6	2	3	7	2	5	2	7	3	9	3	3	5	8	S
6	2	4	3	5	4	5	3	3	5	6	6	7	3	7	4	2	T
6	6	4	3	5	9	4	1	7	8	3	2	8	3	7	8	5	U
8	8	7	5	2	6	7	5	9	8	2	7	9	7	9	1	7	V
2	6	4	7	6	7	4	6	5	1	7	7	2	5	9	4	9	W
1	7	7	3	8	1	3	6	7	7	9	2	3	6	3	9	7	X
9	3	3	5	6	8	7	1	9	8	5	6	3	1	9	2	9	Y
8	1	1	2	5	9	1	9	9	7	8	9	2	8	4	8	7	Z

You head towards the fuel depot counter at the spaceport and ask for your ship to be refueled.

The ruby-skinned man behind the counter passes a dismissive glance at you and your team. "Your ship takes a unique form of Krylorian fuel cells, which aren't easy to come by. We can refuel your ship for... 150,000 credits."

Star Lord almost falls over. "150,000 credits? I could buy a second ship for that much! Well, used, anyway. But still!"

The man laughs, "Even if you did, without fuel, you wouldn't get far. Either way, the price is non-negotiable. Would you like to refuel, or no?"

If you want to refuel, continue on to [page 93](#).

If you don't want to refuel, go back to [page 91](#).

“Thank you, we’ll have your ship refueled and cleaned while you conduct whatever business you have here on Xandar. We appreciate your patronage.”

Peter Quill mutters something under his breath.

The man looks at him and says, “I’m sorry, I didn’t catch that?”

Peter looks down at his feet and mumbles, “Never mind.”

Subtract 150,000 credits.

Add 5 units of fuel to the Scimitar, to a maximum of 10 units of fuel.

Go back to [page 91](#).

You decide to investigate Xandar for information regarding the Infinity Gems. Xandar is a big place with a large population and many places to look, but where do you start?

Star-Lord says that there is little that happens on Xandar that the Nova Corps isn't aware of. The trick is getting that information, as they aren't always the most forthcoming.

You and your team ponder how you could get that information.

*Star-Lord explains, "Well, Xandar has an amazing security network, the XSN: the Xandar Surveillance Network. It connects nearly every camera, security system, and even tracking satellites into a centralized data repository. If we could find a way in, we could look everywhere at once. If the Gem **is** here on Xandar, we'd be able to see where it is without the Nova Corps knowing that we looked."*

You begin thinking about what kind of challenge that might be, but before you can answer, Peter Quill brings up another approach. "Another way we could get any info is if we sneak into Nova Corps headquarters, figure out what they know about any Infinity Gems, and sneak back out."

Before you can answer, Star-Lord sarcastically adds, "Or, I mean, we could always just ASK the Nova Corps if they've seen an Infinity Gem recently."

You think to yourself that sounds like a good idea, but before you can reply, Peter interrupts, "If you thought I was serious, I wasn't."

*Regardless, you can't help but think it's not the **worst** idea you've ever heard.*

Quill speaks up. "No matter what we do, we'll want to make sure we don't seem too suspicious to the Nova Corps. We don't want the wrong kind of attention, otherwise we'd have to either make a quick getaway or end up filling out a lot of paperwork. Equally annoying, so let's avoid that at all costs."

Write Down "Nova Corps Suspicion Level: 0"

Continue on to the next page.

Star-Lord says, "But, hey, I've been doing all the talking, and I'm a benevolent Captain. What do you want to do first?"

Choose one of the following options:

IF you want to try to hack into the Xandar Surveillance Computer Systems to try and scan for a Gem, go to [page 96](#).

IF you want to try and sneak into the Nova Corps HQ to go through their intel, go to [page 101](#).

IF you want to simply ask the Nova Corps about the Infinity Gems, [go to page 106](#).

IF you want to stop looking for additional information on the Infinity Gems, go back to [page 91](#).

You decide to hack into the Xandar Surveillance Network. This is an extremely secure network of cameras, security systems, and tracking satellites. First of all, you need to find a good entry point into the network. You look towards your team to see if any of them have any ideas on how to get in.

If Iron Man or Mr. Fantastic are on your team:

Your ally looks at you and says, “While we were en route towards the space port, I took the liberty of connecting to any surveillance systems I could find, of which this XSN was the most centrally located one. I thought you said this system was extremely sophisticated, Quill?”

Star-Lord shrugs.

They hand you a tablet. “Here, this is rigged to wirelessly bypass any surveillance system permissions.”

Go to [page 99](#).

If Cable, Bishop, or Forge are on your team:

Your ally says, “If you can get me to one of the computer systems, I should be able to tap directly into it.”

Peter points at a pylon displaying the Nova Corps symbol. “Those are the access points that the Nova Corps use; you could probably use that one.”

Your ally proceeds forward to the system, and using some of their high tech gadgetry, they are able to gain access, and they begin to download data before a red light on the pylon lights up.

Star-Lord says, “We’d better get out of here before a patrol finds us.”

Increase the Nova Corps Suspicion Level by 1.

You and your team run before you are found, and ducking into a nearby alley, your ally pulls out a datapad and runs through the data they were able to get before they disconnected from the system.

Go to [page 99](#).

Continue on to the next page.

If Deadpool is on your team:

As you and the rest of your team are trying to figure out how to get into the XSN, Star-Lord looks over and asks, "What is that idiot doing?"

You notice Deadpool standing at a computer console underneath a large pylon with the Nova Corps symbol on it. He is typing on the touch screen without really looking, miming as though he were dramatically playing a piano.

Star-Lord begins to run over to stop him, but before he can cross the distance, several lights turn red and begin flashing on the pylon, followed by an automated female voice. "Failed intrusion detected. Your image has been captured, and a Nova Corps patrol is en route. Do not leave the area."

Quill looks at Deadpool and yells, "What did you do!?" Star-Lord then turns to you and says, "We should get out of here before anyone thinks we're with him."

Deadpool turns and looks at you, tilting his head in a confused manner, and hits his fist on the screen behind him without looking, almost like he were hitting a jukebox. The screen and lights turn blue, the alarms stop, and the automated voice says, "Access Granted."

Deadpool looks at you and says, "See? I can do the fancy computer stuff too! So, what'd you want to look up?"

Increase the Nova Corps Suspicion Level by 2.

Go to [page 99](#).

When no other team members step up to volunteer, Star-Lord sighs and says, "Ok, fine, I'll try to hack in." He approaches a nearby Nova Corps data hub, brings out a datapad, pulls out a retractable cable, and connects it to the system.

He types for a while, and you see error after error pop up on the screen. Peter's face gets visibly more and more frustrated. You notice a number of pedestrians taking notice; some appear to be taking pictures, while others look to be sending messages about what Peter is doing.

Increase the Nova Corps Suspicion Level by 3.

Suddenly a momentary look of happiness and relief washes across his face, but just as quickly, it changes to shock and fear. He says, "No, Rocket, no. Bad idea." He turns to you with concern. "We gotta go."

Continue on to the next page.

He quickly disconnects from the data hub. "So, an old acquaintance of mine, Rocket, is planning to break into the Galactic Bank of Xandar. Normally, I'd leave him to it, but apparently there's an Infinity Gem there too. I'd say I can't believe this coincidence, but that's Rocket for you."

As Peter finishes his explanation, you hear an explosion. "Like I said, we gotta go! Either we go help Rocket, or we get off the planet before we get caught alongside him."

If you want to help Rocket, go to [page 109](#).

If you'd rather try and escape Xandar, Go to [page 103](#).

As you connect into the XSN, you begin searching through any recent mentions of Infinity Gems, or queries about Infinity Gems. Fairly quickly, you find a match. Looks like you're not the only ones on Xandar looking for them, as there is another individual, also connected to the XSN looking for Infinity Gems as well.

Star-Lord notices as well, and looks towards you. "If there are others looking for the gems," he says, "there are two possibilities. First, they're with Thanos, so if we can stop them, that is one less gem in the big guy's hands... err hand, I guess. Second possibility is that they might be a potential ally, someone else trying to stop Thanos from getting the gem. Even if they aren't an ally, if they've been looking for the gems too, we might be able to find some additional information from them regardless.

You track down the signal to another area of the city, and head there in short order.

As you arrive, you find a blue-skinned woman with wires coming out of her arm connected to an XSN console. Peter whispers in your ear. "Hey! I know her. That's Nebula, Gamora's sister if you can believe it." He gets her attention and starts to explain the situation.

If Gamora is on your team:

Gamora yells out, "Nebula! How dare you track down the gems for our father!"

Nebula says, "You don't..." but can't finish her sentence before Gamora tackles her to the ground. The fight between the two continues into the street, resulting in Nebula being thrown into the window of a nearby building.

Nebula again explains, "Sister, wait!" The commotion appears to be attracting some attention.

Increase Nova Corps Suspicion Level by 1.

Gamora looks at you and Star-Lord. "Let's hear her out." says Peter.

Gamora glares at him, draws her sword, points it at Nebula, and says, "Very well, if she has information, she will come with us after it is given. Now speak, while you still can!"

If you own Into the Cosmos, you may add Nebula to your team.

Nebula says, "I'm not working for Thanos, but I can't tell you who I am working for."

Continue on to the next page.

Star-Lord says, "Ok, then talk. What are you doing here and why are you looking for the gems!?"

Nebula fumbles with her words, and finally admits, "I'm here looking for the gems to get them before Thanos can."

"Did you find one yet?" Peter asks.

"Well, yes. But we may have to hurry. There is one in the Galactic Bank of Xandar, but Rocket and Groot are trying to break in to grab it."

"When are they going to do the smash and grab?"

"Right about..."

You hear an explosion and see a plume of smoke in the distance.

"... now." says Nebula.

Quill looks at you. "We could probably escape the planet now if we wanted... but we should probably go help them, right?"

If you want to help Rocket and Groot, go to [page 109](#).

If you'd rather try and escape Xandar, Go to [page 103](#).

You suggest sneaking into the Nova Corps headquarters. Star-Lord gives you a quick briefing.

“The Nova Corps are managed by Nova Prime Irani Rael. Anything going on planetside passes by her desk at some point. So if we can get in, we can learn what she knows.”

He continues, “I’ve been in her office once, don’t ask why. Anyway, in her office, she has a holographic projection of the entire planet. From within this projection, she can see in real-time where and what is going on. If anyone within the Corps knows about where the gem might be, it’d be viewable from that projection.”

You look to your allies to see if anyone has any ideas on how to get in.

If Black Widow, Invisible Woman, Elektra, Nightcrawler, or Black Cat are on your team, continue on to [page 102](#).

If not, go to [page 104](#).

Your ally explains to you to wait here, and they can sneak in and get whatever information is available.

You and Peter share a skeptical glance, but both agree that it sounds like a good idea.

An hour later, your ally returns and explains that they found something. Two weeks ago, an object very closely matching the description of a blue Infinity Gem was deposited into the Galactic Bank of Xandar. A note has been made of it, and additional surveillance has been added since.

Peter Quill looks happy with the report, and says, "Ok, sounds like we just need to find a way into the bank then. If we were able to get into the Nova Prime's office, then the bank should be a cakewalk."

Your ally interrupts and says that they noticed one more thing. Live surveillance did detect two individuals who purchased illicit explosives from a crime syndicate, the Skullbusters, and are currently en route to the Galactic Bank. The Nova Corps surveillance has been alerted and is watching for any foul play. The two individuals looked like a racoon and a walking tree.

"What!?" exclaims Quill.

You hear an explosion and see a plume of smoke in the distance. Star-Lord frustratedly says, "Well, I guess that's Rocket then. Either we go help get the Gem, or we get off the planet before we get locked up alongside them."

What do you want to do?

If you want to help Rocket and Groot, go to [page 109](#).

If you'd rather try and escape Xandar, continue on to [page 103](#).

Needless to say, you feel you've overstayed your welcome here on Xandar. Better get a move-on.

Choose a destination, calculate your page number, and subtract 1 fuel. If you would be reduced to 0 fuel, go to [page 179](#).

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	
3	5	4	6	6	3	5	3	5	6	7	7	9	1	5	2	5	R
4	2	2	6	2	3	7	2	5	2	7	3	9	3	3	5	8	S
6	2	4	3	5	4	5	3	3	5	6	6	7	3	7	4	2	T
6	6	4	3	5	9	4	1	7	8	3	2	8	3	7	8	5	U
8	8	7	5	2	6	7	5	9	8	2	7	9	7	9	1	7	V
2	6	4	7	6	7	4	6	5	1	7	7	2	5	9	4	9	W
1	7	7	3	8	1	3	6	7	7	9	2	3	6	3	9	7	X
9	3	3	5	6	8	7	1	9	8	5	6	3	1	9	2	9	Y
8	1	1	2	5	9	1	9	9	7	8	9	2	8	4	8	7	Z

Star-Lord waits for anyone else to chime in with ideas. Seeing that no one has any, he suggests walking in and pretending that we have an appointment with the Nova Prime.

You approach the Nova Prime headquarters, and walk in. Peter Quill approaches the desk, "Hey, I have an urgent appointment with the Nova Prime lady."

"Name?"

"Oh yeah, my name. Yeah, my name is... uhh... Cyncere Honestguy"

If Deadpool is on your team:

Deadpool whispers to you, "Hey, I used to use that name. Works sixty percent of the time, every time!"

The clerk says, "Sure, ok. One moment."

Continue on to the next page.

The young man behind the desk looks at something on his tablet, has a look of surprise, and slowly looks back up. "I'll, um, be right back. Please wait right here, don't go anywhere."

Increase Nova Corps Suspicion Level by 2.

You think to yourself that you and your team should probably leave before the Nova Corps come to arrest you, but before you can say anything, you hear a large explosion, and see smoke rising up in the distance. You hear panic around the room as individuals are sprinting either to grab something, or to leave the building.

In only a few moments, the few displays you can see in the lobby show news reports of the explosion. It looks like it is at the Galactic Bank of Xandar... and wait... who is that raccoon, sitting on a walking tree's shoulder while holding a rocket launcher?

Peter slaps his forehead, "Crap, Rocket and Groot... why now?" He looks towards you, "We either gotta go help them, or get out of here before we get caught up in all that."

What do you want to do?

If you want to help Rocket and Groot, go to [page 109](#).

If you'd rather try and escape Xandar, Go to [page 103](#).

Despite the joke, you think just walking in and asking the Nova Corps for help is actually a good plan.

Peter rolls his eyes, "Ok, sure, fine, whatever you think." You approach the Nova Corps Headquarters and walk in.

A young man behind the desk looks up and says, "Do you have an appointment?"

Star-Lord explains, "We'd like to speak to the Nova Prime. We need some information."

The young man insists, "Sir, you can't just walk in and demand to see the Nova Prime. You need an appointment."

If Captain America, Nick Fury, or Cyclops are on your team:

Your ally approaches the desk, slams their hands onto the table, and says, "The entire universe is at stake, son! Let us see the Nova Prime!"

The young man stammers out, "Uh.. um.. Sure.. O-Ok." He nervously types into his handheld computer and looks back up and says, "They're finishing up their last meeting, so you should be able to go in when-"

Your ally gives them a smile, "Thank you, you've done the universe a favor."

Your ally confidently leads you and your team into the meeting room.

Go to [page 108](#).

Continue on to the next page.

Star-Lord says, "You don't understand, we need to find the Infinity Gems!"

The young man says, "Infinity what? You're looking for jewelry?"

Star-Lord sighs and says, "I didn't want to have to do this."

As the young man confusedly looks at him, Star-Lord suddenly has a look of horror on his face and stares out the window. His mouth widens into a silent scream and he yells out, "Oh no, the... uh... um... Prime Meridian is attacking!"

"The who?" asks the young man, looking out the window to where Peter was pointing, and before he can look back, Peter Quill has lept over his desk and grabbed a key ring from the desk.

"Wait you can't-"

"I'll return them when I'm done, I promise!" yells Quill as he runs down the hall. "Follow me!"

You and the rest of your team quickly follow, leaving the young man behind in stunned silence.

Increase Nova Corps Suspicion Level by 2.

Continue on to the next page.

As you enter the meeting room, you see an older woman in a blue suit with a yellow collar. She appears to be in a meeting with a purple skinned alien and another green skinned alien.

You've clearly disturbed their conversation. She looks at the two of them and apologizes for the interruption, then turns to you. "Can I help you?"

Star-Lord says, "Yes, we are looking for the Infinity Gems. We need to find them before-"

"Peter Quill." she interrupts, "I've read your dossier. You have quite the record. The Black Vortex was particularly surprising, even to me."

For the first time since you've met him, Peter is speechless.

She looks at the two aliens in the room, "If you'll excuse us. I'll help continue our mediation once I'm able to sort this out." They stand up and leave without argument.

Once they are gone, she looks back at you and your group.

"So, Peter. You are looking for the Infinity Gems? Is that why you sent two of the others from your group to break into the bank?"

Peter looks at you and the rest of your team in confusion.

The Nova Prime hands you her tablet, on it you can see security footage of Rocket and Groot looking around the Galactic Bank of Xandar, and you see what look like bombs of some sort that Rocket is planting around the building.

Peter sighs and slaps his forehead with the palm of his hand.

The Nova Prime looks mildly surprised. "Hmm, seems like you didn't know about this in advance. Tell you what, go stop them and perhaps I won't have you locked up immediately. Then we can discuss this Infinity Gem you seem to need so much."

You, Peter, and the rest of the team head to the bank. On your way, you're startled by a thundering explosion coming from the direction of the bank. You pick up the pace.

Go to [page 109](#).

You make it to the bank and see smoke and fire all around, and one side of the Galactic Bank of Xandar has a giant crumbling hole where most of the wall used to be. You hear sirens sounding in the distance, and you can hear several Nova Corps ships approaching from the distance. Rocket sees Star-Lord among your team and smiles a toothy grin, while Groot peeks out from inside the hole and steps onto the street.

“Hey, glad you could make it. Didn’t want us to have all the fun, huh?”

“I am Groot!”

*Star-Lord doesn’t return the greeting. “What the heck do you think you’re doing?! This is the Galactic Bank of Xandar! Did you think you could just... **rob** it and get away?”*

Rocket laughs and replies, “Not on our own, we didn’t, right big guy?”

“I am Groot!”

“Exactly. So we met this guy who said that they had heard of an Infinity Gem here, one of those all powerful rock thingies that you’re always yammering on about. So anyway, they hitched a ride with us here, and we’re breaking in.”

Peter yells at him, “Even if you got the gem, then what!? There’s at least a hundred Nova Corps heading here right now!” Rocket replies, “As powerful as you said the gems were, I figured it could solve that problem for us.”

From deep within the Bank, another explosion rocks the building, and you hear a voice, “The Gem is MINE! I shall rule Xandar, all shall bow before me!”

Rocket’s smile fades, “Well crap, guess we picked the wrong guy to buddy up with. Oh well, it’s always more fun this way. Ready?”

“I AM GROOT!”

Rocket picks up a blaster, which folds out several times to become much larger, and climbs up on top of Groot’s shoulders. His smile immediately returns. He looks at Peter and says, “You coming or not?”

If you want to help Rocket and Groot defend the bank, continue on to [page 110](#).

If this is all too much and you’d rather flee the planet, go to [page 103](#).

Peter turns to you, his surrogate moral compass, for advice. While you don't like the idea of becoming an intergalactic fugitive, getting that gem is more important right now. Peter, clearly with the same thought, turns back to Rocket. "Alright, we're coming with you."

"Whoa, whoa, whoa, slow your roll there. I don't know these people, Quill. That invitation was only meant for you, not these other knuckleheads."

"I am Groot."

"I don't care if we could use an extra pair of hands, I'm more concerned about their idiotic brains getting in the way!"

"I am Groot!"

Rocket sighs. "Alright, we're all going in. I heard the gem was blue, not sure what that means though. I did think about snagging it for myself. It would have looked great next to the digi-poster of the Kree chick with the-"

"I am Groot!"

"Yeah, big guy, that's a good point. If enough bystanders cause a commotion, we might still be able to grab that gem and get out of here before those Nova guys can find us. What's a little havoc between friends anyway?"

Peter sighs and looks at the rest of the team. "Guess we're doing this. Ready to be galactic criminals? What do you think, Groot?"

How does Groot respond?

If "I am Groot", continue on to [page 110](#).

If "I am Groot", go to [page 110](#).

If "I am Groot", continue on to the next page.

GAME SETUP

Scheme: Midtown Bank Robbery

Villains: Masters of Evil

Henchmen: Doombot Legion

IF Mole Man escaped:

Mastermind: Mole Man

Add Subterranea to the Villain deck.

IF not:

IF Mysterio was victorious:

Mastermind: Mysterio

Add Sinister Six to the Villain Deck.

IF not:

Mastermind: Doctor Doom

Add Kree Starforce to the Villain Deck.

Find the Mind Gem Villain card from the Infinity Gems Villain group and place it in the Sewers. Place two shards on it. Do not trigger its Ambush effect.

Add Rocket Raccoon, Groot, and Star-Lord to the Hero deck.

Choose other Heroes from your team and add them to the Hero Deck until you reach 5 different Heroes.

BEGIN!

At the end of the game, write down how many Bystanders escaped, and if you defeated the Mind Gem. If enough bystanders escape, and you have the Gem, you think you may be able to get away with it before the Nova Corps can catch up to you..

If you defeated the mastermind (won the game), go to [page 112](#).

If you did not defeat the mastermind (evil won or ended in a draw), go to [page 122](#).

Star-Lord, Rocket, and Groot stand over the defeated villain. Before you can attempt to apprehend them, you hear a voice behind you. You turn to face the voice and see a figure clouded by the dust still hanging in the air. It speaks:

“Criminals, the Nova Corps can no longer allow you to walk free. Surrender now, and we can end this peacefully.”

Increase Nova Corps Suspicion Level by 1.

Back behind you, you hear commotion followed by silence, and when you turn back towards the villain, instead you see that they are no longer there. You see only smoke and debris, and can hear their distant laugh echoing as it gets further and further away.

Star-Lord looks at you, then at Rocket, and back at you. “Crap, I thought you were watching him, was I supposed to?”

“I am Groot?”

Rocket responds, “Yeah, good question, did we at least get the gem before he got away?”

If you were in control of the Mind Gem at the end of the game (it was in your hand, deck, discard pile, or in play), go to [page 116](#).

If not, continue on to [page 113](#).

Star-Lord looks at Rocket. "I thought you had it!"

Rocket puts his head in his hands, and mutters to himself, "This is why we work alone."

"I am Groot?"

"Yeah, I meant you too, that's why I said WE work alone."

Looking up, you see a figure standing in the doorway. A Nova Corps officer, standing silently, staring directly at you...

If the Nova Corps Suspicion Level is at 3 or less, continue on to [page 114](#).

If the Nova Corps Suspicion Level is at 4 or more, go to [page 115](#).

The Nova Corps officer standing in front of you, looks silently at your team.

Finally he speaks, "You were here to steal an Infinity Gem, were you not?"

Star-Lord meekly responds, "Yes?"

The officer answers, "I do not perceive it on your person. From the perspective of the Worldmind, you are not an enemy of Xandar, but neither are you a friend of Xandar. You may leave, and I will ensure that the Nova Corps do not pursue. I will hunt down the one who left with the gem."

He stoically turns around and walks away. As he does, he leaves you with one parting comment. "If you do not leave with haste, I will pursue you next."

He continues walking until he is no longer in sight. In the distance you can hear him explaining to others that the criminals got away and he will pursue them personally. You can hear them beginning to leave.

Rocket looks over at you. "Well, I'm guessing the two of us ain't welcome here no more either. You interested in a couple more members for your crew?"

Write down, "Rocket and Groot". As long as you have "Rocket and Groot" written down, any time you add or remove either Rocket Raccoon or Groot to or from your team or Hero Deck, you must add or remove the other one as well.

You may add both Rocket Raccoon and Groot to your team.

Star-Lord says, "I don't want to know what happens if the Nova Corps pursues us. Let's get going."

Go back to [page 103](#).

The Nova Corps officer looks at you and says, "You match the description of individuals who committed several violations here on Xandar. Your crime spree shall not continue."

The officer raises his fists pointed in your direction, but before you have the chance to react, you notice Rocket has already drawn his weapon. He yells, "RUN!"

An explosion rocks the foundation of the already damaged bank, and you and your team barely escape. As you are fleeing the area, you happen to look over your shoulder and notice that Rocket and Groot are being loaded into a Nova Corps ship, their hands in manacles.

Star-Lord notices too. Before you can say anything, he puts one hand on your shoulder. "I know what you're thinking, trust me. But we can come back and rescue them later, once we take care of Thanos." He sighs. "We can't risk getting caught too at this point."

Despite you not wanting to leave anyone behind, you can't disagree with Peter's assessment. You and your team quickly hurry back to the Starport to leave Xandar.

Write down, "Rocket and Groot Arrested". Until this is crossed out, you cannot add either Rocket or Groot to your team, not even when mentioned by name.

As you are about to board the ship, you hear something behind you.

Go to [page 120](#).

Star-Lord smiles and pulls the blue Gem out from his pocket.

Rocket laughs and looks at Groot. "See? I told you he was good for something!"

"I am Groot."

Peter looks disappointed, "I'm good at more than just stealing things when people aren't looking. I mean, I'm charming too, just look at this face."

Rocket laughs, and says "Yeah, sure. So, let's try to get out of here. Hopefully that fight caused enough of a distraction that we can get out with the gem."

If 6+ or more bystanders escaped during the game, go to [page 118](#).

If not, continue on to [page 117](#).

As you go to make your escape, you hear a voice behind you. "Stop!"

You slowly turn around. Nova Prime is glaring at you from the entrance to the vault. "Alright Quill. You and your crew just blew up the Galactic Bank of Xandar, home to some of the most valuable items in our collection. Give us back the Gem, or we're sending you and your crew to the Kiln where you belong. Also, seeing as we need a new revenue source before we can rebuild, you will be charged 100,000 credits before you see your ship. I think this arrangement is more than fair, given your... history."

Quill shakes his head and looks over at you. "You wouldn't last a day in the Kiln. We've got to do this."

He reaches into his pocket and tosses the Gem to Nova Prime. "A deal's a deal. And here's your credits." He nods to you solemnly. "Give it to them or we won't be able to finish the mission."

Subtract 100,000 credits. (If you have less than 100,000, subtract all the credits you have instead).

Rocket sighs, "Well, there goes that. Looks like we'll need to find another bounty. Probably best we stay away from Quill for a while anyway. Come on Groot."

With a sad wave, Groot turns and walks through the wreckage. "I am Groot."

You don't know what he meant, but somehow it doesn't matter. You feel somehow happy as you march off. Sure it could have gone better, but at least Xandar has the gem and can hold off Thanos... right?

Go back to [page 103](#).

There is enough commotion from all the frightened civilians running around, that you, Rocket, Groot, and Star-Lord are able to make it out unscathed and unnoticed by the Nova Corps.

Write down, “Mind Gem Recovered”.

Write down, “Shards: 2”. While this is written down, when setting up for your next game, you may have each player begin with two shards. At that time, cross out “Shards: 2”.

Once you get far enough away from the bank, Rocket looks at you and says, “You’re pretty good in a fight. Need another on your team?”

“I am Groot.”

“Sorry, need two more on your team?”

Write down, “Rocket and Groot”. As long as you have “Rocket and Groot” written down, any time you add or remove either Rocket Raccoon or Groot to or from your team or Hero Deck, you must add or remove the other one as well.

You may add both Rocket Raccoon and Groot to your team.

Star-Lord says, “So we got away, but I can’t imagine we can stay here for long without being noticed. We need to get going.”

You head back to the spaceport to board the Scimitar.

Once back at the spaceport, you hear something behind you, just before you are about to board your ship.

If the Nova Corps Suspicion Level is at 3 or less, go to [page 119](#).

If the Nova Corps Suspicion Level is at 4 or more, go to [page 120](#).

As you turn around, you see a figure similar to the one you saw back at the bank. You recognize him as a Nova Corps member.

He says, "You stole an Infinity Gem from the bank. Why?"

Star-Lord quickly explains, "Thanos is trying to collect all the gems, and we can't let him. He could wipe out billions if we don't get the gems before he does."

The Nova Corps soldier looks at you, the visor of his helmet flashing subtly as though he were rapidly looking at multiple things in rapid succession.

He responds, "I believe you, and you will need our help if you are to succeed."

Star-Lord has a look of confusion, and he slowly and confusedly responds, "Thanks?"

Write down, "Favor of the Nova Corps".

If you own the Into the Cosmos expansion, you may add Nova (Avengers) to your team.

If you do, may write down "Nova in Cosmic Flight". As long as this is written down, that character can fly outside your ship, enabling you to have an extra Hero on your team. If Nova would be removed from your team, also cross out "Nova in Cosmic Flight".

Only one Hero can be in cosmic flight at a time. If you would put a new Hero into Cosmic Flight, you must cross out the previous hero's Cosmic Flight.

"All of Xandar thanks you. Now, Thanos must be stopped."

Go back to [page 103](#).

The sounds of several ships flying in the air interrupt you as you were about to board the Scimitar. You quickly recognize them as Nova Corps ships, and they are heading directly towards your location.

At the speed they are traveling, they probably don't have peaceful intentions either.

Star-Lord also notices and says, "Everybody get in, we gotta go!"

Your ship takes off hastily and rapidly ascends into the sky. Unfortunately the Nova Corps seem to keep gaining on you.

IF Rocket Raccoon is on your team:

As it looks like the Nova Corps are about to catch up, Rocket laughs hysterically and says, "Oooh, this is gonna be good. Quill, watch this!"

Star-Lord looks over and his eyes suddenly widen. Before he can say anything, Rocket presses a combination of buttons and laughs even harder. What looks like possibly the entire payload of every weapon on board the Scimitar appears to fire all at once.

The sky lights up with more explosions than you could imagine.

Once the smoke begins to clear, you notice that, despite being one of the largest array of explosions you've seen, somehow only a few Nova Corps ships appear to have been damaged in the barrage. Luckily, the chaos caused by it is enough for Star-Lord to safely jump the ship away from Xandar before the Nova Corps can mount a counter attack.

Go to [page 103](#).

Continue on to the next page.

The Nova Corps ships begin to fire on the Scimitar. Star-Lord looks at you and says, "Well, this is going to be risky, but since the alternative is being shot out of the sky, I say we give it a shot." He flips a switch.

Peter Quill successfully dodges most of the blasts, but still the occasional few hit the ship. Several warning indicators begin showing up on the console after each one.

Finally, a yellow indicator lights up next to the switch, and he grabs another throttle and pushes it forward.

The ship jumps into a hexagonal portal that suddenly appears in mid-air, and nearly every warning on the ship seems to go off at once as the ship passes through.

Write down, "Scimitar damaged". Until this is crossed out, each time you deduct 1 fuel, deduct an additional fuel. Do not write this down if you've already written down, "Scimitar damaged".

If you have Unstable Fuel:

That last impact did NOT agree with your fuel tank. A large gout of flame pours out of one jet and propels the Scimitar directly into another Asteroid, heavily damaging one of the wings.

Write down "Scimitar in Critical Condition." Until this is crossed out, each time you deduct 1 fuel, deduct an additional fuel. (This stacks with "Scimitar Damaged".)

The chaos of the combat is quickly replaced with the silence of space. The only sounds you can hear anymore are the warning sirens on Star-Lord's console.

Star-Lord looks over a few things and then looks back at you.

"Well, I got good news and bad news. The good news is we got away, the bad news is we suffered a lot of damage."

He pauses for a moment, looks up at the ceiling of the ship and then continues.

"I think she may just hold together for at least one more jump, but we're going to need to get repairs soon or that may be our last."

Go to [page 103](#).

The villain looks at you and your group, laughing hysterically. He holds up the Mind Gem before his eyes and gloats, "Thanos will pay nicely for this. I thank you for your assistance. Hopefully the prison the Nova Corps sends you to isn't as bad as the legends say."

Suddenly, smoke erupts at the villain's feet, and once it clears, you notice that the villain has escaped.

Peter rolls his eyes. "Great, this is just wonderful. What else can possibly go wrong at this point?"

His question is answered as you both notice a Nova Corps officer standing in the doorway on the other side of the room.

Increase Nova Corps Suspicion Level by 2.

Peter sighs, "I need to learn to stop opening my big mouth."

Go back to [page 115](#).

Subtract the number of Days Remaining from the number of Infinity Gems you have recovered. If the resulting number is 1 or more, or 0 days remain, go to [page 180](#).

You arrive in orbit around the planet Hala. As your sensors come back online from the jump, immediately several alarms go off on board your ship.

“We’re being scanned and a fleet of Kree ships are inbound...” shouts Star-Lord. “This was a bad idea!”

Star-Lord begins to turn the ship around, when suddenly it stops moving. He slams on the control stick. “They’ve jammed our controls, I can’t move the ship.”

IF Rocket Raccoon is on your team:

“Nice flying, Quill. Should’a let me pilot the thing. Well, better make the most of it. Maybe I can repurpose one of those Kree energy swords into a thruster-based cannon with a crystalcap generator fused with...” He continues muttering to himself as he walks away.

Peter continues trying to move the ship, but nothing seems to work. He slumps in his chair, resigned to his fate. “We’re toast. Told you we shouldn’t have come.”

When the console display flickers to life, you see Ronan on the screen.

IF you are an Ally of the Kree Empire, go to [page 124](#).

IF you are an Enemy of the Kree Empire, go to [page 126](#).

Ronan's face quickly changes from angry to what you think might be a smile, yet somehow still terrifying.

Ronan explains, "We thank you for your assistance back on earth. Your efforts in eliminating the Skrull infection of Earth were greatly appreciated. We would ask another favor of you."

Star-Lord seems confused why Ronan would ask anything of a non-Kree, but he hesitantly answers, "Ok, what... do you need help with?"

Ronan explains, "The Mad Titan, Thanos, has declared that he intends to assemble the Infinity Gems. We have one hidden here on Hala, the Time Gem. Should Thanos come to take it, even if we stopped him, the toll on our people would be too great. We would have it gifted it to you for safekeeping."

Star-Lord looks puzzled, "Wait, why don't you just use the Time Gem yourselves, if you're so worried about Thanos taking it?"

Ronan laughs, then he slowly realizes that Star-Lord wasn't joking. "Usage of the Infinity Gems, without a proper vessel, can often destroy the user, or worse, cause a backlash. We would rather give it to another for Thanos to pursue than risk all of Hala being caught in a time loop."

Star-Lord asks, "So wait... you want us to take it, so Thanos comes after us instead?"

"Precisely. Even if the Mad Titan completes his mission, only half of the Kree Empire would be wiped out, and our enemies would suffer similarly. However, if we resisted Thanos, the resulting battle would leave us greatly weakened. Even if the Kree were victorious, the resulting damage would leave us vulnerable to attack from others. The Kree Empire has made many enemies, and it is by fear of our military might that we are not attacked. Should we lose that advantage, others would surely come to wipe us out in an act of revenge."

Star-Lord looks confused. "Ok, I get it. You're not being the good guy here, you're just putting our butts on the line instead."

Ronan nods, "Exactly, I'm glad you understand. I will be along in a moment to deliver the gem."

Continue on to the next page.

After a short wait, one of the Kree ships approaches your vessel, and several Kree soldiers, including Ronan, are teleported aboard. They carry a container which presumably contains one of the Infinity Gems.

Write down, “Time Gem recovered”.

Write down, “Shards: 2”. While this is written down, when setting up for your next game, you may have each player begin with two shards. At that time, cross out “Shards: 2”.

If you own the Into the Cosmos expansion:

After you take the Infinity Gem, Ronan looks to you and says, “My first wish is to protect the Kree Empire, but I also do not wish for Thanos to obtain it either. As such, if you’ll have me, I would like to join you to help stop the Mad Titan from completing his quest.”

You may add Ronan the Accuser to your team.

The other Kree salute Ronan, and turn to leave. Ronan looks to you and says, “To fulfill our bargain, we must leave Kree space, or we will be considered enemies. Let us go.”

Star-Lord, still confused, says, “You don’t have to tell me twice.” He looks towards you and says, “Where to next?”

Go to [page 133](#).

Once the Infinity Gem has been left on your ship, Ronan turns to leave, but says one last thing to you.

“You must now leave Kree space. We trust that you will either guard or deliver the gem wherever fate takes you, but if you do not depart Kree space immediately, you will be destroyed and we will find another.”

Star-Lord quickly explains, “You don’t have to tell me twice.” He looks towards you and says, “Well, that was the easiest gem we’ve gotten so far, but this thing’s far from over. Where to next?”

Go to [page 133](#).

"You have been identified as an Enemy of the Kree. You will be destroyed, Terrans. If you opt not to resist, we can conduct this as painlessly as possible."

Star-Lord continues to panic, as he still cannot regain control over his ship.

IF Rocket Racoon is on your team:

Rocket yells out, "Move over, Quill."

"What are you doing?"

Rocket mockingly responds, "Getting us the heck out of here, you moron."

Within seconds, Rocket has restored controls back to Peter. "So, you want to get out of here, or you want to fight that incoming Kree squadron?"

If you want to try and escape, go to [page 133](#).

If you want to take on the Kree squadron, continue on to [page 127](#).

Unfortunately, the incoming Kree squadron overtakes you before Star-Lord can free you from their grasp.

Continue on to the next page.

One of the Accuser-class Kree ships catches your ship in a tractor beam before you are able to get away, and brings the Scimitar on board.

Ronan is waiting for you once you are dragged off of your ship and into the large Kree warship. He yells out, "You stand accused of being an enemy of the Kree. On behalf of the Supreme Intelligence, do you accept your judgment?"

Star-Lord fires up his rocket boots and says, "Over my dead body!"

IF Drax and Gamora are on your team:

"Yes. I will stand over your dead, lifeless body as I too fight to the death, Quill." Drax has never sounded more serious.

"No one's dying today" says Gamora. "Well, none of us are dying today."

Ronan shows the slightest smile, "Very well, I would be happy to oblige."

He lifts his hammer, and hidden panels from it emit a gaseous vapor towards you and your team.

Star-Lord coughing, says, "What are you doing?"

Ronan smiles. "We have an engineered virus that was in need of test subjects. Now seems like a good opportunity, don't you think?"

Continue on to the next page.

GAME SETUP

Mastermind: Supreme Intelligence of the Kree

Scheme: The Legacy Virus

Villain Group: Kree Starforce

Henchmen: Sentinel

IF the Cosmic Cube was Recovered OR the Fantastic Four are in Space, add Heralds of Galactus to the Villain deck.

IF not:

IF there were too many mutated citizens, add Maximum Carnage to the Villain Deck.

IF not:

Add Radiation to the Villain deck.

Add Star-Lord to the Hero Deck.

Choose other Heroes from your team and add them to the Hero Deck until you reach 5 different Heroes.

BEGIN!

If you defeated the mastermind (won the game), go to [page 129](#).

If you did not defeat the mastermind (evil won or ended in a draw), go to [page 130](#).

You triumph over the Kree, and are able to roam freely around the Kree warship until reinforcements arrive.

Star-Lord's communicator emits a rapid beeping. It seems that the Scimitar has detected something of immense power here on the ship.

Investigating, you're shocked to find one of the Infinity Gems... but why was it just sitting here on this warship?

Star-Lord says "We can figure that out later! We've gotta book it before the NEXT warship shows up!"

Write down, "Time Gem recovered".

Write down, "Shards: 2". While this is written down, when setting up for your next game, you may have each player begin with two shards. At that time, cross out "Shards: 2".

Go back to [page 133](#).

As you and your allies fell to the Kree forces, you were certain that this was the end. You slowly lose consciousness in a fit of coughing and pass out.

You regain consciousness in a prison cell, somehow not feeling sick at all. The Kree jailors that you had presumed would be present are strangely absent.

One of your allies tries the prison cell door, and it opens easily. You quickly realize that the entire ship has lost power and is likely floating aimlessly in space. Deciding to escape to the Scimitar, you quietly exit the prison cell.

Stepping outside, you find corpses of Kree soldiers on the ground, and can tell that a great battle had taken place here.

If you've recovered at least one Infinity Gem, continue on to [page 131](#).

If not, go to [page 132](#).

As you and your allies attempt to make your escape back to your ship, entering a main hallway, you see a sight you did not want to see. Sitting on a crate, with dozens of fallen Kree surrounding him, is Thanos. You see him placing a purple gem into his golden gauntlet, as he addresses you.

“I had visited here to find the gem the Kree were hiding away from me. Imagine my luck realizing that more gems were simply being held in a prison cell here too. Quite fortunate.”

He slowly stands up. The Mad Titan is somehow much taller than you expected. “So, would you like to give me what I require, or would you prefer we fight for it?”

[Go to page 182.](#)

As you attempt to make your escape, you find one lone Kree soldier that is still alive. Star-Lord approaches him, asking what happened.

“Thanos, he took the gem. The universe is... doomed.”

You look at Star-Lord, and he says, “We’ve got to go. If Thanos has another gem, we have to get at least one before he collects the rest.”

You head back to the Scimitar and head to another planet in haste.

Go to [page 133](#).

“Alright, we visited Hala. Can we get out of here now?”

Subtract 1 from the days remaining.

Choose a destination, calculate your page number, and subtract 1 fuel. If you would be reduced to 0 fuel, go to [page 179](#). Otherwise, go to the calculated page number.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	
3	5	4	6	6	3	5	3	5	6	7	7	9	1	5	2	5	R
4	2	2	6	2	3	7	2	5	2	7	3	9	3	3	5	8	S
6	2	4	3	5	4	5	3	3	5	6	6	7	3	7	4	2	T
6	6	4	3	5	9	4	1	7	8	3	2	8	3	7	8	5	U
8	8	7	5	2	6	7	5	9	8	2	7	9	7	9	1	7	V
2	6	4	7	6	7	4	6	5	1	7	7	2	5	9	4	9	W
1	7	7	3	8	1	3	6	7	7	9	2	3	6	3	9	7	X
9	3	3	5	6	8	7	1	9	8	5	6	3	1	9	2	9	Y
8	1	1	2	5	9	1	9	9	7	8	9	2	8	4	8	7	Z

Subtract the number of Days Remaining from the number of Infinity Gems you have recovered. If the resulting number is 1 or more, or 0 days remain, go to [page 180](#).

As you enter the atmosphere above Contraxia, you notice how desolate the planet is: a frozen ball of ice floating distantly from its star. A few cities and structures can be seen, but this looks like a frontier world; not somewhere you would find anything useful.

You look at Star-Lord and ask him if this is the right place. He sighs and answers in the affirmative.

Shortly after he does, you begin to understand what the attraction is. As you continue to orbit to the other side of the planet, it's impossible to miss a huge collection of buildings with neon lights and huge spotlights pointing in every direction from the city: a glitzy beacon of lights in an otherwise cold and dark world.

Star-Lord gestures toward the skyline. "That's the Iron Lotus. Less of a city and more of a brothel, bar, and anything else you could imagine that would attract the worst the galaxy has to offer. It ain't the prettiest place, but many, including the Ravagers, call it their home. If there is anything to be found on this planet, that's where we need to go."

You descend to the spaceport on the outskirts of the Iron Lotus.

Continue on to the next page.

You sense Star-Lord's unease. "I don't want to stay here any longer than we have to. What do we need to do here?"

You know that they likely have fuel here, in case you're running low.

Otherwise, there are also a number of mercenaries around, likely some jobs if we need the money, and also others who might have information regarding the Infinity Gems as well.

What would you like to do?

Choose one of the following options you have not yet chosen.

If you want to refuel the ship, go to [page 136](#).

If you want to look for recruits, go to [page 144](#).

If you want to look for some work to earn extra credits, go to [page 145](#).

If you want to jump to another planet, go to [page 154](#).

You look around for places to purchase fuel for your ship. Not to your surprise, there are a variety of places to buy it, and at varying prices.

Star-Lord explains, "Fuel ain't cheap here. If we want to get the good stuff, we have to pay for it. We can get by with the more... questionable suppliers, but we gotta be careful."

*You look around, and narrow it down to three options. Based on Star-Lord's recommendations, you know that high quality fuel will be the most reliable, but here on Contraxia it is drastically overpriced, about 2-3 times more than the core worlds... if you're lucky. There is also contraband fuel, which is much cheaper and usually reliable, but you never know exactly what you are getting. Lastly, there is counterfeit fuel, which isn't *technically* proper fuel. It's really cheap, and it will get you where you need to go, but there's usually some pretty unsavory side effects.*

Which do you choose?

IF you choose the high quality fuel, go to [page 137](#).

IF you choose the contraband fuel, go to [page 138](#).

IF you choose the counterfeit fuel, go to [page 141](#).

If you choose not to refuel, go back to [page 135](#).

You know that it is going to cost you, but considering the importance of your mission, you know that you cannot accept unnecessary risks, so you opt to go with the much pricier, but reliable fuel source.

Add as many units of fuel as you like to the Scimitar, without going over its maximum capacity. Subtract 40,000 credits for each unit of fuel you added.

Go back to [page 135](#).

You find a dealer who sells contraband fuel. He is not the most reputable looking person, but the same could be said about most anyone on Contraxia. You ask him to refuel your ship, and he is happy to do business with you.

Add as many units of fuel as you like to the Scimitar, without going over its maximum capacity. Subtract 9,000 credits for each unit of fuel you added.

Then, randomly select a single Hero card from each Hero currently on your team, shuffle them together, and put them face down into their own deck. This is your “Refueling Deck”.

Continue on to the next page.

Draw the first card from the Refueling Deck.

IF you drew a Tech (Black) card:

After they finish refueling, you realize that it didn't cost as much as you thought it was going to. Star-Lord checks out the engines, and much to his surprise, not only is this fuel cell of good quality, but contains an even higher-efficiency fuel than you're used to.

Refund yourself up to 14,000 credits that were spent on contraband fuel.

IF you drew a Strength (Green) card:

Despite the fuel cells being fully inserted into the Scimitar, it still isn't reading as full. Star-Lord runs a quick diagnostic. This fuel appears to work just fine, and won't cause issues, but isn't as efficient as what you are used to.

Subtract 1 unit of fuel from The Scimitar.

IF you drew a Instinct (Yellow) card:

After the Scimitar's new fuel cells are fully loaded, you are quickly ushered out. Being suspicious, you and Star-Lord run a quick diagnostic. Alerts immediately sound as the Scimitar begins pulling fuel from the cell; It seems like this fuel wasn't completely pure, possibly due to contaminants. It'll have to do for now.

You hope that this decision to save some money now won't cause issues in the future.

Write down, "Tainted Fuel".

Continue on to the next page.

IF you drew a Ranged (Blue) card:

The fuel cells are loaded and everything looks good. Star-Lord does notice a warning on the console, however. It indicates that the suspension in the fuel cell is not entirely stable. It should work just fine, but should the Scimitar get jostled too much, or take a direct hit, you're not entirely sure that the fuel cell won't explode.

You make a mental note to make sure the Scimitar is piloted a lot more carefully from now on.

Write down, "Unstable Fuel".

IF you drew a Covert (Red) card:

The fuel cells are loaded up and looking good. Initial diagnostics are positive, and you don't see anything concerning. You got lucky: this contraband fuel seems to be exactly the same as any other fuel you would have gotten.

Return the cards in the Fuel Deck to their original Hero sets.

Go back to [page 135](#).

You tell Star-Lord that you'd like to seek out some counterfeit fuel. You don't like the look he gives you in response.

"You do know if things go wrong, we could just... end up floating out in space... or worse."

You understand the risks, but at the same time, you can't afford to spend that much money purely for spaceship fuel.

Add as many units of fuel as you like to the Scimitar, without going over its maximum capacity. Subtract 4,000 credits for each unit of fuel you added.

Then, randomly select a single Hero card from each Hero currently on your team, shuffle them together, and put them face down into their own deck. This is your "Refueling Deck".

Continue on to the next page.

Draw the first card from the Fuel Deck.

IF you drew a Tech (black) card:

This interesting combination of fuels is incredibly fuel efficient, but also very volatile. It takes less fuel to fill your ship, but any could explode if disturbed.

**Refund yourself up to 8,000 credits that were spent on counterfeit fuel.
Write down, "Unstable Fuel".**

IF you drew a Strength (Green) card:

The fuel put into the Scimitar is a viscous liquid, and while it will likely still burn the same as any normal fuel, it won't take the ship as far, and could also possibly cause some engine troubles down the road.

**Subtract 1 unit of fuel from The Scimitar.
Write down, "Tainted Fuel".**

IF you drew a Instinct (Yellow) card:

Several sensors go off on the Scimitar. After looking over the readouts, you're not entirely sure this could even be called fuel. It will make the ship move, sure, but you are also concerned that either the engine will explode, break down, or both.

**Write down, "Tainted Fuel".
Write down, "Unstable Fuel".**

Continue on to the next page.

IF you drew a Ranged (Blue) card:

This fuel is very dense, but effective. The crews aren't able to fit as much into the fuel bays as a result. The fuel will get the ship where it needs to go, but move it too violently, and it looks like it could cause the engine to explode.

**Subtract 1 unit of fuel from The Scimitar.
Write down, "Unstable Fuel".**

IF you drew a Covert (Red) card:

While this is a fuel substitute, from diagnostic scans, you cannot tell any difference between this fuel and a normal fuel cell. You are fairly sure that there should be no negative repercussions, but you never can be too sure.

Return the cards in the Fuel Deck to their original Hero sets.

Go back to [page 135](#).

You look around the Iron Lotus to see if there is anyone who looks like they would be a good addition to your team. Unfortunately, no one here is willing to work for free, but you find a tall man wearing a red Ravagers jacket who tells you he can help you find some quality recruits... for a fee.

Here is who he can help you find:

You may add any of the Heroes below to your team so long as you meet the requirements. If you do, deduct the listed amount from your credits.

NOTE: If a given Hero is critically injured, in order to add them to your team, you must first spend an additional 50,000 credits. If you do, add that Hero to your team and cross out “(Hero Name) is critically injured”.

Name	Cost	Requirements
Forge	15,000 credits	X-Cutioner’s Song was Prevented
Yondu	30,000 credits	You own Into the Cosmos
Colossus	10,000 credits	Apocalypse was Defeated
Iceman	25,000 credits	Apocalypse was Defeated

Go back to [page 135](#).

You ask around to see if there are any jobs to take on to make some extra money out here on Contraxia.

You wander into the Iron Lotus, head to the bar, and take a look around.

IF the Fantastic Four are in Space and you didn't fight in the Fantastic Showdown:

You see a familiar face sitting at the bar; the orange rocky Hero known only as the Thing. He is wearing a brown trench coat, and has a matching hat sitting on the bar by his side. You get his attention, and he quickly recognizes you from your previous adventure.

"What are ya doing here? It's been a while, didn't expect to see ya. Don't see no one from Earth around here often."

As you explain that you are looking for Infinity Gems, Ben Grimm's eyes brighten up.

"Stretch mentioned something about an infinity something-or-other on a planet not far from here. He and Sue were going to go look for it, so I thought I'd come here for a drink whiles' I wait until they need me."

He thinks for a few moments, then finishes his drink in a single swig, and stands up.

"You know, I shouldn't have left those two knuckleheads on their own. They're smart, but they get in over their heads more often than is good for 'em. I keep tellin'-"

You may add Thing to your team.

Before you can take in much more of your surroundings, you hear a large explosion coming from outside, accompanied by lightning. From behind you walks in none other than Thor, the god of thunder. He points directly at you.

"Son of Harris, I am in need of your aid", he calls out. "Loki hath acquired another gem of infinity and is hiding on the nearby moon above Contraxia. Let us go to him and engage in battle."

You wonder how Thor knew you were here.

Without you answering, Thor explains, "I sense your hesitation. Truly, I felt your presence here and came to seek your aid. Come, we must go with haste!"

Continue on to the next page.

If you want to aid Thor, go to [page 147](#).

IF Thing is on your team and you want to go with him instead, go to [page 152](#).

If you don't want to help either of them, go back to [page 135](#).

You choose to help Thor track down Loki.

If Thing is on your team:

Thing looks at you and says, "Alright, well good luck with that Loki fella. I'm going to track down Reed and Sue. I'll see you around, I guess."

Remove Thing from your team.

Write down "Thing pursuing Fantastic Four." Until this is crossed out, you can not add Thing to your team, not even when mentioned by name.

Thor leads you just outside of the Iron Lotus, and holds up his hammer. In a flash of green lightning, you find yourself transported instantaneously to a moon orbiting Contraxia.

Before you, you see... another Thor? This one is trapped inside of a translucent green crystal.

The Thor who brought you here smiles. He suddenly disappears into a dazzling cloud of green smoke, and reappears as Loki.

His grin widens.

"Excellent. First, I trapped my poor brother here using the ancient power of Crenshinite. Now, I can trap you here too? 'Tis a glorious day!"

Loki laughs, but doesn't notice a hammer hurtling through the air, swiftly smashing into the crystal, and freeing what you assume to be the true Thor.

Loki's mood suddenly sours, as Thor leaps from his crystalline prison, surrounded by lightning.

"Your scheme ends here fiend! Come hero, let us triumph!"

Add Thor to your team.

Continue on to the next page.

Loki looks at you and waves his hand, as if casting some sort of spell.

If no Infinity Gems have been recovered:

His face turns to a frown.

“My brother is free, and you didn’t even have any of the gems for me to steal in the first place? This isn’t worth my time.”

Before you and Thor can pursue him, he flees into a cloud of green smoke.

“We can pursue my brother later,” says the mighty Thor, “for he is working for the fiend Thanos.”

He continues, “We must collect the gems before Thanos can. If he hath already employed my brother, then he must truly be desperate. We must hurry!” Thor swirls his hammer over his head, summons the great rainbow bridge, and transports you back to Contraxia.

Go back to [page 135](#).

Loki cackles, “You thought that capturing Thor was my master plan? Ha!”

Thor has a look of confusion on his face as Loki continues.

“I brought you here to take your precious Infinity Gems. Thanos will reward me handsomely for these!”

Thor yells out, “You fiend! You know that Thanos is simply using you!”

*“I’m well aware that Thanos **believes** he is using me, but he does not understand that I am truly the prince of lies. Once Thanos has the gems assembled, I shall take the gauntlet for myself and rule the universe in a way Odin never could!”*

“I cannot allow you to get away with this, dear brother.”

Continue on to the next page.

GAME - Loki Unites the Shards

GAME SETUP

Scheme: Unite the Shards

Mastermind: Loki

Villains: Enemies of Asgard

IF Apocalypse “saved humanity”, add Four Horsemen to the Villain Deck.

IF not:

Add Heralds of Galactus to the Villain Deck.

IF you have any X-Men Heroes on your team, add Sentinels to the Villain Deck.

IF not:

IF the helicarrier was destroyed, add Phalanx to the Villain Deck.

IF not:

Add Savage Land Mutates to the Villain Deck.

Find one matching Infinity Gem Villain card from the Infinity Gems Villain group for each Infinity Gem you have recovered, and add them to the Villain Deck.

Add Thor to the Hero deck, then choose Heroes from your team for the Hero Deck until you reach 5 different Hero names.

BEGIN!

If you defeated the mastermind (won the game), go to [page 150](#).

If you did not defeat the mastermind (evil won or ended in a draw), go to [page 151](#).

Loki, beaten and wounded, yells out, "Curse you! I hope Thanos finds you and ends your putrid existences!"

As you try to grab Loki to finally imprison him, your hand phases through him as he melts away into green smoke.

"Another illusion. I swear by the Allfather, one day my brother shall pay for his crimes. For now, we must continue our mission before Thanos finds us." Before you can answer, Thor casts down a cascade of multicolored light which surrounds your whole team, and before you know it, you're back on Contraxia.

Go back to [page 135](#).

As Loki looms over you, he laughs victoriously, holding the Infinity Gems you previously held.

Cross out all Infinity Gems you had previously recovered.

Loki, now looming over you in his signature cloud of green smoke, holds up his staff, and the smoke shifts to form a makeshift portal- and none other than Thanos himself steps through. You wonder if this is truly the real Thanos, or merely an another illusion conjured by Loki.

Your question is quickly answered, as Thanos, wearing the gauntlet, grabs Loki by the throat and says, "You've served me well, but you've outlived your usefulness."

Loki chokes out, "But I did what you asked..."

Thanos smiles, "You did, but I also knew you would betray me and take the gems for yourself. I cannot allow that."

Loki's body falls to the ground, but a few seconds later, it too melts into green smoke.

Thanos mutters, "Another illusion, how annoying."

Thanos turns his head towards you and smiles. "Now to deal with you..."

Go to [page 187](#).

Thing accompanies you back to your ship, the Scimitar. As he gets on board, he looks around at the ship and comments, "Man, whoever built this ship sure is compensatin' for something."

Star-Lord laughs, "Yeah, I'm getting the feeling that S.W.O.R.D. built it based upon my ship, the Milano. It's terrible, right?"

Thing laughs, "The Milano, wow. I heard about that ship once... I'm surprised you're still willin' to call it yours."

Star-Lord appears stunned and sits down in the pilot's seat, pouting.

Thing says, "Hey, if you want me to take you where we need to go, I'll fly us there. Stretch and his wacky missions to who-knows-where has made me a decent starship pilot over the years."

Star-Lord and Thing argue, finally settling on Star-Lord piloting since it was his ship, or at least based on his ship.

You take off and jump towards your destination.

Deduct 1 fuel from your ship.

Continue on to the next page.

You arrive in empty space. Thing pores over the coordinates with a befuddled look on his cobblestone-esque face. "This is the place, but there's nothing here."

IF the Silver Surfer is not on your team:

As Star-Lord and Thing are trying to figure out what went wrong, you notice someone Outside of the ship. The Silver Surfer!

He approaches the ship, and speaks to you from outside, standing on his silver surfboard. Somehow, you are able to hear him clearly from within the ship.

The Surfer pleads with you. "My friends, I would ask your help. Susan Storm and Reed Richards have approached a planet containing one of the Infinity Gems, yet they remain unaware that the planet will shortly be consumed by Galactus, as it nears time for him to feed once again. Come with me, I must delay him, and I fear I cannot do it alone."

You explain to the Silver Surfer that you are looking for Infinity Gems.

"Do with the Gem what you will. My only goal is to save the lives of Reed Richards, and more importantly, Susan Storm. We may even be able to prevent the destruction of the planet, but very little in this reality can prevent Galactus from feeding once he has decided to do so."

Go to [page 167](#).

“Something’s off with the atmosphere here. Better get moving.”

Subtract 1 from the days remaining.

Choose a destination, calculate your page number, and subtract 1 fuel. If you would be reduced to 0 fuel, go to [page 179](#). Otherwise, go to the calculated page number.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	
3	5	4	6	6	3	5	3	5	6	7	7	9	1	5	2	5	R
4	2	2	6	2	3	7	2	5	2	7	3	9	3	3	5	8	S
6	2	4	3	5	4	5	3	3	5	6	6	7	3	7	4	2	T
6	6	4	3	5	9	4	1	7	8	3	2	8	3	7	8	5	U
8	8	7	5	2	6	7	5	9	8	2	7	9	7	9	1	7	V
2	6	4	7	6	7	4	6	5	1	7	7	2	5	9	4	9	W
1	7	7	3	8	1	3	6	7	7	9	2	3	6	3	9	7	X
9	3	3	5	6	8	7	1	9	8	5	6	3	1	9	2	9	Y
8	1	1	2	5	9	1	9	9	7	8	9	2	8	4	8	7	Z

Subtract the number of Days Remaining from the number of Infinity Gems you have recovered. If the resulting number is 1 or more, or 0 days remain, go to [page 180](#).

As you arrive in the Chandilar system, you see another ship in space that looks like a sleek black jet of some kind.

A transmission rings in over the ship's speakers. The face of Jean Grey materializes on the screen. "Thank you for coming. We're in dire need of your aid."

She continues, "Princess Lilandra, leader of the Shi'ar Empire, is a longtime ally of the X-Men. Her sister, now calling herself Deathbird, is on a nearby moon and is mounting a rebellion against her royal highness."

Scott, on board your ship, continues Jean's explanation. "Under normal circumstances, Lilandra's Imperial Guard would be able to deal with any insurrection. However, if Deathbird has located an Infinity Gem, that greatly increases her threat to the Shi'ar empire."

Another person appears on your screen, Emma Frost. She explains further. "Correct, Scott. Even worse, it is the Power Gem, with it, she can amplify her abilities to untold levels."

Jean adds, "I know you are seeking the Infinity Gems to stop Thanos. If you assist us in stopping Deathbird, you may take the gem."

Cyclops looks at you. "Will you help us?"

If you want to help the X-Men stop Deathbird, go to [page 156](#).

If you would like to leave and head to another planet, go to [page 161](#).

Jean responds, "Thank you. The X-Men and I will be by your side."

You may add Emma Frost and/or Jean Grey to your team. (Jean Grey will be needed for any Bonus Challenges you may select).

Cross out, "Promise to Cyclops".

Both your ship and the X-Men's Blackbird set down on the moon's surface. Strangely, there doesn't appear to be anyone here.

Star-Lord looks at you and says, "Either we're in the wrong place, or we're walking right into a-"

Before he can finish his sentence, what sounds like a large explosion rocks the entire moon you are on, and you see cracks beginning to form beneath your feet. Suddenly, Deathbird can be seen flying overhead. She yells out in a booming voice that resonates from all around.

"FOOLS! YOU COME TO STOP ME, CAL'SYEE NERAMANI, RIGHTFUL HEIR TO THE THRONE, AND YET YOU ONLY PLAY INTO MY TRAP. THIS MOON SHALL BE DESTROYED, AND I SHALL PROPEL ITS FRAGMENTS INTO CHANDILAR ITSELF!"

As the speech continues, Deathbird descends before you, surrounded by her Shi'ar soldiers. She holds a glowing stone in her hand and continues, her voice booming in from all directions.

"Once Chandilar is left in ruin, I shall swoop in and rebuild my empire!"

IF Gamora is on your team:

"Cal'syee's avian features make her a force to reckon with. I suggest attacking at range. Also, try not to die."

Another explosion rocks the moon's surface. You must stop her before she finishes the complete destruction of the moon.

Continue on to the next page.

GAME SETUP

Scheme: Nuclear Armageddon

Mastermind: Deathbird

Villains: Shi'ar Imperial Guard

Henchmen: Shi'ar Death Commandos

IF you are an Enemy of the Kree Empire, add Kree Starforce to the Villain Deck.

IF not:

If the baby was saved, add Marauders to the Villain Deck.

IF not:

IF the Skrulls infiltrated society, add Skrulls to the Villain Deck.

IF not:

Add Enemies of Asgard to the Villain Deck.

Find the Power Gem Villain card from the Infinity Gems Villain group and place it in the Sewers. Place two shards on it. Do not trigger its Ambush effect.

Choose Heroes from your team for the Hero Deck until you reach 5 different Hero names.

Bonus Challenge: If Jean Grey is in your Hero Deck, you may add both of the following Horrors in play at the beginning of the game:

Empire of Oppression, Legions Upon Legions

If you win the bonus challenge, you will earn extra rewards!

BEGIN!

At the end of the game, note whether or not you fought the Power Gem.

If you defeated the mastermind (won the game), continue on to [page 158](#).

If you did not defeat the mastermind (evil won or ended in a draw), go to [page 160](#).

As you defeat the Deathbird and her rogue Shi'ar forces, she begins to sense defeat, and lets out a shriek.

"Very well! If I am going to lose, I will take all of you with me!"

She holds the Power Gem high in the air, and the moon's surface begins to shudder. But suddenly, her body contorts, and she seems to be unable to move.

*Jean Grey yells out in a booming voice, "**You will do no such thing.**"*

As Jean Grey and Deathbird struggle against each other, fire begins to pour out from Jean's eyes and body and she transforms into the Phoenix.

As she does, Deathbird's facial expression changes to one of horror. She drops the gem to the ground and gives up.

Shortly thereafter, several Shi'ar approach you. A purple skinned man with a mohawk, wearing a blue suit and red cape. He introduces himself as Gladiator, a member of the Shi'ar.

"I apologize that you were brought into this conflict within the Shi'ar empire. We were bound to aid Cal'ysee, but no longer. Know that we are in your debt."

Write down "Ally of the Shi'ar Empire".

IF you fought the Power Gem during the game:

He continues, "How can the Shi'ar empire repay you?"

Star-Lord sheepishly explains, "Well... um... we were here for the Power Gem."

The Gladiator reaches down and picks it up, pauses for a moment, then hands it to Star-Lord. He explains, "This is an item of immense power, but as you risked your lives to save our empire, I believe you can be trusted."

Write down "Power Gem recovered".

Write down, "Shards: 2". While this is written down, when setting up for your next game, you may have each player begin with two shards. At that time, cross out "Shards: 2".

Continue on to the next page.

With that, Gladiator takes Deathbird on one of his ships. He and the remaining Shi'ar forces depart from the moon and head back toward Chandilar.

IF you completed the Bonus Challenge:

Gain 5 Phoenix Force points.

Jean Grey addresses you, with an intensity you haven't seen from her before. "I suppose I haven't lost the influence of the Phoenix Force... As long as I do, I'll continue to help you with your mission- and from now on, you may call me Phoenix."

Remove Jean Grey from your team.

Add Phoenix to your team.

Write down "Phoenix Unleashed". Until this is crossed out, you may not have both Jean Grey and Phoenix on your team at the same time. Any time you are able to choose Jean Grey to join your team, you may add Phoenix instead.

You may write down "Phoenix in Cosmic Flight". As long as this is written down, that character can fly outside your ship, enabling you to have an extra Hero on your team. If Phoenix would be removed from your team, also cross out "Phoenix in Cosmic Flight".

Only one Hero can be in cosmic flight at a time. If you would put a new Hero into Cosmic Flight, you must cross out the previous hero's Cosmic Flight.

Now that you've prevented the moon's destruction, there isn't much reason to stick around here.

Go to page [161](#).

As the final explosion detonates, the moon begins to break up. Some of the smaller shards begin to fall out of orbit towards Chandilar. Deathbird laughs maniacally.

Jean Grey yells out, "Get back to the ships, NOW!"

You don't need to be told twice. You and the rest of the Heroes run back to your ships and begin to take off. Cyclops yells out, "We can't leave without Jean!"

You hear Jean's voice in your mind. "Don't worry about me, I can handle this."

Jean levitates up and begins to move the Moon fragments back together, but it proves to be too much for her. In your head, you hear, "Go, take care of Scott for me."

As you make sure the rest of your team made it on board, you see that one of your allies didn't fare as well.

Choose one Hero from your team.

Remove that Hero from your team, and write down "(Hero name) is critically injured". Until this is crossed out, you cannot choose to add this Hero to your team. However, if the story asks you to add this Hero by name at any time, add them, and cross out "(Hero name) is critically injured".

Star-Lord yells out, "We don't have much time! If we don't leave now, Jean will have sacrificed herself for nothing!"

Cyclops tries to take the controls, yelling, "We're not going to let her sacrifice herself. Not again."

As he says that, a large meteoroid on a collision course with the Scimitar suddenly stops, wrapped with flames.

Once again, you hear Jean's voice, "Go now! I can't control this much longer."

You see Jean transform in a brilliant flash of flame, cascading from all around her. It almost looks to be in the shape of some kind of bird of prey. Massive flames begin engulfing the entire moon, threatening to consume it.

Star-Lord says, "We're leaving. Give me coordinates. NOW!"

Continue on to the next page.

Best to get out of here as soon as possible.

Subtract 1 from the days remaining.

Choose a destination, calculate your page number, and subtract 1 fuel. If you would be reduced to 0 fuel, go to [page 179](#). Otherwise, go to the calculated page number.

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6	6	4	3	5	9	4	1	7	8	3	2	8	3	7	8	5	U
8	8	7	5	2	6	7	5	9	8	2	7	9	7	9	1	7	V
2	6	4	7	6	7	4	6	5	1	7	7	2	5	9	4	9	W
1	7	7	3	8	1	3	6	7	7	9	2	3	6	3	9	7	X
9	3	3	5	6	8	7	1	9	8	5	6	3	1	9	2	9	Y
8	1	1	2	5	9	1	9	9	7	8	9	2	8	4	8	7	Z

IF you did not participate in the Fantastic Showdown, Silver Surfer is in Love, and the Fantastic Four are in Space, go to [page 165](#).

As you arrive, you find yourself in open space.

As you look around, Star-Lord pulls out a galactic map, and studies it.

As you continue to look around, you can see a couple binary stars in the distance, providing the little light that you can see in this sector, and unfortunately not much else.

Clearing his throat, Star-Lord breaks the news to you. "Ok, I figured out where we are, and I got good news and bad news."

"First, the good news, we didn't travel into a star, so we're still alive."

You ask about the bad news. He responds, "Well, we were here." And he points at one part of the galactic map. He then zooms the galactic map out far enough that you can't see stars so much as clouds of stars on an arm of the galaxy. "And now we're..." He points to the far edge of the map from where you just came from. "...here. We are so off course, it's gonna take multiple jumps to get back on course if we want to actually survive it. Honestly, I'm not sure how we survived getting here in only one jump to begin with."

*You sigh. You don't like being this far off course, but seeing as you're clearly out of options, you agree with Star-Lord's plan so you can get back to... **anywhere** familiar.*

Deduct 2 fuel from your ship.

If your ship has 0 fuel, go to [page 179](#).

IF your ship has 1+ fuel, go to [page 166](#).

IF you did not participate in the Fantastic Showdown, Silver Surfer is in Love, and the Fantastic Four are in Space, go to [page 165](#).

As you arrive, before you get your bearings, you hear a metallic crunch, shortly followed by Star-Lord's panicked yell of "Oh crap!"

He quickly grabs the controls and dodges an asteroid that is about to hit your ship. Under Star-Lord's skillful piloting, and occasional cursing, you dodge another asteroid, followed by another, and another.

He looks back at you and grins. "No sweat. This ship can dodge anything. But not without yours truly, of course."

If Gamora is on your team:

Gamora yells out, "Peter, you moron, look out!"

As he turns back around, his smile turns to a look of horror as another, larger asteroid too close to the ship to dodge, looms over your ship. Peter Quill fires a blast from the Scimitar to break it apart, but enough of the shrapnel hits your ship that it takes some impact.

Write down, "Scimitar damaged". Until this is crossed out, each time you deduct 1 fuel, deduct an additional fuel. Do not write this down if you've already written down, "Scimitar damaged".

If you have Unstable Fuel:

That last impact did NOT agree with your fuel tank. A large gout of flame pours out of one jet and propels the Scimitar directly into another Asteroid, heavily damaging one of the wings.

Write down "Scimitar in Critical Condition." Until this is crossed out, each time you deduct 1 fuel, deduct an additional fuel. (This stacks with "Scimitar Damaged".)

Continue on to the next page.

Despite the damage to your ship, Star-Lord is able to otherwise pilot it safely out of the asteroid field.

He looks at you with a smile. "I told you this ship was a great piece of work." He puts his hand on the console and quietly says to the ship, "Please stay together."

He then jumps to the next destination.

Go to [page 166](#).

As you finish your jump, you find yourself in open space.

Star-Lord looks confused as to where you are, and begins pressing buttons on the console.

IF Silver Surfer is on your team:

While Star-Lord tries to figure out where in the galaxy you've ended up, you notice the absence of the shimmering light which had been accompanying your ship. It dawns on you that the last time you saw the Silver Surfer was before you last jumped. Where did he go?

As you stare at the console, hoping desperately that Star-Lord works his magic and gets you out of there, you catch a glimpse of something reflective off the corner of the console. You turn to look out the window, and spot something in the distance approaching your ship. As it gets closer, you recognize it as the Silver Surfer.

He glides right up alongside your ship, and when he speaks, somehow you can hear his voice clearly on the inside of your ship.

He says, "My friend. I would request your aid." You listen carefully.

"Your friends, Susan Storm and Reed Richards, were helping the people of Gibborin. I informed Reed that Galactus, whom I serve as herald, was planning to consume the planet. Reed went ahead to try to find a solution, but I fear that he will not succeed before Galactus will arrive. We must save them, and the planet. We have to stop Galactus."

You understand why it would be right to help, but what can you even do to stop Galactus?! You barely stopped him last time. Plus, you don't even really know where you are right now. This could all be a trap.

If you want to help the Silver Surfer, go to [page 167](#).

If you want to get the heck out of here instead, continue on to [page 166](#).

“Being stranded out in the middle of nowhere is great and all, but let’s get back to civilization before we’re stuck here for good, okay?”

Subtract 1 from the days remaining.

Choose a destination, calculate your page number, and subtract 1 fuel. If you would be reduced to 0 fuel, go to [page 179](#). Otherwise, go to the calculated page number.

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6	6	4	3	5	9	4	1	7	8	3	2	8	3	7	8	5	U
8	8	7	5	2	6	7	5	9	8	2	7	9	7	9	1	7	V
2	6	4	7	6	7	4	6	5	1	7	7	2	5	9	4	9	W
1	7	7	3	8	1	3	6	7	7	9	2	3	6	3	9	7	X
9	3	3	5	6	8	7	1	9	8	5	6	3	1	9	2	9	Y
8	1	1	2	5	9	1	9	9	7	8	9	2	8	4	8	7	Z

You agree to help Silver Surfer.

You may write down “Silver Surfer in Cosmic Flight”. As long as this is written down, that character can fly outside your ship, enabling you to have an extra Hero on your team. If Silver Surfer would be removed from your team, also cross out “Silver Surfer in Cosmic Flight”.

Only one Hero can be in cosmic flight at a time. If you would put a new Hero into Cosmic Flight, you must cross out the previous hero’s Cosmic Flight.

If you wrote down, “Silver Surfer in Cosmic Flight”, add Silver Surfer to your team.

“Thank you for helping. I will help take you to your destination.”

Silver Surfer projects a cosmic beam of energy at your ship, seeming to take control of the entire thing. You’re propelled through space at rapid speeds, even faster than one of your regular jumps.

When you get there, you overlook a planet that looks somewhat similar in appearance to earth, with the notable exception of having purple oceans instead of blue. You notice another spacecraft orbiting the planet as well as you.

The ship hails you, and when the communications come through, you see Reed Richards on the screen.

“Agent, surprised to see you here, but glad all the same, we could use your help. The planet Gibborin is going to be eaten by Galactus, as I’m sure the Surfer has already explained. Its residents are known as the Gibborim, a race that consists of sentient beings of pure light, and over trillions of years old. I’m still working out a way to communicate with them, so I haven’t been able to deliver a warning yet.”

Continue on to the next page.

“Abigail told me you were going to be on the lookout for Infinity Gems. Luckily, the Gibborim existed when the gems were created, so they may know where we could find one. I just need to figure out how to talk to them first.”

The Silver Surfer adds, “Galactus is due to be here tomorrow, so you may not have time for communication.”

Reed seems unsurprised. “Yes Norrin,” He says to the Surfer, “I had detected his cosmic signature. By my estimates, he will likely arrive within the next 24 to 27 hours, give or take 30 minutes.”

Norrin Radd nods. “I believe we have one advantage. Galactus doesn’t expect the planet to have defenders, let alone ones as strong as you and your allies, so if we are lucky, we can drive him off. Agent Harrison, if you can spare time to prepare with us for a day, this planet may have a fighting chance.”

If you want to wait a day to help fend off Galactus, go to [page 170](#).

If you want to abandon Gibborin and travel elsewhere, continue on to [page 169](#).

Galactus is too powerful of a being to take on. You hastily make your way towards your next destination.

Subtract 1 from the days remaining.

Choose a destination, calculate your page number, and subtract 1 fuel. If you would be reduced to 0 fuel, go to [page 179](#). Otherwise, go to the calculated page number.

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6	6	4	3	5	9	4	1	7	8	3	2	8	3	7	8	5	U
8	8	7	5	2	6	7	5	9	8	2	7	9	7	9	1	7	V
2	6	4	7	6	7	4	6	5	1	7	7	2	5	9	4	9	W
1	7	7	3	8	1	3	6	7	7	9	2	3	6	3	9	7	X
9	3	3	5	6	8	7	1	9	8	5	6	3	1	9	2	9	Y
8	1	1	2	5	9	1	9	9	7	8	9	2	8	4	8	7	Z

Subtract 1 from the days remaining.

After waiting in orbit for a day, over the intercom the Invisible Woman asks, "Reed, are you sure your calculations are correct? It seems rather quiet in..."

Before she can finish, The Silver Surfer interrupts, "Galactus comes." He points into the distance.

Looking in that direction, you first see a pair of glowing red eyes, getting larger and larger as they approach. Once they get close enough, you can start to make out the large purple and blue armor of Galactus as well.

He continues getting closer and closer, and despite having fought him before, you forget how large he truly is.

When he finally arrives, you see he is nearly as big as the planet you are defending. Galactus glides to a stop before your two ships and the Silver Surfer.

Staring directly at your ship, you hear his booming voice, both outside the ship and inside your head at the same time.

"You dare to stand before the Power Cosmic? Do you not know what my purpose here is?"

Reed Richards responds, "You are here like you are for every planet, to consume it, are you not?"

Galactus responds, "You ignorant fool. The upstart Thanos of Titan thinks he can usurp the power of the mighty Galactus. But I shall claim the power of the Infinity Gems myself, and Eternity itself shall bow to me!"

IF Galactus has the Cosmic Cube:

Galactus continues, the Cosmic Cube hovering in his gargantuan palm. "I already have one, and I shall have another!"

"And the next Gem I shall claim..."

He points towards the planet, "Is there!"

Galactus holds his hand out and begins to scan the planet below with cosmic rays.

Continue on to the next page.

Susan Storm yells out, "No! We must stop him. Thanos getting the gems is bad enough, but if Galactus means to collect them... it would be unthinkable!"

Reed adds, "If we mean to stop Galactus, we'll all need to work together."

Write down, "Fantastic Showdown"

You may add Mr. Fantastic to your team.

You may add Invisible Woman to your team.

Continue on to the next page.

GAME SETUP

Mastermind: Galactus

Villains: Heralds of Galactus

If Galactus has the Cosmic Cube:

Scheme: Unleash the Power of the Cosmic Cube

IF Not:

Scheme: Bathe the Earth in Cosmic Rays

If there were lots of or too many mutated citizens, add Maximum Carnage to the Villain Deck.

IF not:

IF you are an Enemy of the Kree Empire, add Kree Starforce to the Villain Deck.

IF not:

Add Enemies of Asgard to the Villain Deck.

If Galactus has the Cosmic Cube, find the Space Gem Villain card from the Infinity Gems Villain group and place it in the Sewers. Place two shards on it. Do not trigger its Ambush effect.

IF you have any X-Men Heroes on your team, add Sentinels to the Villain Deck.

IF not:

Add Doombot Legion to the Villain Deck.

BEGIN!

If you defeated the mastermind (won the game), continue on to [page 173](#).

If you did not defeat the mastermind (evil won or ended in a draw), go to [page 176](#).

Luckily, Galactus isn't able to battle you with his full strength, as he was also scanning the planet's surface for the Infinity Gem during the battle.

Fortunately for you, Reed Richards was also looking. He yells out, "I've found it! There is a cave on the top of a mountain, and it appears that the gem should be just inside."

Galactus appears to become impatient, and yells out, "Enough, I shall end this now!" He stops scanning the planet, flexes his fists, and turns his full attention towards you. As he does, you can see lines of red energy coursing through his armor.

Just before he is about to unleash a blast of energy, the Silver Surfer gets in between you and Galactus. Norrin Radd unleashes a massive burst of cosmic energy at his enormous form. He yells out, "Go to the planet, get the gem before Galactus can. I will do my best to hold him back as long as I can."

With Reed's guidance, you are able to quickly get down to the planet's surface, and find the gem. It was located exactly where Reed said it would be.

Write down "Soul Gem recovered".

Write down, "Shards: 2". While this is written down, when setting up for your next game, you may have each player begin with two shards. At that time, cross out "Shards: 2".

If Galactus has the Cosmic Cube and you have recovered at least 1 or more Infinity Gems, OR if you have recovered at least 2 Infinity Gems, continue on to [page 174](#).

Otherwise, go to [page 175](#).

From the planet's surface, you look up and see the battle between Galactus and the Silver Surfer. The Silver Surfer is launched downward towards the planet and you lose sight of him.

Above the planet's surface, you see another source begin blasting energy at Galactus, but cannot make out what that source is.

Galactus raises a hand to return fire, but his glowing eyes suddenly fade, and he responds, "Very well. It is yours." With that, you see Galactus' enormous form turn and begin to fly away.

If it's written down, cross out, "Galactus has the Cosmic Cube".

Before he is completely out of sight, another ship, likely the source of the mysterious blast, begins to descend towards the planet.

As it does, the Silver Surfer appears rapidly from over the horizon, as though he were thrown, and lands with a tremendous force upon the ground. Standing up looking mostly unharmed, his surfboard descends from above and the Surfer takes hold of it.

He explains, "The situation has become much worse. Before I was jettisoned, I saw another ship approaching. Thanos' ship."

A pod is launched from the ship. As it lands, it immediately opens up, and Thanos steps out with a grin on his face.

"In my hunt for the Infinity Gems, this is a pleasant surprise! All the remaining gems in one place!"

He continues adjusting the golden glove on his hand. "I have no interest in unnecessary bloodshed. If you would be so kind as to give me the Gems, we can do this peacefully."

You refuse, knowing the consequences.

"Very well, I figured that would likely be your answer."

He stands up, looks at you and says, "We both know the outcome, but I understand, even respect, what it is you are trying to do. You would be wise to join my cause, as you shall soon know the truth; I am inevitable."

Go to [page 181](#).

On the planet's surface, as you are emerging from the cave, the Silver Surfer speeds towards the planet by your side at nearly the speed of light.

He arrives by your side in no time at all.

IF Galactus has the Cosmic Cube:

You're surprised to see the Silver Surfer holding the Cosmic Cube. He hands it to Star-Lord.

"What am I supposed to do with this?" Star-Lord asks.

Norrin Radd responds, "It contains another of the Infinity Gems, I advise you to keep it safe."

Star-Lord states, matter-of-factly, "Of course... I knew that... totally."

Cross out "Galactus has the Cosmic Cube".

Write down "Space Gem Recovered".

Silver Surfer says, "We have but a moment, Galactus will be upon us soon. We must escape immediately."

Star-Lord stares at the Silver Surfer with a perplexed look. He says, "If we jump from the planet's surface, we'll be pizza by the time we reach our destination."

"I can use the power cosmic to protect the ship, but we must leave now."

Star-Lord shrugs and goes, "You know, I've heard of the power of love, but this whole power cosmic is new to me. But I guess here goes nothing. Hold onto your seats everyone!"

Star-Lord hastily punches in some coordinates and you jump towards your next destination.

Go back to [page 169](#).

As the battle continues on the planet's surface, Galactus is continually scanning the planet with cosmic rays.

Unfortunately for both you and the planet, Galactus is also destroying sections of the planet out of frustration when he doesn't find the Gem.

The battle rages on, you can see devastation on the planet below.

Looking around, two members of your team are also injured during the battle.

Remove two Heroes from your team, and write down “(Hero name) is critically injured” for each one. Until this is crossed out, you cannot choose to add these Hero to your team. However, if the story asks you to add this Hero by name at any time, add them, and cross out “(Hero name) is critically injured”.

After much of the planet is destroyed, Galactus finally narrows his search down to one specific cave and stops.

His giant hand reaches down to the planet, and scoops the mountain and much of the surrounding land in a single grasp, leaving a large gaping hole in the now lifeless planet.

He brings up his hand, and the stone and rock disintegrate, leaving only a glowing gem resting in his enormous hand.

For the first time ever, you see a smile on Galactus' face. However, it quickly fades as he seems to notice something in the distance that you do not.

Continue on to the next page.

Before too long, you see it too, a ship, which doesn't take long to identify itself.

The Mad Titan Thanos floats out from the ship, using a golden glove on his hand, he surrounds himself in a bubble of energy.

He looks at Galactus and says, "I was hoping gathering the gems would be an easier task, but I won't lie... this will be fun."

Galactus responds, "You, Thanos of Titan, think you stand a chance against the Mighty Galactus!? If you wish to see power, I will show you true power!"

Star-Lord looks at you and says, "One space monster is enough, but I don't want to be around when two of them go head to head. Let's get out of here while they're distracted with each other!"

Continue on to the next page.

You and your team don't need to think twice. Star-Lord begins entering in coordinates.

But as he does, a blast of cosmic energy is shot at your ship, launching it sideways and sending Peter Quill out of his chair and into a nearby wall. The ship is heavily damaged and likely can't take another hit like that.

Write down, "Scimitar damaged." Until this is crossed out, each time you deduct 1 fuel, deduct an additional fuel.

If you have Unstable Fuel:

That last impact did NOT agree with your fuel tank. A large gout of flame pours out of one jet and propels the Scimitar directly into another Asteroid, heavily damaging one of the wings.

Write down "Scimitar in Critical Condition." Until this is crossed out, each time you deduct 1 fuel, deduct an additional fuel. (This stacks with "Scimitar Damaged".)

As Galactus charges up another blast, the Silver Surfer positions himself between him and your ship. "I will do what I can to save you, but you must go now! I will stay here and make sure you get away."

If the Silver Surfer is on your team, remove Silver Surfer from your team.

While Quill is dazed, you take the controls yourself and jump the ship to the coordinates that Peter had last put in. You hope he's entered them correctly.

Go back to [page 169](#).

After you enter your coordinates and begin your jump, you travel through several gates. Unfortunately, you hadn't sufficiently checked to ensure you had enough fuel.

After you lose count of the gates, the ship suddenly slows, coasting in one direction.

You look at the map, and find that there isn't anything nearby to navigate to manually. You look at Star-Lord, and before you can ask him anything, he says, "Well, this is unfortunate. I hope you've packed enough food for a good while... at least until someone comes to collect one of my bounties."

You give him a disapproving look. "What? There are a number of people who would love to capture Star-Lord, some for good reasons, sure... Let's just say I may have bounties in more than a few star systems."

Star-Lord continues to evade answering anything specific for the next day.

Subtract 1 day from the days remaining.

IF Silver Surfer is on your team:

The Silver Surfer from outside your ship seems to understand what is happening. He looks over and says, "It is unwise to travel in space without the energy required. I believe I can take you back to Earth, where they can refuel your ship. Please hold onto something."

IF Not:

Eventually, a ship discovers you. You go to get your gear ready and brace yourself for a fight against some bounty hunter, but luckily it appears to be a S.W.O.R.D. ship.

You hear a voice over your intercom. "Abigail said we might be able to find you out here. Your location signal was spotty, but we've found you. We'll tow you back to Earth."

Go back to [page 48](#).

On board the Scimitar, as you arrive, something feels wrong. Your assumptions are confirmed as you feel an almighty rumbling within the ship. The Scimitar begins moving, but you haven't yet confirmed your coordinates... Quill tries his best at the controls, but to no avail. He slowly turns his head to face you, with the most serious look you've seen on his face since you met him. He solemnly says, "It's him."

Your ship is caught in the tractor beam of a mighty war vessel. A hatch opens on the side, pulling you in. You and your team sit there in silence for what feels like an eternity.

...

...

"Well, this is awesome." Quill attempts to lighten the mood.

Cccrrrrreeeeeeeeaaaaaakkkkkkkk...

The door to your ship is pried open, despite the airlock seal. A massive frame appears in the doorway. Initially silhouetted by the external light, he is quickly illuminated by the glowing gems in the gauntlet he wears. You have been captured by the mad Titan, Thanos.

"Finally I have you, but it shall not be said that I am not merciful. I will make you an offer. Relinquish any Gems you may have so generously assembled. Join me, and you shall live in a more balanced world. No hunger, no homelessness, no fear. If you refuse... well... the only difference will be that you will not live in that world. The choice is yours."

If you want to take Thanos' deal and join him, go to [page 189](#).

If you don't want to take Thanos' deal, continue on to [page 181](#).

You and Peter share a look, knowing that you're both thinking the same thing.

Quill shouts out, "We'll never join up with you. We'll take the gems. No one deserves to wield them, especially not you. Even if the universe isn't balanced, you can't just eliminate others. We won't let you erase half the universe!" Quill puffs out his chest and looks over at you, clearly proud of his speech.

IF Rocket Raccoon is on your team:

"That was pretty good. I mean, we're all about to die, but that was still pretty good. I certainly feel motivated. Anyone else?"

Thanos chuckles. "Very well."

Thanos turns to walk a few steps away, and turns around to face you. "I shall take great pleasure in eliminating you."

He adjusts the glove on his hand, looking up at you with a smile on his face.

Continue on to the next page.

GAME SETUP

Mastermind: Thanos

Scheme: Unite the Shards

Villains: Infinity Gems

Henchmen: Sentinels

IF you are an enemy of the Kree Empire, add Kree Starforce to the Villain Deck.

IF not:

IF the Power Gem was not recovered, and you have any Phoenix Force points, add Shi'ar Imperial Guard to the Villain Deck.

IF not:

IF the Soul Gem was not recovered, add Heralds of Galactus to the Villain Deck.

IF not:

IF the Reality Gem was left in Mephisto's Realm, add Underworld to the Villain Deck.

IF not:

Add Radiation to the Villain Deck.

Continue on to the next page.

Add Star-Lord to the Hero Deck.

Choose Heroes from your team for the Hero Deck until you reach 5 different Hero names.

Choose one Infinity Gem per player from among those you have currently recovered. Add one add to each player's deck at the beginning of the game.

Put a number of shards on Thanos equal to the current Infinity Crisis days remaining. Note: These shards count against the 30 shards in the reserves.

BEGIN!

If you defeated the mastermind (won the game), write down “Thanos Held Back”, and continue on to page [184](#).

If you did not defeat the mastermind and the game ended in a draw, continue on to [page 184](#).

If you did not defeat the mastermind and the game ended in a loss, go to [page 186](#).

You managed to keep the gems out of the grasp of Thanos, but you and your team are exhausted. Thanos, on the other hand, still seems relaxed. He adjusts his glove again and steps forward. "Impressive, Terran. I was worried this would be a boring end to my conquest. Still, I have a job to do."

He closes his gauntleted fist, and the gems currently in it begin to glow. You notice that the gems currently in your possession seem to be pulling, as if drawn to the gauntlet, almost like they are wanting to go home.

Quill looks at you. "Are you kidding me?"

"Hey Grimace! We're not going to let you have the gems. You're going to have to kill us to get them. We're the Guardians of the Galaxy, and everyone here has my back."

Starlord pauses for a moment, looks around at you guys with a concerned look on his face. "You do have my back... guys... right?"

IF Gamora is on your team:

Gamora walks beside Quill with a smile on her face and places one hand on his shoulder, "Of course we do, Peter."

IF Rocket Raccoon and Groot are on your team:

Rocket looks at Groot and says, "I mean I like him and all, but there's a lot of things I still want to steal out there. Can't do that when you're dead."

"I am Groot."

"Ok fine, save the universe THEN steal the stuff. Geez, how do we always get roped into things like this?"

Groot shrugs. Rocket looks over at Peter, "Yeah, yeah, we have your back and all that, now can we get on with it?"

Continue on to the next page.

IF Drax is on your team:

Drax steps up beside Star-Lord, draws his daggers, and leans towards him. "I do not think it wise if I have your back, Quill. What if you need it again at a later time? They are not very easy to reattach. Either way, this is not the time to consider gifting your parts, I believe we should battle as allies first."

Peter grasps the gems in your possession. His body begins to glow as he channels power from the stones. Somehow he is keeping them away from Thanos, but it looks painful. He looks towards your other allies.

Write down "Peter Channeling Power of Infinity Gems".

Cross out "Star-Lord VIP".

For each other Guardians of the Galaxy Hero on your team, you may write down "<Hero Name> Channeling Power of Infinity Gems". For each Hero doing so, you may keep one Infinity Gem that you have recovered. Cross out any remaining Infinity Gems.

Thanos looks at you and smiles.

"I see there is still a fire in your eyes, Terran. If you intend to stop me from fulfilling my destiny, now would be the time. Show me what you have left, as I intend to unleash everything in my power."

Go to [page 187](#).

Your team did their best, but Thanos overpowered you en masse. You can do nothing but watch as he is granted the control of all six Infinity Gems.

Cross out any Infinity Gems you've recovered.

Thanos towers over you. "Don't fret, Terran. You've come a long way to reach me, and I respect that more than you can know. I'll give you a chance to prove yourself; I must confess, I'm eager to see you at your full might. Take me on, if you dare. I insist."

You wonder what this is. Is Thanos... toying with you? Is this arrogance or whimsy? You turn to Peter. He looks at you with a determination you've not seen from him the entire time you've been together.

"He's already got the gems, dude. We gotta fight with everything we have, what more can we lose?"

You agree. Your team prepares for one final showdown; the fate of the universe in the balance. Even if he is toying with you, you can't give up now!

Continue on to [page 187](#).

GAME SETUP

Mastermind: Thanos

Scheme: Forge the Infinity Gauntlet

Villains: Infinity Gems

If Nebula, Ronan, Nova, or Yondu are on your team, add Black Order of Thanos to the Villain Deck.

IF not:

IF the Reality Gem was left in Mephisto's Realm, add Underworld to the Villain Deck.

IF not:

IF the Skrulls Dominate, add Skrulls to the Villain Deck.

IF not:

IF you are an enemy of the Kree Empire, add Kree Starforce to the Villain Deck.

IF not:

Add Radiation to the Villain Deck.

IF the X-Cutioner's Song massacre occurred, add Phalanx to the Villain Deck.

IF not:

Add Sentinels to the Villain Deck.

Count how many Infinity Gems you currently possess.

If you possess 5 or more Infinity Gems, remove one Scheme Twist from the Villain Deck (total of 7).

If you possess 3-4 Infinity Gems, do not add any additional Scheme Twists to the Villain Deck (total of 8).

If you possess 2 Infinity Gems, add 1 additional Scheme Twist to the Villain Deck (total of 9).

If you possess 1 Infinity Gem, add 2 additional Scheme Twists to the Villain Deck (total of 10).

If you possess 0 Infinity Gems, add 3 additional scheme twists to the Villain Deck (total of 11)

Continue on to the next page.

Choose Heroes from your team for the Hero deck that are not Channeling Power of Infinity Gems until you reach 5 different Hero names. If you cannot reach 5 Heroes in the Hero deck, you may add Heroes which are Channeling Power of Infinity Gems.

BEGIN!

At the end of the game, write down which Infinity Gems are in the city and escape pile.

If you defeated Thanos (won the game), go to [page 191](#).

If the game ended in a draw, go to [page 194](#).

If you did not defeat Thanos and Evil Won, (6 Infinity Gems were in the city or escape pile), go to [page 197](#).

If you did not defeat Thanos and Evil Won (a player controlled 4 Infinity Gems), go to [page 200](#).

You weigh your options. Thanos is clearly powerful, perhaps the most powerful there is. Is a fight with him really worth risking the lives of your allies? If you're not confident in beating Thanos, it might be tactically smarter to join him.

Write down "Joined Thanos".

Write down, "Infinity Gauntlet Forged".

Cross out any Infinity Gems you've recovered.

If any Guardians of the Galaxy Heroes are on your team:

The members of the Guardians look at you and ask, "Have you secretly been working for Thanos this entire time?"

You try to explain to them that you are just trying to save everyone's lives, but they don't agree. They leave, and thanks to this betrayal, they swear that they can't work with S.H.I.E.L.D. or S.W.O.R.D. ever again.

The rest of your team tells you that they can't stand by you if you join Thanos. They stood by you through everything else, but this is too much.

If Deadpool is on your team:

Deadpool taps you on the shoulder and gestures you over. He exaggerates a finger over his mouth in a "shhhhh" gesture, and waves you even further over.

He says, "So, I got some good news. I know the guys who write these campaigns, and they told me that you and I don't get dusted. Plus, for those other..." he says the next part with air quotes, "heroes..."

"Well, some of them aren't going to make it. But look on the bright side, being dusted builds character. Plus, nobody ever really stays dead here at Marvel, so give it time and they'll be back. Except for Weasel, if that guy dies, I don't see him coming back, but don't tell him that."

Remove all Heroes except for Deadpool from your team.

Remove all Heroes from your team.

Continue on to the next page.

After handing over the gems, you can't help but feel you've made a grave mistake. Will it really be as good as he promised after he uses them?

Thanos looks at you and smiles, "It is good to have an ally. Jobs like mine are often... lonely."

As he places the gems in the gauntlet, he looks at them and back at you, smiles, and snaps his fingers.

THE END... for now.

Find out what happens next in Chapter 6!

As the fight waged on, you finally gained control and removed the gauntlet from Thanos' hand.

Thanos yells out, "This is impossible. I must do this, the universe depends on me!"

As he grasps for the gauntlet again, another of your allies knocks him over.

He lies on the ground for nearly a minute.

Thanos finally sits up and looks at you, a bit more calm and says, "This is not how this was supposed to end, but I am not so full of pride as to not admit when I am defeated. What do you plan to do now?"

You look at your allies for ideas. The only thing they can come up with is to ask S.W.O.R.D. what to do next.

Continue on to the next page.

The green-haired Abigail Brand shows up with an air of intimidation and says, "Good work."

Several members of S.W.O.R.D. come out from her ship.

IF Star-Lord is on your team:

Peter Quill, trying not to show the pain he is in, gets up and stands in a heroic pose with his hands on his hips. "Thanks, all in a day's work for Star-Lord!"

Abigail stops and looks his way. "Oh... you survived too... good."

One last individual arrives off of Abigail's ship, wearing blue robes and a red high-collared cloak. He says, "Abigail has told me much about you. I am Doctor Stephen Strange."

You've never met the man, but you have heard of him before. He continues, "So, Agent... Harrison was it? I apologize that I was unable to assist with this until now. There were some... issues in the Dark Dimension. The multiverse ending type, I hope you understand."

Abigail takes the gauntlet from you and hands it to Doctor Strange. He holds it, looking at it inquisitively. He says, "These gems, the power to control space, time, even reality. Extremely dangerous in the hands of anyone willing to wield them."

Thanos looks over and passively says, "You don't understand, I had no interest in using this power for myself. I merely want to save life. Living beings as a group are selfish, and only are concerned with growth and expansion, not preservation. My actions would go on to preserve life for another thousand generations before the problem would occur again."

Stephen Strange looks at him and asks, "So what happens then? You kill half the population, they grow back, and then what?"

Thanos responds, "There would likely be another like me, who would do the same. Or there wouldn't, and civilization would die. Only I, or someone like me, have the courage to do what must be done."

Continue on to the next page.

Strange thinks for a moment. “That is what the power to control reality itself creates. One thinks that once they can control that which is around them, to control reality, that they can create the ideal universe.”

The sorcerer begins to pace around the ship.

“But no one ever understands... that power can’t be controlled... instead, it controls them. Once one begins this path, structure disappears, and eventually, reality itself does too. Drama, conflict, tragedy... these become excuses to change the universe to fit the image of what they believe should be. They become excuses to change the world to fit that image. Things they don’t like, things they have suffered from, all can be theirs to change. Yet, every time they shape things to match their desires, no matter how noble they may be, a little bit more of the person slips away. They lose themselves, they lose their reason they sought the power to begin with.”

Thanos sits down in deep contemplation.

Doctor Strange continues. “I dare not attempt to wield this power, lest I fall into the same trap. I am able to contain it, but I will need another’s assistance. Agent Harrison, I would request your aid. If I can imprint your essence on the containing vessel, then I cannot retrieve the gems without your assistance. And likewise, you will not be able to retrieve them either unless you become a master of the mystic arts.”

Abigail says, “That makes sense, but why Agent Harrison?”

Strange responds, “Because they have demonstrated that they are willing to retrieve the gems, but not to use them. I would only grant the power to retrieve them again to someone of that disposition.”

“I suppose I understand.”

“Well hero, let us travel to my sanctum. We shall take the simple route. Farewell, Abigail. I hope that things for all of us may be a bit less... exciting for a while.”

Abigail and SWORD take Thanos on board their ship, as a prisoner. The rest of your team travels with them, just in case they are needed.

Write down, “Thanos Imprisoned”.

Meanwhile, you and Doctor Strange head back to his sanctum, and hopefully he is right about things quieting down for a while, but the way things have gone, you doubt it.

Cross out any Infinity Gems you’ve recovered.

THE END... for now.

Find out what happens next in Chapter 6!

As the battle wears on, there are moments when you feel that victory is within your grasp, and others under which you are certain that Thanos will accomplish his goals.

During the battle, both you and Thanos gained and lost Infinity Gems more times than you can remember.

Cross out any Infinity Gems you've recovered.

In the end, you possess three, with Thanos having control of the others.

Outside the ship, you see a figure, glowing in brilliant golden energy.

A voice you do not recognize speaks from the figure, "Thanos, your quest is over. Admit defeat. Let this conflict end!"

Thanos seems to recognize the mysterious figure, and he turns and says, "Warlock! Again you stand in my way!"

The figure does not appear to back down. It repeats, "Your quest is over. You shall leave these Heroes be, their destiny lies far beyond you."

You look at your allies, confused as to what just happened.

Even Thanos seems to be stunned at the situation, appearing not to know what to do next.

Sensing your trepidation, the golden figure looks at you and demands, "Leave!"

You don't have to be told twice. You and your team board the Scimitar and take off, heading back to S.W.O.R.D. headquarters.

Thanos appears not to stop you. You may have escaped, but to your knowledge, Thanos remains at large.

Write down "Thanos In Space".

Continue on to the next page.

Arriving back at S.W.O.R.D. headquarters, you find not only Abigail Brand, but another individual next to her, wearing blue robes and a red high-collared cloak.

Brand looks at you and says, "So, did you stop Thanos?"

You explain that Thanos won't be able to complete his mission, and that you were able to get at least some of the gems, but unfortunately, Thanos wasn't stopped.

Brand's expression suddenly sours, "So what's to stop Thanos from coming here to get the gems?"

You mention the strange golden figure, which Thanos referred to as Warlock.

The other individual's eyes open in surprise. He says, "I've heard of a being known as Adam Warlock. A being not of birth, but of creation. It is said that he is a living embodiment of the Infinity Gems, able to wield them as if he were the gauntlet itself."

Brand looks over, "So what now, Stephen?"

He looks at you and says, "So what did he want with the Infinity Gems?"

You explain that he wanted to end the conflict and that he mentioned something about you having great destiny.

He looks back at Abigail and says, "If Adam Warlock has stopped this conflict, then I think for the time being, it is over. Especially considering that Thanos does not possess all of the gems."

He continues, "I apologize, I have not introduced myself, I am Doctor Stephen Strange, Sorcerer Supreme. I apologize for not being able to help in your conflict against Thanos earlier, I was otherwise disposed against a multiversal threat amassing in the Dark Dimension, I hope you understand."

Strange turns to you, "I am able to assist in storing the gems you were able to retrieve, but I would ask your assistance, Agent Harrison."

Brand looks confused, "Why... Agent Harrison?"

Continue on to the next page.

Strange looks back at Abigail and responds, "Two reasons. First, I do not believe that the power of the Infinity Gems should be possessed by any one individual, even myself. I can easily store them in another realm, safely protected from all but myself. However, with Agent Harrison's assistance, even I could not unlock the vessel without his blessing, nor could he, unless of course, he were to become a master of the mystic arts. Secondly, if Adam Warlock's prediction of Agent Harrison and his team being destined for greatness holds true, then I can think of no other individual better suited at helping contain the gems should Thanos or any other individual come looking for them again."

"I guess that makes sense."

Strange gestures for you to follow, "Well hero, let us travel to my sanctum. We shall take the simple route." He opens a portal.

"Farewell, Abigail. I hope that things for all of us may be a bit less... exciting for a while."

Abigail goes back addressing her fellow S.W.O.R.D. agents. The last thing you hear from her before the portal closes is, "Keep eyes and ears on Thanos. If he so much as talks in his sleep, I am to know about it immediately, is that clear?"

Meanwhile, you and Doctor Strange head back to his sanctum, and hopefully he is right about things quieting down for a while, but the way things have gone, you doubt it. Especially with Thanos still on the loose.

THE END... for now.

Find out what happens next in Chapter 6!

Your teammates lie unconscious on the ground, and you are not faring much better. Thanos has wiped the floor with all of you, while the Titan himself barely looks affected. He towers over all of you, with the Infinity Gauntlet fitted with a complete set of Gems.

Write down “Thanos Forged the Infinity Gauntlet”.

“It is okay, Terran. I appreciate that you felt compelled to do what you thought was right. It’s a feeling I know all too well. You’re not the first well-meaning soul who failed to grasp the importance of what I’m doing. I truly hope that one day you’ll live to understand. And on that day, you’ll thank me for taking this choice out of your hands.”

You struggle to keep your head raised as Thanos lifts his gauntlet to the heavens. You want to cry out, to shout at him... something... anything to make him stop. The words don’t come. All you can do is clutch your wounds and hope to anyone who’s listening that the fates will be merciful.

Thanos closes his eyes, savoring this moment of destiny fulfilled. He lets out a small sigh of relief, opens his eyes... and with a slight grin, snaps his fingers.

Continue on to the next page.

In great pain and barely conscious, you see Thanos turn and disappear into a cloud of purple energy, using the Space Gem to whisk himself off to an unseen destination, having completed his mission.

One by one, you see teammates disappear into nothingness.

Remove all Heroes from your team.

You find yourself on the large ship that once was apparently owned by Thanos, the eerie quiet replacing the sounds of battle that echoed here just moments ago. The wrecked remains of the Scimitar, a shallow reminder of the team you arrived here with, lies not far away.

You aren't sure if minutes, hours, or even days pass as you lay there, feeling both pain and nothing at the same time. Eventually, you hear something, some static, coming from the Scimitar.

*"*bzzt*...me, I repeat, do you read me?"*

You muster the effort to get up off the ground and make your way to the radio to respond. The same message plays a few more times before you get there. Eventually you reply and let them know what happened... Thanos won.

You hear a voice, Abigail Brand's voice, but for the first time you can recall, she sounds somber, "We know."

A long pause, and she continues, "We're coming to get you... we weren't sure if anyone survived. We're glad at least someone has."

S.W.O.R.D. arrives, and medic teams come and collect you, taking you back to their ship, and eventually back to Earth.

The next few days are a blur. You go through debriefing after debriefing. You can't really remember what information you told each person, so you try to retell the story as best you can recall. Each day you return to your quarters, temporary housing issued by S.W.O.R.D. They aren't yours, but you don't want to go back home. You can't return to your normal life, not after what happened.

Eventually, Abigail Brand comes by. She says she has a visitor.

In walks Doctor Stephen Strange, in his blue robes and red high-collared cloak.

"Hello Agent Harrison. I'm sure you don't really want to see anyone right now, but I have need of you, and your skills."

Continue on to the next page.

He finds a nearby chair and sits down, "Thanos' snap has done more damage to our universe than we can know, even beyond just the loss of life."

He pauses for a moment, and says, "Cracks are forming in our world. Or more accurately, cracks between our world and others."

You look up at him. He continues, "There are other worlds, other universes. In them I have hope that there may be something we can use to reverse the damage done to ours, to return those we've lost. I feel we owe it to our universe to try."

"However, I have no doubt that there are other universes far worse than our own as well, and I fear that if those cracks open up, what may come through may be a nightmare far worse than anything Thanos could ever have done. We must undo the damage done while we still have a universe to save."

Abigail looks at you and adds, "So, Agent Harrison, can we count on you?"

You nod.

Strange wastes no time, "Good, come with me to my sanctum. I wish to show you what I've found already."

He stands up, opens a portal, and you both step through.

THE END... for now.

Find out what happens next in Chapter 6!

During the course of battle, you and your team are able to wrest the Infinity Gauntlet from the hands of the Titan, with his Infinity Gems still in it. Looking at the other gems you have, suddenly you realize that, for the first time, you possess all six Infinity Gems. Maybe this is your moment. If you were to harness the gems correctly, you could stop Thanos forever; be renowned across the cosmos as the savior of all. Not to mention, save the countless lives he had intended to take.

But still more... there is so much more you could do. If the power of the Gems you possess is truly infinite... does that make your power infinite? Does that make... YOU the most powerful being of them all? Being able to silence all who would threaten the innocent, make whole armies vanish before a shot was fired, bring about peace on a galactic scale... and vanquish all who would oppose you... all who COULD ever oppose you.

You place the gauntlet on your hand and insert the remaining gems.

"What are you doing? No... you can't!" is all Thanos has a chance to utter before the full recognition of what is happening dawns on the battlefield. Both Thanos' forces as well as your own team members stop in their tracks, and slowly turn to face you, the look of horror shared on their faces indicating their realization. But it is of no concern.

Space.

Time.

Mind.

Power.

Soul.

Reality.

These concepts are inconsequential. Mere playthings for you now. Simple marionettes for your amusement.

One of your allies calls out to you. "Stop! You don't know what you're doing! This isn't you, don't let the gems control you!"

But their cries fall on deaf ears. The energy from the gems becomes brighter and brighter until it envelops the battlefield and beyond. Not that you care. You close your eyes and exert your will on the universe...

...on YOUR universe.

Write down "Corrupted by the Gems".

Continue on to the next page.

Two weeks later...

On board The Peak, headquarters of S.W.O.R.D.

We see Abigail Brand and Doctor Strange in mid-discussion in a boardroom.

Stephen slaps the boardroom table. "You don't understand, the universe is in danger."

Abigail points to a nearby monitor, full of alerts, more appearing by the moment, "Yeah, I noticed. If you hadn't been playing around in that other world, maybe you could have helped prevent this?"

Doctor Strange groans, "We've been over this, it's called the Dark Dimension, and if I hadn't intervened there, this universe wouldn't exist right now, let alone need my help!"

Brand puts her hands to the sides of her head, trying to massage away a headache. "Ok, fine. I know I shouldn't have sent Agent Harrison out to solve this. I thought they were one of the good ones, I just... I just thought..."

"This isn't his fault, Abigail. Harrison isn't the problem, the Infinity Gems are. We can save them, we just need to stop the gems."

"Oh yeah? And how exactly do you propose we do that, Stephen? Just waltz up there and say pretty please?"

Stephen stands up, and straightens his robe. "No, we just need an expert. Someone who knows far more about the Infinity Gems than either of us."

Abigail's face turns to horror. "No, you can't mean... not..."

"Yes, Abigail. Him."

Stephen opens up a portal, and an enormous silhouette is visible on the other side. It steps through, its figure looming head and shoulders above both of them.

Stephen looks at the figure. "Thanos, we need your help."

THE END... for now.

Find out what happens next in Chapter 6!