

The Story Continue...

This is a couple of suggestions to build a campaign base on theme and choices. You may blend the idea from this list as you see fit and also you may use the official campaigns and blend in idea from here with them to make a grand story.

The standard length of campaign is 6 to 8 scenarios.

While after the second or 3rd scenario the heroes upgrade their power to their normal state and use their normal ID cards.

Then after the 5th scenario they gain their Advance ID card and the 2 advance power card as addition to their 8 cards.

You always can make a prologue scenario of some harmless objective (like retrieving a cat) and it is recommended to blend some regular crimes like a bank robbery or hostage situation during the campaign between the stages suggested here...

Born of The nemesis:

this campaign focus on defeating powerful enemy that want to destroy the heroes.

Stage one: use any objective with one Main villain (skarov, or any other lieutenant – he will be the Nemesis).

Win: that villain go in prison and do not make any more scenarios with him continue to the next stage.

Fail: the next scenario brings that villain with more power and the heroes try to defeat him again.

Stage two: After 2 scenarios as your choosing make a prison brake scenario. You may use streets or a base as the prison.

Do not use any power card for the base enemies, you may use robots as super-guards against the villains.

In that scenario use Main villains (not the Nemesis one) at least as the number of heroes.

The objective is to defeat All the villains.

Win: you contain the prisoner but one of them escapes... continue to the next stage.

Fail: you may do up to 2 scenarios base on the villains that escape (1 scenario for each villain) to try and capture them.

Anyway, in the next stage scenario add all escaped villains to the main villain.

Stage three: after 1 or 2 random scenarios make a difficult one with the Nemesis as main villain and ONE dangerous objective like missiles or robot apocalypse... and make some lieutenants to help him out.

The objective is first destroying the threat, only then try to defeat the Nemesis.

Win: The Nemesis escape and now make a scenario with only one objective: defeat the Nemesis and his lieutenants.

Fail: The World now is in a post-apocalyptic state. Make a final scenario with high difficulty the nemesis as main villain with some Power-boost and a lot of lieutenants, and only one objective: Kill the Nemesis.

Black ops story:

As the example above make a Stages to the campaign and blend Spy scenarios between them.

This type of campaign can mix with any other campaign or random scenarios.

In each stage make objective like Tail some villains, put a virus to their server, place bomb in their Base and get out fast...

Each stage, rise the difficulty by more traps, more villains etc.

If the heroes defeated during a mission their capture and their next scenario is to break out from overpowered base with trap room double the number of heroes and villain as the number of heroes.

In the final scenario the hero with the most Victory points is a double agent

(his player may play him or he will be AI villain) and he infiltrate the heroes base

with high bonus to his powers and try to kill the heroes while they try to defeat him!

Mix and Match:

So there you go, a couple of idea to build a scenario where the winning or losing condition will change the next scenarios.

You may mix the ideas from this card or the official scenarios.

You may make a War between two hero group that emerge during the campaign then a final scenario where the main objective is to defeat one another.

(Or maybe after that war bring a Mastermind villain that the hero unite to defeat him).

