

Player Name: \_\_\_\_\_

# SENTINELS OF THE MULTIVERSE™

## STORY CHALLENGES

**SENTINEL POINT TOTAL:**

**HEROIC DEDICATION: Win a game while playing as each Hero. 25 SP per Hero. 300 SP for completing all.**

- | Base Game                              | Expansions                              | Mini-Expansions                      | Vengeance                               |
|--|---|--------------------------------------|---|
| <input type="checkbox"/> Absolute Zero | <input type="checkbox"/> Expatriette    | <input type="checkbox"/> Unity       | <input type="checkbox"/> K.N.Y.F.E.     |
| <input type="checkbox"/> Bunker        | <input type="checkbox"/> Mr. Fixer      |                                      | <input type="checkbox"/> The Naturalist |
| <input type="checkbox"/> Fanatic       |   | <input type="checkbox"/> The Scholar | <input type="checkbox"/> Parse          |
| <input type="checkbox"/> Haka          | <input type="checkbox"/> Argent Adept   |                                      | <input type="checkbox"/> The Sentinels  |
| <input type="checkbox"/> Legacy        | <input type="checkbox"/> Nightmist      | <input type="checkbox"/> Guise       | <input type="checkbox"/> Setback        |
| <input type="checkbox"/> Ra            |   |                                      |   |
| <input type="checkbox"/> Tachyon       | <input type="checkbox"/> Chrono-Ranger  |                                      |   |
| <input type="checkbox"/> Tempest       | <input type="checkbox"/> Omnitron-X     |                                      |   |
| <input type="checkbox"/> The Visionary |   |                                      |   |
| <input type="checkbox"/> The Wraith    | <input type="checkbox"/> Captain Cosmic |                                      |   |
|  | <input type="checkbox"/> Sky-Scraper    |                                      |   |

All Heroes Complete!

**TOTAL:**

**THERE HAVE ALWAYS BEEN HEROES ... AND THERE ALWAYS WILL BE: Win a game while playing as each Promo Hero: 25 SP per Hero. 150 SP for completing all.**

### PAST (WWII)

- |  |                                      |
|--|--------------------------------------|
| <input type="checkbox"/> America's Greatest Legacy | <input type="checkbox"/> G.I. Bunker |
|--|--------------------------------------|

### PRESENT

- |  |  |   |
|--|--|---|
| <input type="checkbox"/> Ra: Horus of Two Horizons | <input type="checkbox"/> America's Newest Legacy | <input type="checkbox"/> Rook City Wraith         |
| <input type="checkbox"/> Redeemer Fanatic          | <input type="checkbox"/> Dark Visionary          |   |
| Dark Watch: <input type="checkbox"/> Expatriette   | <input type="checkbox"/> Mr. Fixer               | <input type="checkbox"/> Nightmist                |
|  | <input type="checkbox"/> Setback                 | <input type="checkbox"/> Super Scientific Tachyon |

### FUTURE (Iron Legacy Alternate Timeline)

- |  |   |   |  |   |  |
|--|---|---|--|---|--|
| <input type="checkbox"/> Eternal Haka                          |   |   |  |   |  |
| Freedom Six: <input type="checkbox"/> Tachyon<br>(Team Leader) | <input type="checkbox"/> Wraith<br>(Price of Freedom) | <input type="checkbox"/> Unity<br>(Golem) | <input type="checkbox"/> Bunker<br>(Engine of War) | <input type="checkbox"/> Absolute Zero<br>(Elemental Wrath) | <input type="checkbox"/> Tempest<br>(Freedom!) |

All Promo Heroes Complete!

**TOTAL:**

**IN THE NAME OF FREEDOM: Win a 5-Player "Freedom Five" game while playing as each member of the Team. 15 SP per Hero.**

- Absolute Zero     Bunker     Legacy     Tachyon     The Wraith

**TOTAL:**

**WHO WATCHES THE DARK: Win a 4-Player "Dark Watch" game while playing as each member of the Team. 15 SP per Hero.**

- Normal:             Expatriette     Mr. Fixer     Nightmist     Setback
- DW Promos:       DW Expatriette     DW Mr. Fixer     DW Nightmist     DW Setback

**TOTAL:**

**PRIME OBJECTIVE: Win a 5-Player "Prime Wardens" game while playing as each member of the Team. 15 SP per Hero.**

- Argent Adept  Captain Cosmic  Fanatic  Haka  Tempest

**TOTAL:**

**LET THIS BE OUR FINAL BATTLEGROUND: Win a game while playing as each Hero against that Hero's main Nemesis. 30 SP per win.**

- |  |   |   |   |
|--|---|---|---|
| <input type="checkbox"/> Absolute Zero vs. Proletariat | <input type="checkbox"/> Chrono-Ranger vs. Plague Rat           | <input type="checkbox"/> Bunker vs. Fright Train        | <input type="checkbox"/> Omnitron-X vs. Omnitron          |
| <input type="checkbox"/> Absolute Zero vs. Iron Legacy | <input type="checkbox"/> Legacy vs. Baron Blade                 | <input type="checkbox"/> Bunker vs. Iron Legacy         | <input type="checkbox"/> Omnitron-X vs. Omnitron (Cosmic) |
| <input type="checkbox"/> Fanatic vs. Apostate          | <input type="checkbox"/> Legacy vs. Vengeful Baron Blade        | <input type="checkbox"/> Expatriette vs. Citizen Dawn   | <input type="checkbox"/> The Naturalist vs. Deadline      |
| <input type="checkbox"/> Parse vs. Miss Information    | <input type="checkbox"/> Legacy vs. Baron Blade (Mad Bomber)    | <input type="checkbox"/> Haka vs. Ambuscade             | <input type="checkbox"/> Sky-Scraper vs. Kaargra Warfang  |
| <input type="checkbox"/> The Sentinels vs. La Capitan  | <input type="checkbox"/> Nightmist vs. Gloomweaver              | <input type="checkbox"/> Mr. Fixer vs. The Chairman     | <input type="checkbox"/> The Scholar vs. Biomancer        |
| <input type="checkbox"/> Tachyon vs. The Matriarch     | <input type="checkbox"/> Nightmist vs. Gloomweaver (Skinwalker) | <input type="checkbox"/> Mr. Fixer vs. The Operative    | <input type="checkbox"/> The Wraith vs. Iron Legacy       |
| <input type="checkbox"/> Tachyon vs. Friction          | <input type="checkbox"/> The Wraith vs. Spite (Agent Of Gloom)  | <input type="checkbox"/> Unity vs. Iron Legacy          | <input type="checkbox"/> K.N.Y.F.E. vs. Progeny           |
| <input type="checkbox"/> Tachyon vs. Iron Legacy       | <input type="checkbox"/> The Wraith vs. Spite                   | <input type="checkbox"/> Argent Adept vs. Akash'Bhuta   | <input type="checkbox"/> Captian Cosmic vs. Infinitor     |
| <input type="checkbox"/> The Visionary vs. The Dreamer | <input type="checkbox"/> The Wraith vs. Ermine                  | <input type="checkbox"/> Tempest vs. Grand Warlord Voss | <input type="checkbox"/> Ra vs. The Ennead                |
| <input type="checkbox"/> Setback vs. Kismet            | <input type="checkbox"/> Guise vs. Wager Master                 | <input type="checkbox"/> Tempest vs. Iron Legacy        | <input type="checkbox"/> Ra vs. Anubis                    |

**STOP EVILDOER! Win a game against each Villain. 15 SP per win. 300 SP for completing all.**

- |                                       |   |   |   |
|---------------------------------------|---|---|---|
| <input type="checkbox"/> Akash'Bhuta  | <input type="checkbox"/> Ambuscade                | <input type="checkbox"/> Apostate                 | <input type="checkbox"/> Baron Blade        |
| <input type="checkbox"/> The Chairman | <input type="checkbox"/> Citizen Dawn             | <input type="checkbox"/> The Dreamer              | <input type="checkbox"/> The Ennead         |
| <input type="checkbox"/> Gloomweaver  | <input type="checkbox"/> Grand Warlord Voss       | <input type="checkbox"/> Iron Legacy              | <input type="checkbox"/> Kismet             |
| <input type="checkbox"/> La Capitan   | <input type="checkbox"/> The Matriarch            | <input type="checkbox"/> Miss Information         | <input type="checkbox"/> Omnitron           |
| <input type="checkbox"/> Plague Rat   | <input type="checkbox"/> Spite                    | <input type="checkbox"/> Vengeful Baron Blade     |   |
| <input type="checkbox"/> Fright Train | <input type="checkbox"/> Baron Blade (Mad Bomber) | <input type="checkbox"/> Kaargra Warfang          | <input type="checkbox"/> Villains Complete! |
| <input type="checkbox"/> Proletariat  | <input type="checkbox"/> Spite (Agent of Gloom)   | <input type="checkbox"/> Progeny                  |   |
| <input type="checkbox"/> Ermine       | <input type="checkbox"/> Deadline                 | <input type="checkbox"/> Omnitron (Cosmic)        |   |
| <input type="checkbox"/> Friction     | <input type="checkbox"/> Infinitor                | <input type="checkbox"/> Gloomweaver (Skinwalker) |   |

**TOTAL:**

**TOTAL:**

**UNIVERSAL GUARDIAN: Win a game against each Villain in their Advanced Mode 30 SP per Win. 300 SP for completing all.**

- |                                       |   |   |  |
|---------------------------------------|---|---|--|
| <input type="checkbox"/> Akash'Bhuta  | <input type="checkbox"/> Ambuscade                | <input type="checkbox"/> Apostate                 | <input type="checkbox"/> Baron Blade                 |
| <input type="checkbox"/> The Chairman | <input type="checkbox"/> Citizen Dawn             | <input type="checkbox"/> The Dreamer              | <input type="checkbox"/> The Ennead                  |
| <input type="checkbox"/> Gloomweaver  | <input type="checkbox"/> Grand Warlord Voss       | <input type="checkbox"/> Iron Legacy              | <input type="checkbox"/> Kismet                      |
| <input type="checkbox"/> La Capitan   | <input type="checkbox"/> The Matriarch            | <input type="checkbox"/> Miss Information         | <input type="checkbox"/> Omnitron                    |
| <input type="checkbox"/> Plague Rat   | <input type="checkbox"/> Spite                    | <input type="checkbox"/> Vengeful Baron Blade     |  |
| <input type="checkbox"/> Fright Train | <input type="checkbox"/> Baron Blade (Mad Bomber) | <input type="checkbox"/> Kaargra Warfang          | <input type="checkbox"/> Advanced Villains Complete! |
| <input type="checkbox"/> Proletariat  | <input type="checkbox"/> Spite (Agent of Gloom)   | <input type="checkbox"/> Progeny                  |  |
| <input type="checkbox"/> Ermine       | <input type="checkbox"/> Deadline                 | <input type="checkbox"/> Omnitron (Cosmic)        |  |
| <input type="checkbox"/> Friction     | <input type="checkbox"/> Infinitor                | <input type="checkbox"/> Gloomweaver (Skinwalker) |  |

**TOTAL:**

**ABOVE AND BEYOND: Win a game against each Villain in their Challenge Mode. 50 SP per Win. 400 SP for completing all.**

- DECOY IMPULSION BEAM.** Baron Blade. When Baron Blade flips to his second side, do not put the Villain Trash on top of the villain deck or shuffle the villain deck. At the start of the villain turn, if there are 15 or more cards in the villain trash, Baron Blade's TerraLunar Impulsion Beam activates, pulling the moon into the Earth. Game Over.
- SOLAR RETRIBUTION.** Citizen Dawn. Whenever a Citizen card is destroyed, Citizen Dawn deals the hero target with the highest HP 3 fire damage.
- HOSTILE TAKE OVER.** Grand Warlord Voss. Whenever Grand Warlord Voss flips, play the top card of the Villain deck.
- REDUNDANT SYSTEMS.** Omnitron. Dealing Omnitron 7 damage only destroys one Component card, heroes choice.
- CHEMICAL IMMORTALITY.** The Chairman. At the start of the villain turn, The Chairman and The Operative both regain (H) HP.
- CARRION WASTELAND.** The Matriarch. Domain cards are Indestructible.
- NOXIOUS STENCH.** Plague Rat. At the start of the villain turn, Plague Rat deals each non-villain target 1 toxic damage.
- STRUNG-OUT MANIAC.** Spite. Spite can regain HP past his maximum HP.
- ECO-TITAN.** Akash'Bhuta. Akash'Bhuta is immune to Environment damage and Villain damage.
- DEMON LORD.** Apostate. Whenever a Demon card enters play, play the top card of the Villain deck.
- ETERNAL SPELLCRAFT.** The Ennead. Every Villain One-Shot has all three symbols as keywords:   
- CHAOS DIMENSIONS.** Gloomweaver. Villain Relics are Indestructible.
- FRAIL CHILD.** The Dreamer. Increase damage dealt to The Dreamer by 5.
- FINAL JUSTICE.** At the start of the villain turn, shuffle the villain trash and reveal cards until an ongoing card is revealed. Put it into play. Put the rest of the cards back in the villain trash.
- BURNING TALISMAN.** Kismet. At the start of each hero's turn, if the Talisman is in their play area, it deals that hero character card (H) fire damage.
- TIMELESS CREW.** La Capitan. At the start of the game, reveal cards from the top of the villain deck until (H) Crew cards are revealed. Put those revealed Crew cards into play. Shuffle the villain deck. Whenever La Capitan flips, move the Crew card with the highest HP from the Villain trash into play.
- ENDLING WORKMANSHIP.** Deadline. Villain Device cards are indestructible.
- PERVASIVE HORRORS.** Infinitor. Reduce damage dealt to Manifestation cards by 2.
- ILLUSTRIOUS BLOODSWORN.** Kaagra Warfang. Whenever a Gladiator card enters play, flip the top card of the title deck and put it under that Gladiator card with the Title text showing.
- ULTIMATE SCION.** Progeny. Scion cards do not destroy other Scion cards upon entering play until there are 5 or more Scion cards in play.
- TRAP MASTER.** Ambuscade. At the start of the game, turn all Trap cards in Ambuscade's deck face up. Whenever a Trap card would be discarded, shuffle it back into the villain deck face up and play the top card of the villain deck.
- SLOPPY SABOTEUR.** Miss Information. Whenever a Clue card enters play, play the top card of the villain deck.
- ALL FUN AND PAIN.** Wager Master. Whenever a villain card is flipped face down, each hero target deals itself 1 psychic damage.
- NANOBOT POWER ARMOR.** Mad Bomber Blade. Reduce damage dealt to Baron Blade by 2.
- COSMIC OVERDRIVE.** Cosmic Omnitron. Double the value of (H) in this game.
- SUMMONER AND OVERLORD.** Spite: Agent of Gloom and Skinwalker Gloomweaver. After defeating Spite: Agent of Gloom, immediately set up and play a game against the villain Skinwalker GloomWeaver without altering the environment or any of the heroes or hero cards. Heroes do not regain HP or draw cards between games.
- MASTERMIND.** Vengeful Baron Blade. Baron Blade is immune to Villain damage.
- CANNY THIEF.** Ermine. At the start of the game, put Subtle Diversion and Uncatchable into play.
- STURDY TECH.** Friction. The Shock Dampeners card is indestructible.
- ALL ABOARD.** Fright Train. As long as Fright Train is a target, redirect all hero damage to Fright Train.
- THE WILL OF THE PEOPLE.** Proletariat. Targets named Proletariat are immune to psychic damage.

**TOTAL:**

**CATFIGHT: Win a game against each female Villain using only female Heroes. 15 SP per win.** Akash'Bhuta Citizen Dawn The Dreamer Kismet La Capitan The Matriarch Miss Information Ermine**TOTAL:****EPIC BATTLES: Achieve these conditions** TWO MAN ARMY. Win a game using only two Heroes. (75 SP) DOWN BUT NOT OUT. Win a game with all Heroes Active but at 5HP or less. (50 SP) LAST MAN STANDING. Win a game after all but one Hero is Incapacitated. (20 SP) FINISH HIM! Defeat a Villain on your turn. (20 SP) YOU'RE ALL CLEAR KID! Defeat a Villain on your Turn while Incapacitated. (40 SP) BITE DOWN. Mr. Chomps defeats the Villain. (25 SP) LUNAR LUNATIC. Allow Baron Blade to accumulate 14 or more cards in his trash before he flips. (15 SP) FIGHT THE BREAK OF DAWN. Defeat Citizen Dawn without allowing her to flip. (50 SP) WELCOME TO EARTH. Allow Grand Warlord Voss to have 10 or more minions in play at one time, then win the game. (30 SP) MY TOASTER JUST TRIED TO KILL ME! Defeat Omnitron with 5 or more devices in play, then win the game. (25 SP) HEAVY HITTER. Deal 10 damage or more in a single attack. (15 SP) POWERHOUSE. Deal 20 damage or more in a single attack. (25 SP) ALTHOUGH PREPARED FOR MARTYRDOM. Do more damage than your hero has remaining HP. (25 SP) FIELD MEDIC. Restore 5 or more HP to a teammate in a single turn. (40 SP) INVINCIBLE. Win the game with your hero at full health. (50 SP) FLAWLESS VICTORY. Win the game with all heroes at full health. (100 SP) FIRST AID EXPERT. Restore a cumulative 30 HP to teammates in a single game. (50 SP) FONT OF HEALING. Heal 50 points of HP in a single game as the Scholar. (15 SP) UNIFIED FRONT. Summon 7 different Golems in a single game as Unity. (15 SP) BETRAYAL AT FREEDOM FIVE HQ . Defeat Miss Information While playing as the Freedom Five. (10 SP) ALPHA STRIKE. Play Unload while 5 guns are in play as Expatriette. (15 SP) FIXED. Use the powers of all 5 tools in a single game as Mister Fixer. (15 SP) ONE FELL SWOOP. Destroy The Chairman and The Operative in the same round. (25 SP) THE BIRDS. Defeat the Matriarch after she has flipped at least twice. (20 SP) PESTILENCE. Defeat Plague Rat while all heroes are infected. (25 SP) WINNERS DON'T USE DRUGS. Defeat Spite before he flips. (20 SP) TRINITY QUARTET. Have 3 melodies, 3 harmonies, 3 rhythms, and 3 instruments in play at the same time as Argent Adept. (20 SP) MIST REBORN. Drop to 1 HP, then heal to full HP in a single game as the Nightmist. (20 SP) MASS AMPUTATION. Have Akash'Bhuta deal herself at least 100 damage in a single round. (20 SP) POST APOCALYPTIC. Defeat Apostate after Apocalypse was successfully played. (15 SP) GLOOM AND DOOM. Defeat Gloom Weaver without destroying a single relic. (25 SP) THE ENNEAD IN FORCE. Defeat the Ennead after the main villain character card flips. (20 SP) BOUNTY HUNTER. Have 5 or more bounties in play at the same time as Chrono Ranger. (20 SP) A POST SINGULARITY WORLD. Defeat the villain with Singularity as Omnitron X. (20 SP) SAFE. While Fighting Spite Do not allow any innocents to die. (50 SP) BIRDS OF A FEATHER. Defeat the Matriarch with The Mask in play. (30 SP) THE TORMENTED EARTH. Deal over 125 damage to Akash'Bhuta directly in one game. (20 SP) OPERATION CHAIRMAN. Defeat the Chairman while the Operative is still in play, then win the game. (30 SP)**TOTAL:**

**EPIC BATTLES- CONTINUED: Achieve these conditions**

- OF GODS AND MEN.** Defeat All Members Of The Ennead in one round. (30 SP)
- FISTS OF FURY.** Defeat Apostate With Both Gauntlets Of Perdition in Play. (20 SP)
- A WALKING ARSENAL.** Defeat Ambuscade with 5 different devices in play. (25 SP)
- BEATS, BOOKS, AND BONES.** Defeat Gloomweaver with all three of his relics in play. (60 SP)
- LUCKY SMILES ON THE UNLUCKY** Defeat Kismet Without Destroying Any Jinx Cards. (30 SP)
- ACROSS THE SEA OF TIME.** The heroes must win and may not destroy La Paradoja Magnifica while fighting La Capitan. (35 SP)
- ALL IN YOUR HEAD.** Defeat The Dreamer with all heroes and The Dreamer at full health. (45 SP)
- GET A CLUE.** Miss Information Must Play A Clue On A Hero Turn. (15 SP)
- AMERICA'S FALLEN LEGACY.** Defeat Iron Legacy before he deals more than 32 damage. (50 SP)
- CHILL OUT.** Reduce Omnitron to 0 or fewer HP using Impale as Absolute Zero. (20 SP)
- BELOW ZERO.** Incapacitate Proletariat using Coolant Blast as Absolute Zero. (30 SP)
- COLD SHOULDER.** Destroy 4 Proletariats in one turn as Absolute Zero. (40 SP)
- SUNDOWN.** Destroy 3 Citizens in one turn using Grenade Launcher as Bunker. (20 SP)
- LAST STOP.** Incapacitate Fright Train using Flak Cannon as Bunker. (30 SP)
- DERAILED.** Drop Fright Train from full HP to incapacitated in one turn as Bunker. (50 SP)
- ALL EYES ON ME.** Use Divine Sacrifice on 3 Blade Battalions as Fanatic. (25 SP)
- JUDGE AND JURY.** Reduce Apostate to 0 or fewer HP using Wrathful Retribution without him every flipping as Fanatic. (35 SP)
- DIVINE EXECUTIONER.** Destroy the Seer using Final Dive as Fanatic. (40 SP)
- AVATAR OF TUMATAUENGA.** Destroy at least 5 Drones with one Rampage card as Haka. (20 SP)
- IMPERVIOUS WARRIOR.** Prevent at least 10 damage from Ambuscade in one game as Haka. (30 SP)
- SUPERIOR COMBATANT.** Destroy The Hippo using Elbow Smash as Haka. (40 SP)
- LEAD THE CHARGE.** Destroy Citizen Anvil using Motivational Charge as Legacy. (25 SP)
- FLY TRUE.** Destroy 2 Mobile Defense Platforms with one Flying Smash as Legacy. (35 SP)
- EVIL CANNOT PREVAIL.** Use Take Down on Vengeance Baron Blade whiler there is none of Baron Blade's Device, Ongoing, or Nemesis cards in play as Legacy. (45 SP)
- THE TRUE SUN GOD.** Reduce Citizen Dawn to 0 or fewer HP using Drawn to the Flame as Ra. (30 SP)
- GRAVE OF THE UNDERLORD.** Destroy Anubis using Scorched Earth as Ra. (40 SP)
- HARD BOILED.** Destroy Calypso without Calypso being dealt damage of any type other than fire damage as Ra. (50 SP)
- TARGET RICH ENVIROMENT.** Destroy 3 Blade Battalions with one Accelerated Assault as Tachyon. (20 SP)
- AN EXPLOSION OF FEATHERS.** Deal damage to at least 20 diferent targets in one turn as Tachyon. (60 SP)
- STILL THE FASTEST.** Reduce Friction to 0 or fewer HP by rediercting Frictions damage back to her as Tachyon. (45 SP)
- ALLIES OF EARTH.** Reduce at least 6 damage dealt to The Visionary using Shielding Winds in one game as Tempest. (40 SP)
- NO FURTHER.** Reduce Grand Warlord Voss to 0 or fewer HP using Grievous Hail Storm as Tempest. (30 SP)
- SUCCESSFUL REMATCH.** Destroy Vyktor using Vicious Cyclone as Tempest. (40 SP)
- CONTROLLED BURN.** Play 2 Twist the Ether cards on Citizen Hammer as The Visionary. (30 SP)
- RISKY TREPIDATION.** Destroy Toy Master using Demoralization as The Visionary. (40 SP)
- FORTUNATE PLOY.** Major Flay destroys Decoy Projection as The Visionary. (50 SP)
- EVEN A LIVE FISH.** Have at least 12 Equipment cards in play at once as The Wraith. (35 SP)
- THE KITCHEN SINK.** Reduce Spite to 0 or fewer HP using Inventory Barrage as The Wraith. (45 SP)
- OUTSPEND.** Play 3 Trust Fund cards in a game against Ermine as The Wraith. (50 SP)
- CRACK SHOT.** Destroy a Blade Battalion using Hairtrigger Reflexes as Expatriette. (15 SP)
- COLD AS ICE.** Use 2 Liquid Nitrogen Rounds on Citizen Dawn in one turn as Expatriette. (30 SP)
- HOT SHOT.** Destroy Citizen Slash using Incendiary Rounds as Expatriette. (45 SP)

**TOTAL:**

**EPIC BATTLES- CONTINUED: Achieve these conditions**

- ONE AND DONE.** Destroy a Thief with Tire Iron without reducing it to 0 HP as Mr. Fixer. (30 SP)
- FINAL LESSON.** Incapacitate The Operative using Charge as Mr. Fixer. (40 SP)
- FIGHT THE DRAGON.** Hit Zhu Long with the Pipe Wrench twice in the same turn as Mr. Fixer. (45 SP)
- DOUBLE BARLINE.** Destroy Xu's Bell to destroy a spaceship as The Argent Adept. (25 SP)
- ACCOMPANIMENT.** Let another hero reduce Akash'bhuta to 0 or fewer HP on your turn as The Argent Adept. (35 SP)
- SONG OF SERENITY.** Destroy Ruin using Scherzo of Frost and Flame as The Argent Adept. (45 SP)
- BANISHMENT.** Use Mistbound on Grand Warlord Voss and then reduce him to 0 or fewer HP in one turn as Nightmist. (25 SP)
- PERSERVE THE FABRIC OF ETERNITY.** Reduce GloomWeaver to 0 or fewer HP using Oblivion as Nightmist. (35 SP)
- MASTERFUL CONTROL.** Destroy Man-Grove with Man-Grove's own damage as Nightmist. (45 SP)
- ARMED ACROSS TIME.** Have at least 6 equipment cards in play at once as Chrono-Ranger. (30 SP)
- BOUNTY HUNTED.** Reduce Plague Rat to 0 or fewer HP while there are at least 3 Bounty Cards on him as Chrono-Ranger. (40 SP)
- DOWN FOR THE COUNT.** Use Eye on the Prize and then Terrible Tech Strike on Doc Tusser as Chrono-Ranger. (45 SP)
- ADAPTIVE REACTION.** Deal at least two types of damage using Reactive Plating Subroutine in one turn as Omnitron-X. (30 SP)
- BROKEN TIMELINE.** Reduce Omnitron to 0 or fewer HP using Self Sabotage as Omnitron-X. (40 SP)
- DESTROY THE ABERRATION.** Destroy Omni-Blade using Singularity as Omnitron-X. (45 SP)
- BEST AT WHAT SHE DOES.** Deal at least 30 energy damage in one turn as K.N.Y.F.E. (35 SP)
- PURPOSE SERVED.** Reduce Progeny to 0 or fewer HP while Overdo It is in play as K.N.Y.F.E. (30 SP)
- MINOR SPEEDBUMP.** Use the card play and/or power use of For the Greater Good to destroy Choke at full HP as K.N.Y.F.E. (45 SP)
- SOLITARY MENAGERIE.** Have each of the three form cards in play over the course of one turn as The Naturalist. (30 SP)
- CENTER OF ATTENTION.** Be dealt at least 20 damage by Deadline in one turn and survive that turn as The Naturalist. (40 SP)
- ASSASSINATION ATTEMPT.** Be the target of damage from Equity but take no damage as The Naturalist. (45 SP)
- HIGH PRIORITY TARGET.** Increase damage dealt to Citizen Truth by at least 4 as Parse. (25 SP)
- ONE PLUS ONE PLUS TWO PLUS ONE?** Destroy at least 3 Clue cards in one turn as Parse. (35 SP)
- TOO SMART.** Put Highbrow on the bottom of Friction's deck as Parse. (40 SP)
- TEAMWORK.** Have all 4 Signature cards in play at once as The Sentinels. (35 SP)
- MIRACLE WORKER.** In one game, have each of The Sentinels be incapacitated and then win the game with all of them active as The Sentinels (50 SP)
- BITTER ENMITY.** Have two of The Sentinels take all damage dealt by The Crackjaw Crew in one turn as The Sentinels. (45 SP)
- TRIPLE DARE.** Win the game with exactly 3 times as many tokens in your Unlucky Pool as Setback has current HP as Setback. (45 SP)
- UNLUCKY NUMBER 7.** Have 7 villain cards in your play area at once as Setback. (50 SP)
- SEVERANCE PACKAGE.** Destroy Revenant by redirecting damage to Revenant using Wrong Time and Place as Setback. (40 SP)
- COSMIC JURISDICTION.** Deal at least 20 energy damage in one turn as Captain Cosmic. (30 SP)
- FALLEN BROTHERS.** A hero other than Captain Cosmic reduces Infinitor to 0 or fewer HP using a Cosmic Weapon while Infinitor has a Vitality Conduit as Captain Cosmic. (40 SP)
- THREAT ASSESSMENT.** Destroy Empyreon in one turn from full HP as Captain Cosmic. (50 SP)
- INFILTRATION EXPERT.** Play at least 10 cards in one turn as Sky-Scraper. (30 SP)
- GLADIATORIAL CHAMPION.** Reduce Kaargra Warfang to 0 or fewer HP while Sky-Scraper has at least 2 title cards as Sky-Scraper. (40 SP)
- SMACKDOWN.** Destroy Tantrum using sonic damage while Huge as Sky Scraper. (45 SP)
- ALL THE BEST STUFF!** Win the game with 8 Limited cards in play as Guise. (30 SP)
- DID YOU REALLY THINK I'D FALL FOR IT?** Win by redirecting damage to Guise from The New Deal to Wager Master as Guise. (40 SP)
- EXTINGUISHER! GET IT?** Destroy Argentium using cold damage as Guise. (45 SP)
- LIFE AND DEATH.** Be dealt at least 20 damage in one round and regain at least 10 HP in the same round as The Scholar. (30 SP)
- FALSE TRUTHS.** Destroy at least 4 of Biomancer's Homunculus cards in one turn as The Scholar. (40 SP)

**TOTAL:**

**EPIC BATTLES- CONTINUED: Achieve these conditions**

RIVAL POWERS. Destroy Hermetic without being dealt any damage while Hermetic is in play as The Scholar. (45 SP)

MISTER CHOMPS CHOMPS. Have one Raptor Bot deal at least 15 damage in one turn as Unity. (35 SP)

LEGACY VS. LEGACY. Have Champion Bot survive being dealt damage redirected by Iron Legacy's Superhuman Redirection as Unity. (40 SP)

RECURSIVE LOOP. Destroy The Radioactivist with damage caused by Bee Bot's destruction as a result of damage dealt by The Radioactivist as Unity. (50 SP)

**TOTAL:**

**WORLD TRAVELER: Win a game in each Environment. 15 SP per environment. 300 SP for completing all.**

The Block

The Final Wasteland

Freedom Tower

Insula Primalis

Megalopolis

Mobile Defense Platform

Pike Industrial Complex

Realm of Discord

Rook City

Ruins of Atlantis

Silver Gulch, 1883

Time Cataclysm

Tomb of Anubis

Wagner Mars Base

Dok'Thorath

The Enclave Of The Endings

All Environments Complete!

**TOTAL:**

**GLOBAL WARMING: Environment-Specific Events**

DOWN TO THE WIRE- Wagner Mars Base: Win the game with 1 card in Self-Destruct Sequence's countdown pile. (30 SP)

DON'T YOU WANT TO KNOW HOW WE KEEP STARTING FIRES?- Wagner Mars Base: Defeat the villain with Fire In The Biosphere in play. (20 SP)

JUST BREATHE- Wagner Mars Base: Allow Oxygen Leak to destroy the villain with at least one surviving hero. (35 SP)

DUES EX MACHINASAURUS- Insula Primus: Allow the Enraged T-Rex to destroy the villain. (75 SP)

LETHAL AT EIGHT MONTHS, AND I DO MEAN LETHAL- Insula Primus: Allow Velociraptor to destroy the villain. (25 SP)

THE FIRES OF MOUNT DOOM- Insula Primus: Allow Volcanic Eruption to destroy the villain with at least one surviving hero. (25 SP)

SECRETS FROM THE PAST- Ruins Of Atlantis: Defeat the villain with Atlantean Font Of Power in play. (35 SP)

RELEASE THE KRAKEN!- Ruins of Atlantis: Allow The Kraken to destroy the villain. (20 SP)

TWO FOR FLINCHING- Runs of Atlantis: Defeat the villain with The Pillars Of Hercules in play. (40 SP)

UP CLOSE AND PERSONAL- Megalopolis: Defeat the villain with Cramped Quarters Combat in play. (25 SP)

THE REAL HEROES- Megalopolis: Allow Police Backup to destroy the villain. (50 SP)

TAKE THE SHOT- Megalopolis: Defeat the villain with Hostage Situation in play. (25 SP)

BANISHED AND UNFORGIVEN- Final Wasteland: Defeat the villain with Unforgiving Wasteland in play. (35 SP)

SHAI-HULUD- Final Wasteland: Allow the Mongolian Death Worm to destroy the villain with at least one surviving hero. (75 SP)

BOOM TOWN- Silver Gulch, 1883: Allow Explosives Wagon to destroy the villain with at least one surviving hero. (25 SP)

HAYES AND CONFUSED- Silver Gulch, 1883: Allow any Gunman to destroy the villain. (40 SP)

ROOK CITY NOIR- Rook City: Defeat the villain with Tony Taurus in play. (20 SP)

CSI ROOK CITY- Rook City: Defeat the villain with Dr. Tremata in play. (25 SP)

VOLATILE- Pike Industries Complex: Allow Chemical Explosion to destroy the villain with at least one surviving hero. (25 SP)

POP!- Realms Of Discord: Allow Explosive Bubbles to destroy the villain with at least one surviving hero. (25 SP)

PORTAL FIEND FEAST- Realms Of Discord: Allow Portal Fiend to destroy the villain with at least one surviving hero. (35 SP)

THE GOD OF DEATH- Tomb Of Anubis: Defeat the villain with Anubis in play. (40 SP)

INCARCERATION- The Block: Allow any Agent target to destroy the villain. (40 SP)

SQUISH!- Time Cataclysm: Allow Crushing Hallway to destroy the villain with at least one surviving hero. (30 SP)

UNPAUSE THE GAME- Time Cataclysm: Have the villain defeated immediately when Fixed Point leaves play. (45 SP)

**TOTAL:**





**Long Term Goals. Keep logged totals for each game- add up at end of league.**

**PUGLIST (100 SP)- Personally deal a cumulative 500 damage over all games. [ ]**

**TRIAGE SPECIALIST (100 SP)- Restore a cumulative 100 HP over all games. [ ]**

**TOTAL:**