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# **Project Pegasus: Marvel United Campaign**

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**(c) Richard T. Saunders**

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## PROJECT PEGASUS CAMPAIGN FOR MARVEL UNITED

This is a campaign for Marvel United, based on the Project PEGASUS story from Marvel Two-In-One Issues 42, 43, and 53-58. The story is by Macchio, Gruenwald, Buscema, Byrne, and Perez. Copyright Marvel Comics.

The story is available in hard or soft covered volume.

I am huge fan of this story, and with Season 3 (especially the Stretch Goals for Season 3), I was able to make a campaign for Project PEGASUS. This essentially follows the same format at the Campaign Decks, with rule cards and event cards, except the rule and events are here in this document instead of on cards.

Feedback appreciated: feel free to email me at [returnfromsubroutine@gmail.com](mailto:returnfromsubroutine@gmail.com)

### 0.1 Solo Mode

In developing this campaign, I played it solo multi-handed many many many times!

I would recommend playing solo this way: play as-if it were a 2-Player (or maybe 3-Player) game, and just run each hero yourself. I am not a huge fan of the default Marvel United solo mode, and even though the Commander solo mode from Spider-Geddon and Multiverse is decent, I'd still recommend playing this campaign as a multi-handed solo (one player running all characters) because that's how it was developed.

### 0.2 Marvel United Sets Needed (no spoilers):

- Base Marvel United
- Spider-Geddon Marvel United
- Multiverse Marvel United
- Season 1 Stretch Goals
- Season 3 Stretch Goals
- Fantastic Four
- World War Hulk
- Annihilation
- Civil War
- Enter The Spider-Verse
- War of Kings

## GAME 1: ENTROPY, ENTROPY

*Game 1 is based on issues 42 & 43: Victorious has an agenda . . . something to do with the Cosmic Cube!*

**Villain: Victorious (represented by Doc Samson: from World War Hulk):** use his figure and his Hero Deck for the Master Story plan. The Entropic Man (represented by Knull: from Season 3 Stretch Goals): just use the figure.

**Campaign Roster:** Thing, Mr. Fantastic, Human Torch (from Fantastic Four), Man-Thing (from Season 3 Stretch Goals), Captain America (from base Marvel United), Spider-Man (from Enter The Spider-Verse)

**Special Set-Up:** Mandatory Heroes for this game:

2P:	Thing <b>and</b> Man-Thing
3P:	The above plus Captain America
4P:	The above plus Spider-Man

Mandatory Locations:

Great Weaver Temple (Spider-Geddon), SHIELD HQ, Central Park, Star Labs (all base Marvel United game), Project PEGASUS (Multiverse base set), Brooklyn Bridge (Enter The Spider-Verse)

Place Project PEGASUS on the opposite side of the board from the Great Weaver temple.

Man-Thing starts on The Great Weaver Temple. Thing and Captain America start on Project PEGASUS. Spider-man starts on Central Park.

Victorious starts on The Great Weaver Temple. The Entropic Man starts off the board, not in play.

Place The Villain Tracker (the little cube) on Project PEGASUS: this is the Cosmic Cube!

There are NO starting THREATs! Luckily, all Location Effects are still active for players to use.

Doc Sampson and his Hero deck represent Victorious: there is no starting Villain Dashboard. Remove all double-double symbols from the Doc Sampson deck (there should be 4 cards removed).

The Entropic Man will be handled special. His figure starts off the board.

Special Rules:

Since there are no THREATs, players obviously can't do that mission: players must do the remaining two standard Missions so that they can damage to Victorious (Rescue 9 Civilians and Defeat 9 Thugs). Like normal Marvel United, players get 3 turns before the Villain acts until one Mission is complete, then it falls to 2 turns.

To win: Defeat Victorious (to get the Cosmic Cube back). His starting health:

2P:	4 Health
3P:	5 Health
4P:	6 Health

The Hero deck of Victorious (Doc Sampson) becomes the Master Plan deck for the Villain's turn! On the Villain Turn, play the top card of Victorious deck (Doc Sampson) deck (starting with his Starting Hard card) and play it to the Storyline like a normal Villain turn! Now, use the symbols of the previous Victorious card AND the current Victorious card IN THAT ORDER; only use the symbols on Victorious cards (not the Heroes). What do the symbols mean?:

```
move:    move Victorious on space clockwise towards Project PEGASUS
attack:  "sacrifice" a thug to the Entropic Man: discard a thug.
         If there is no thug, this becomes a move.
heroic:  "sacrifice" a civilian to the Entropic Man: discard a civilian.
         If there is no civilian, this becomes a move.
wild:    like move
```

Play generally flows like a normal Marvel United game, but with the Doc Sampson Hero Deck being the Villain's Master Plan deck (without double-doubles).

NOTE: Man-Thing has a Reality Displacement card. If Man-Thing chooses to use it, he can only summon someone from the Campaign Roster not currently in play. If a Hero is ever displaced, remove the old Hero, flip all of old Hero cards in the Storyline, and place the new Hero on the old Location. EVEN THOUGH THIS GOES AGAINST THE REALITY DISPLACEMENT CARD, clear ALL tokens (KO tokens, etc) from the old Hero.

If Victorious reaches Project PEGASUS, immediately reveal Event 01.

## 1.1 Event 01

Victorious reaches Project PEGASUS and steals the Cosmic Cube!

Victorious uses the Cosmic Cube to move to the Great Weaver temple and immediately summons The Entropic Man! Place the Cosmic Cube, Victorious, and The Entropic Man on The Great Weaver Temple.

From now on, at the start of Victorious' turn, The Entropic Man moves clockwise to the closest spot with a Hero and KOs ALL Heroes on that space. Use the KO tokens from War of Kings to note how many times each Hero has been KO'd. If any Hero is KO'd too many times, you will reveal an event:

```
2P: If a Hero is KO'd three times
3P: If a Hero is KO'd two times
4P: If a Hero is KO'd two times
```

If too many KOs happen: reveal Event 02 if Man-Thing is in play, otherwise reveal Event 03.

Like before, Victorious cards move him around and you look at the current card for symbols plus the previous card. Now, the symbols mean something slightly different:

```
move:    move one space clockwise
attack:  "convert" a thug to entropy: place a thug on Victorious' location
heroic:  "convert" a civilian to entropy: place a civilian on Victorious' location
wild:    "convert" anyone: players choose: place a thug or civilian on V's location
```

If there's ever OVERFLOW on a Location, simply move the thug/civilian to the next available space on the next clockwise Location. In the very unlikely scenario when all spaces are taken, simply don't play the tokens.

Note that The Entropic Man CANNOT BE HURT. He simply moves and KOs.

If you ever run out of cards (either Victorious or the Heroes and Man-Thing is in play, reveal Event 02. Otherwise, Event 03.

If the players defeat Victorious, reveal Event 04.

## 1.2 Event 02

The Man-Thing realizes too much death will remove the life of these noble creatures trying to protect the swamp. Man-Thing jumps to The Entropic Man to and sacrifices himself to save the Heroes!

Remove Man-Thing from the Game.

Continue with your current game, replacing Man-Thing with any member of the Campaign Roster not currently in use! Proceed as-if Man-Thing just used his Reality Displacement card on himself (see the Special Rules for more discussion of Reality Displacement).

## 1.3 Event 03

Without the Man-Thing to help you, the Heroes are overwhelmed! The Entropic Man and Victorious easily defeat the Heroes. Victorious and The Entropic Man stand laughing as it appears the time of entropy is approaching! What horrible things does this mean?

Campaign Over. Players lose!

## 1.4 Event 04

The Entropic Man, upon seeing his disciple Victorious so easily defeated, realizes “I sense that my coming was ill-timed” and disappears!

The Man-Thing revives and closes in on Victorious! Victorious know fear! “Whosoever Knows Fear Burns at the Man-Thing’s touch!” Unleashed energies from the Cosmic Cube blow back the Heroes and Victorious disappears!

Man-Thing remains disappear into the swamp and the Heroes head back to Project PEGASUS with the Cosmic Cube.

Man-Thing is removed from the Campaign Roster.

Move to Game 2.

## GAME 2: BLOOD AND BIONICS!

*Game 2 is based on issues 53 & 54: Deathlok is on a secret mission but has to deal with the Heroes guarding Project PEGASUS!*

**Villain: Deathlok (from Season 3 Stretch Goals).** This game uses Deathlok's Hero Deck as both the THREATS and Master Plan deck (see below).

Campaign Roster:

Thing (from Fantastic Four), Quasar (from Annihilation), Goliath (from Civil War), Captain America (from base Marvel United)

Special Set-Up:

Mandatory Heroes for this game:

2P:	Thing <b>and</b> Quasar
3P:	The above plus Goliath
4P:	The above plus Captain America

Mandatory Locations:

Times Square, SHIELD HQ, New York Police HQ, Central Park, Star Labs (base Marvel United game), Project PEGASUS (Multiverse base set)

Place Project PEGASUS on the opposite side of the board from the Times Square.

All Heroes start in Project PEGASUS. Deathlok starts in Times Square.

There is no Villain Dashboard.

Find all Deathlok Hero cards with double symbols (there are 5 such cards), and place them out randomly face-up on the Location THREAT spaces. Randomly place any remaining Deathlok Hero Card face-up on the last open Location THREAT space. These face-up Deathlok cards are the THREAT cards for this scenario. To get rid of a THREAT, Heroes MUST use symbols that match exactly to remove them (i.e., wild symbols must be matched by wild symbols, move symbols must be matched by move symbols, and so on). You may use the symbols from the previous Hero card as normal.

This leaves 6 Deathlok cards remaining: these are his Master Plan deck.

To win, you must defeat Deathlok by reducing to him to 0 health.

Deathlok's Health is determined by the number of players and the number of face-up THREATS:

HEALTH = # of players + 1 + # of face-up THREATs.	
2P:	9 Health
3P:	10 Health
4P:	11 Health

Everytime Heroes remove a Deathlok THREAT, reduce his health by 1.

Like normal games of Marvel United, you need to handle 2 Missions to be able to do Damage to Deathlok. In this case, you simply have to save “all remaining” Civilians or “all remaining” Thugs to unlock a Mission. (I.e., if there are no more Thugs to save on the board, that Mission is unlocked). Like Normal Marvel United, you only need remove 4 THREATS to unlock the Clear THREATs mission: these THREATS just happen to also do Damage to Deathlok.

#### Special Rules (AI) for Deathlok’s Turn:

At the start of every Villain turn, flip a card from Deathlok’s Hero deck into the Master Plan Storyline and follow the following rules.

- 1) If Deathlok starts on a Location with any Heroes, his entire turn is to just attack: he doesn’t look at his symbols. Deathlok does 3 damage to some Hero (players choose) on his Location. Ignore the symbols on Deathlok’s cards this turn.

Whenever the first Hero is KO’d by Deathlok from an attack, Reveal Event 5.

- 2) If Deathlok starts on Project PEGASUS by himself, he adds some crisis tokens there: 1 token per Hero in the game. Ignore the symbols on his cards this turn:

```
2P: 2 crisis tokens
3P: 3 crisis tokens
4P: 4 crisis tokens
```

- 3) If Deathlok is NOT on a Location with Heroes and NOT on Project PEGASUS, he consults the symbols on three cards in this order:

```
First: the THREAT card on this Location (if one is there)
Second: The previous Deathlok card in the Master Storyline
Third: The current Deathlok card (just drawn)
```

To be clear, the THREAT card on Deathlok’s Location (if it’s active) also contributes to his turn!

What do the symbols mean?:

```
move:   If the number of Crisis tokens (on the Project PEGASUS Location)
         is ever fewer than *twice* the number of Heroes, then Deathlok
         moves one space towards Project PEGASUS, otherwise Deathlok
         moves towards the closest Hero (clockwise if given a choice).

         If Deathlok ends his movement on Project PEGASUS with no Heroes,
         however many symbols left is how many Crisis Tokens added.

attack: If Deathlok ends up on a Hero's location, consult rule 1:
         Deathlok attacks a Hero and ends his turn.

         If there is a thug on Deathlok's Location, kill the thug,
         otherwise as move.

heroism: If there is a civilian on Deathlok's Location, kill the
         civilian, otherwise as move.

wild:   as attack
```

- 4) IMPORTANT: If Deathlok ever kills 3 or more Thugs or 3 or more Civilians, reveal Event 06.

If there are no more Deathlok cards to draw: reveal Event 07.

If players reduce Deathlok to 0 Health, reveal Event 08.



## 2.1 Event 05

As Deathlock KO's the Hero, he steals the Hero's badge and gains immediate access to Project PEGASUS. Move Deathlok to Project PEGASUS, add crisis tokens to Project PEGASUS (as per number of Heroes), and end his turn.

## 2.2 Event 06

If this is the first time you see Event 06:

SHIELD and many armed forces are immediately called out in cry to the death of so many citizens! Deathlok, wary of the attention, disappears in the shadows!

"Are you mad? Letting all those citizens die? The first order of a Hero is to save citizens, not run away! We cleaned up your mess this time, but if this happens again, Project PEGASUS is through!"

Play Game 2 over again. Each Hero may choose one card to be in their starting hand (representing "getting ready" for Deathlock to reappear). Put Event 06 back in the Event Deck.

If this is the second time you see Event 06:

SHIELD and the armed forces are furious! Project PEGASUS loses all funding as the public outcry reaches a crescendo.

The Campaign is over, Project PEGASUS is disbanded. Players lose.

## 2.3 Event 07

Deathlok explodes in a last ditch effort to finish his job. Any Hero on the same Location as Deathlock must start the next game with 1 less Health.

Reveal Event 08

## 2.4 Event 08

If the number of Crisis Tokens (on the Project PEGASUS Location) is less than *twice* the number of Heroes in play, then reveal Event 10.

Otherwise reveal Event 09.

## 2.5 Event 09

Unbeknownst to the crew of Project PEGASUS, Deathlock succeeded in part of his mission by setting up some equipment.

If Heroes make it to Game 05, follow the directions for the DEATHLOK SUCCEEDED section of set-up.

Note how many crisis tokens Deathlok installed.

Move to Game 03.

## 2.6 Event 10

In an obscure part of the lab, some equipment lies unfinished. Who knows what it would have done had Deathlok succeeded! Luckily, he didn't! This means that if you get to Game 5 that Deathlok did NOT succeed!

Note how many crisis tokens Deathlok installed.

Move to Game 03.

## GAME 3: THE DEADLIER OF THE SPECIES!

*Game 03 is based on issues 55 and 56: Titania and her wrestling pals descend upon project PEGASUS to cause pure chaos!*

Villain: Titania (from Season 3 Stretch Goals)

This is a pretty standard game of Marvel United, using Titania as the Villain with her standard Villain dashboard, THREATs, and Master Plan deck.

Special Set-Up:

Mandatory Heroes for this game:

2P:	Thing <b>and</b> Quasar
3P:	The above plus Goliath
4P:	The above plus Captain America

Mandatory Locations:

Times Square, SHIELD HQ, New York Police HQ, Central Park, Star Labs (base Marvel United game), Project PEGASUS (Multiverse base set)

Place Project PEGASUS on the opposite side of the board from the Times Square.

All Heroes start in Project PEGASUS. Titania starts in Times Square.

If Heroes defeat Titania, reveal Event 11. Otherwise, reveal Event 12.

### 3.1 Event 11

It almost seems like the purpose of this attack was to cause Chaos?

From Titania's Dashboard, subtract the number of KOs from the crisis tokens. This should be a negative number: This negative number will HELP YOU later; it's called the Win Adjustment. Note this number for later.

Move to Game 4!

### 3.2 Event 12

Wow, that was a mess! Titania really wrecked everything then ran away!

Replay Game 3 again. Keep track of how many times you lose to Titania!

## GAME 4: WHEN WALKS WUNDARR

*This game covers issue #57: Klaw escapes his Jail Cell and goes on a rampage at Project PEGASUS!*

Villain: Klaw (from Season 3 Stretch Goals)

This is a pretty standard game of Marvel United, using Klaw as the Villain with the standard Villain dashboard, THREATs, and Klaw Master Plan deck.

Special Set-Up:

Mandatory Heroes for this game:

2P:	Thing <b>and</b> Quasar
3P:	The above plus Goliath
4P:	The above plus Captain America

Mandatory Locations:

Times Square, SHIELD HQ, New York Police HQ, Central Park, Star Labs (base Marvel United game), Project PEGASUS (Multiverse base set)

Place Project PEGASUS on the opposite side of the board from the Times Square.

All Heroes start in Project PEGASUS. Klaw starts in Times Square.

If Heroes defeat Klaw, reveal Event 13. Otherwise, reveal Event 14.

### 4.1 Event 13

The Heroes take out Klaw! How on earth did he escape his cell in the first place? The Heroes put Klaw back into his cell at the Project PEGASUS.

Goto Game 05.

### 4.2 Event 14

Klaw defeats the Heroes! Just as he is about to take out the Thing, his Klaw malfunctions (?) and pulls him back inside his cannister and Klaw disappears.

Heroes start the game with one damage each, but they can choose to have any card they want in their starting hand.

Goto Game 05.

## GAME 5: TO THE NTH POWER!

*This game covers issue #58: Aquarius appears and helps the Heroes take down the Nth man!*

**Villain: The Nth Man (represented by Dormammu: Season 1 Stretch Goals).** There is no Master Plan deck for the Nth Man: we only need the figure. We will use the THREATS from Klaw (see below).

Mandatory Locations:

Times Square, SHIELD HQ, New York Police HQ, Central Park, Star Labs (base Marvel United game), Project PEGASUS (Multiverse base set)

Hero Roster:

This is a special set-up: the players must put all 4 Heroes into play: Thing, Quasar, Goliath, and Captain America. We also introduce Aquarius (represented by Moonknight figure: from the Season 1 Stretch Goals). Aquarius is just a token and he doesn't have a deck: he is moved by the players (see more detail below).

The players cooperatively decide how to divvy up the work of running the four Heroes, but play continues normally rotating through the four Heroes.

All Heroes (and Aquarius) start at Project PEGASUS.

Place the Nth Man opposite Project PEGASUS.

THREATS:

Take the 6 THREATS from Klaw's THREAT deck and put 1 UNDER each of the 6 Locations. Keep the Location Effect showing but NOT showing the text above the stars: just show the stars on the THREAT cards! (I.e, don't show the Klaw related text). Each Location needs three Heroic Tokens to neutralize the THREAT, but the special ability of the Location is always still available.

Chaos Score:

The Chaos Score is how much Health the Nth Man has!!

Compute your Chaos Score!!! Add the following values together to get the value. If you won every game, it will probably be a smaller number.

Start with a value of 6:

```
Game 1: +1 if Man-Thing was killed in Game 01
Game 2: The number of Crisis Tokens at Project PEGASUS left by
        Deathlock at the end of the game, +2 if DEATHLOK SUCCEEDED
Game 3: Add the number of losses to Titania, plus the Win Adjustment
        (a negative number)
Game 4: If Klaw took out the Heroes, add +1
```

This will give you a Chaos Score: this is how much Chaos was caused at Project PEGASUS by the Nth Man's machinations! The Chaos Score is the starting health of the Nth Man.

**To Win: Players must defeat the Nth Man by shutting him off from reality:**

To do this, all Missions needs to be achieved (Defeat Thugs and Rescue Civilians and Clear THREATs). BUT, there's more: ALL Locations must be free of all THREATs and the players must be in a certain configuration before the Nth Man can even be attacked!!

To do this, players must form a chain around the board, with one Hero per Location (including Aquarius) and The Nth Man in the final Location: Basically, there will be exactly one character per Location.

If the players can achieve this configuration AND defeat all 6 THREATs, ONLY THEN can the Heros can start doing damage to the Nth Man.

Only the Heroes adjacent to the Nth Man can do damage: both Heroic and Attack will do damage (and of course Wild). When adjacent to the Nth Man in the chain, the Hero is considered to be in the same Location as the Nth man for attack/heroic purposes.

Once all missions have been achieved and all THREATs are neutralized and the characters are in a chain, only then can the adjacent Heroes do Damage to the Nth man. If he's reduced to 0 Health, players win!

If the Heroes reduce The Nth Man to 0 Health, reveal Event 15.

If a Hero ever can't play a card, immediately Reveal Event 16.

**Special Rules:**

When a Hero plays Move symbols (or chooses Wild to be Move), the player can choose to either:

- 1) move themselves (like normal), **or**
  - 2) move Aquarius, **or**
  - 3) move the Nth Man

If there is an OVERFLOW of thugs/civilians on a Location, remove Heroic tokens from THREAT cards equal to the the amount of overflow. Start with the place where the OVERFLOW happened, then proceed clockwise removing Heroic tokens from THREATs.

There is no Master Plan deck for the Villain. The Villain just uses ALL THE SYMBOLS of the current Hero row to do stuff, in the order they appear:

move: Move clockwise  
attack: Place a thug on the Nth Man's Location  
heroic: Place a civilian on the Nth Man's Location  
wild: Place a thug **or** civilian on the Nth Man's Location depending  
on which has fewer on the board: Players choose **in** a tie.

When you would “normally” play a Master Plan card from the Villain's deck, instead The Nth Man performs all the symbols on the current line of Hero cards. So, the Villain “starts” doing nothing, since there are no symbols! Before any missions are completed, the Nth Man will be doing all the symbols on the Heroes 3 cards (in order left-to-right). Once a mission is complete, the players only get two cards before the Villain acts, so the Villain will only get two cards of symbols.

Recall: you can't harm the Villain until all THREATs are neutralized, all missions are complete, and the players are in a chain. Even then, only the two Heroes adjacent to The Nth Man can harm him.

If an overflow happens and Heroic tokens are removed from THREATs, the Nth man CANNOT BE HURT until the THREATs are all neutralized again.

## **5.1 Event 15**

With a little help from Aquarius guiding the way and gluing everyone together, the players were able to take out the Nth Man! Wundarr has truly come into his own as Aquarius and Uncle Ben Grimm couldn't be prouder.

The Heroes have saved Project PEGASUS. Players Win! Campaign Over!

## **5.2 Event 16**

Even after heroic struggling, the Nth Man was able to thwart the Heroes and come into his power. And what Power it was! The Nth Man blows up Project PEGASUS, killing everyone.

The Heroes have failed Project PEGASUS. Players Lose! Campaign Over!

## **SETS NEEDED (WITH SPOILERS FOR WHAT YOU NEED THEM FOR)**

- Base Marvel United (for Locations, Captain America, and Tracker cube)
- Spider-Geddon Marvel United (for Location Great Weaver Temple)
- Multiverse Marvel United (for Location Project PEGASUS)
- Season 1 Stretch Goals (for Dormammu, Moon Knight)
- Season 3 Stretch Goals (for Knull, Klaw, Titania, Man-Thing)
- Fantastic Four (for Thing, Human Torch, Mr. Fantastic)
- World War Hulk (for Doc Sampson)
- Annihilation (for Quasar)
- Civil War (for Goliath)
- Enter The Spider-Verse (for Spider-Man, and the Location Brooklyn Bridge)
- War of Kings (for KO tokens, these are also else where)