SCENARIO # 1- THE HORDE

What begins as another routine battle against a super-powered villain quickly spirals into something far more disturbing. As you race to protect civilians and bring the fight to an end, reports flood S.H.I.E.L.D. channels describing violent attacks erupting across the city. Witnesses claim the wounded are turning on first responders, while hospitals and emergency services are rapidly becoming overwhelmed. With innocent lives at stake, you push the strange reports aside and focus on stopping the threat in front of you.

Villain Deck: Your chosen villain (Klaw recommended)

Main Scheme Deck: The chosen villain's main scheme deck

Encounter Deck: The chosen villain's encounter set, any modular encounter sets required by that scenario, the Zombie Standard set, and the Zombie mod set.

SETUP

Put 'The Horde Gathers' enviroment into play.



Just as victory seems within your grasp, the battlefield erupts into chaos. The fallen begin to stir, rising with glazed eyes and an insatiable hunger. Injured civilians, defeated criminals, and even the villain you had just defeated throw themselves at the living, spreading panic with every bite. As S.H.I.E.L.D. orders an immediate retreat, similar reports pour in from around the world. Whatever has caused this nightmare is spreading faster than anyone can contain it, and if the outbreak isn't stopped now, humanity may not survive long enough to learn its cause.

Fill out tracking sheet provided for scenario #1.

CAMPAIGN INSTRUCTIONS

*Important Note: Scenario #1 can be played multiple times and separate tracking sheets can be filled out for each play through.

SCENARIO # 2- CRITICAL RESPONSE

After escaping the initial outbreak, you regroup aboard the S.H.I.E.L.D. Helicarrier as Director Fury and Maria Hill attempt to make sense of the growing crisis. Entire cities have fallen silent, communications are failing, and every passing hour brings more reports of heroes and villains succumbing to the outbreak. If humanity is to survive, you cannot simply react—you must take the initiative.

With resources stretched to their limit, Fury identifies three critical missions. You can search for heroes who may still be alive, investigate the outbreak in hopes of uncovering its source, or recover supplies needed to keep the remaining survivors alive. There is only time to accomplish one before the situation deteriorates further. The choice is yours.

Hero Recruitment

A handful of emergency beacons continue to broadcast from deep within the city, offering hope that other heroes may have survived. Unfortunately, the signals all originate from the same location—one now under the control of the deranged M.O.D.O.K. If anyone is still alive inside, you'll have to fight your way through him to bring them home.

Villain Deck: M.O.D.O.K.

Main Scheme: Upgrading Adaptoids

Encounter Deck: M.O.D.O.K., Zombie Standard, and Zombie Heroes.

SETUP

Put the 'Last Call for Heroes' environment into play.

Create the Holding Cell deck. Put 1 random 'Adaptoid' environment into play (2 environments instead in expert mode) and set the others aside. Each player searches the encounter deck for a copy of 'Adaptoid' and reveals it.

Reconnaissance

S.H.I.E.L.D.'s last intelligence suggests the earliest signs of the outbreak may have originated near a region now overrun by the Sinister Six. Fury needs answers, and whatever evidence remains won't survive much longer. You'll have to push through the chaos and retrieve anything that sheds light on what caused this nightmare.

Villain Deck: The Sinister Six

Main Scheme: Sinister Synchronization and Sinister Beatdown

Encounter Deck: The Sinister Six, Zombie Standard, Zombie Heroes, and .

SETUP

Put the 'Situation Breakdown' environment into play.

Choose X Sinister six villains at random, where X is 1 more than the number of players. Put those villains into play, place the active counter on the villain with the lowest activation order value, and set the other villains aside. Put the 'Light at the End' side scheme into play, 'trap!' side faceup.

Supplies

Safe zones around the world are running dangerously low on food, medicine, and ammunition. A nearby S.H.I.E.L.D. supply depot may still contain enough resources to keep the survivors going, but the Thunderbolts have already claimed it as their own. If you want those supplies, you'll have to take them back.

Villain Deck: The Thunderbolts

Main Scheme: Apprehending Rogue Agents

Encounter Deck: The Thunderbolts, Zombie Standard, Zombie Heroes, and 1 Thunderbolt modular sets.

SETUP

Put the 'Scavenge the Wreckage' environment into play.

Choose 1 minion Set each of those minions aside and shuffle the rest of their modular sets into the encounter deck. Reveal the 'Justice, Like Lightning' environment.

CAMPAIGN INSTRUCTIONS

Fill out tracking sheet provided for scenario #2.

Check box for completed mission and write down what card was gained.

Hero Recruitment

_____ ☐

Reconnaissance

_____ ☐

Supplies

_____ ☐

SCENARIO # 3- THE SCARLET REMAINS

The trail of destruction has led you here. Every clue uncovered and every survivor rescued points to a single source: Wanda Maximoff. The Scarlet Witch stands at the center of a world consumed by chaos, her incredible powers twisting reality itself while the infection spreads unchecked. Whether she is the architect of this nightmare or its latest victim no longer matters. If the world is to have any hope of surviving, this ends now.

As you approach, reality fractures around you. Familiar places dissolve into impossible landscapes, while echoes of the fallen emerge from the chaos to bar your path. Scarlet Witch barely seems aware of your presence, consumed by forces beyond her control. There is no more time to search for answers. All that remains is one final battle to decide the fate of the world.

Villain Deck: Scarlet Witch

Main Scheme: No More Tomorrow and the World Ends in Red

Encounter Deck: Scarlet Witch, Zombie Standard, Zombie Heroes, and Zombie Villians

SETUP

-Put the 'Darkhold' into play.

-Each player checks the campaign log for each ally, support, and player side scheme marked as "Recovered."

-Put each player's recovered cards into play.

-Remove half of the threat (rounded down) from each recovered player side scheme that was put into play.

-Place threat on the main scheme equal to the combined printed costs of all recovered cards put into play.

SPECIAL RULES

Players are able to win in two different ways.

-"Defeat the Witch"
As per rules on her card.

-"Redeeming the Witch"

Flip the Darkhold.

After fliping the Darkhold, open the special envelope provided. Put cards into play and ask an Assemble Representative for any other instructions.

PLAYER MEMORY BOARD

B	I	N	G	O
Win against a villian from the Civil War box	Let someone use an Upgrade or support you own	Play each of the 2nd scenario missions	Let someone use an Upgrade or support you own	Defeat the Villian in a game where you never attack
Play a game with Leadership cards	Win a game on Expert	Defeat the villian with no treat on the main scheme	Win against a villian from the Mutunt genisis	Play a game using the Corrupted Symbiote suit
Simultaneously Defeat the villain while also getting Knocked out	Play a game with the Avenger trait	Join the Assemble discord	Defeat each Zombie Villain in a single game	Deal 20 damage in one turn
Play a Smash-up Game	Complete the "special" condition of the final Scenario	Win a game where everyone is at or above starting health	Defeat the Villian in a game where you never Thawrt	Play a game with Justice cards
Remove 20 Threat in one turn	Play a Game using the Watcher	Win against a villian from the Age of Apocolyse	Play a Cosmic Mode Game	Defeat the zombie horde

ZOMBIES

"When the dead wear familiar faces, nowhere is safe.."

Welcome to the Zombies campaign! This set features three new scenarios that tell the story of Earth's heroes and villains as they fall to the Hunger.

