

Sentinels of the Multiverse -- Challenges

version 2.11

HEROIC DEDICATION: Win a game while playing as each Hero

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*1	<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*1		
	<input type="checkbox"/> Sky Scrapper*1		

THERE HAVE ALWAYS BEEN HEROES ... AND THERE ALWAYS WILL BE: Win a game while playing as each Promotional Hero:

PAST (WWII)

America's Greatest Legacy G.I. Bunker

PRESENT

Ra: Horus of Two Horizons America's Newest Legacy Rook City Wraith
 Redeemer Fanatic Dark Visionary

Dark Watch: Expatriette Mr. Fixer Nightmist Setback

FUTURE (Iron Legacy Alternate Timeline)

Eternal Haka

Freedom Six: Tachyon Wraith Unity Bunker Absolute Zero Tempest
(Team Leader) (Price of Freedom) (Golem) (Engine of War) (Elemental Wrath) (Freedom!)

IN THE NAME OF FREEDOM: Win a 5-Player "Freedom Five" game while playing as each member of the Team

Absolute Zero Bunker Legacy Tachyon The Wraith

WHO WATCHES THE DARK: Win a 4-Player "Dark Watch" game while playing as each member of the Team

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

PRIME OBJECTIVE: Win a 5-Player "Prime Wardens" game while playing as each member of the Team*2

Argent Adept Captain Cosmic Fanatic Haka Tempest

LET THIS BE OUR FINAL BATTLEGROUND: Win a game while playing as each Hero against that Hero's main Nemesis*3

Absolute Zero vs. ?????

Captain Cosmic vs. ?????

Fanatic vs. Apostate

K.N.Y.F.E vs. ?????

The Naturalist vs. ?????

Parse vs. Miss Information

The Sentinels vs. La Capitan

Tachyon vs. The Matriarch

The Visionary vs. The Dreamer

Argent Adept vs. Akash'Bhuta

Chrono-Ranger vs. Plague Rat

Guise vs. ?????

Legacy vs. Baron Blade

Nightmist vs. Gloomweaver

Ra vs. The Ennead

Setback vs. Kismet

Tempest vs. Grand Warlord Voss

The Wraith vs. Spite

Bunker vs. ?????

Expatriette vs. Citizen Dawn

Haka vs. Ambuscade

Mr. Fixer vs. The Chairman

Omnitron X vs. Omnitron

The Scholar vs. ?????

Sky Scraper vs. ?????

Unity vs. ?????

STOP EVILDOER! Win a game against each Villain (3P) (4P) (5P)

Akash'Bhuta

The Chairman

Gloomweaver

La Capitan

Plague Rat

PROMOS:

Ambuscade

Citizen Dawn

Grand Warlord Voss

The Matriarch

Spite

Baron Blade (Mad Bomber)

Spite (Agent of Gloom)

Apostate

The Dreamer

Iron Legacy

Miss Information

Baron Blade

The Ennead

Kismet

Omnitron

Omnitron (Cosmic)

Gloomweaver (Skinwalker)

UNIVERSAL GUARDIAN: Win a game against each Villain in their Advanced Mode (3P) (4P) (5P)

Akash'Bhuta

The Chairman

Gloomweaver

La Capitan

Plague Rat

PROMOS:

Ambuscade

Citizen Dawn

Grand Warlord Voss

The Matriarch

Spite

Baron Blade (Mad Bomber)

Spite (Agent of Gloom)

Apostate

The Dreamer

Iron Legacy

Miss Information

Baron Blade

The Ennead

Kismet

Omnitron

Omnitron (Cosmic)

Gloomweaver (Skinwalker)

CATFIGHT: Win a game against each female Villain using only female Heroes

Akash'Bhuta

La Capitan

Citizen Dawn

The Matriarch

The Dreamer

Kismet

EPIC BATTLES: Win a game under these conditions

- Win a game using only two Heroes [with (H)=2; with (H)=3]
- Win a game with all Heroes Active but at 5HP or less.
- Win a 4- or 5-Player game after all but one Hero is Incapacitated
- Defeat a Villain on your turn
- Defeat a Villain on your Turn while Incapacitated
- Mr. Chomps defeats the Villain

WORLD TRAVELER: Win a game in each Environment

- | | | | | |
|--|--|---|---|--|
| <input type="checkbox"/> The Block | <input type="checkbox"/> The Final Wasteland | <input type="checkbox"/> Freedom Tower | <input type="checkbox"/> Insula Primalis | <input type="checkbox"/> Megalopolis |
| <input type="checkbox"/> Mobile Defense Platform | <input type="checkbox"/> Pike Industrial Complex | <input type="checkbox"/> Realm of Discord | <input type="checkbox"/> Rook City | <input type="checkbox"/> Ruins of Atlantis |
| <input type="checkbox"/> Silver Gulch, 1883 | <input type="checkbox"/> Time Cataclysm | <input type="checkbox"/> Tomb of Anubis | <input type="checkbox"/> Wagner Mars Base | |

GLOBAL WARMING: Environment-specific Events

- The Block: Agents defeat the Villain
- Megalopolis: Police Backup defeats the Villain

SOTM VENGEANCE MEGA-EXPANSION:

VENGEFUL THREE: Win a game vs. each combination of three members of the Vengeful Five

- | | | | | |
|--------------------------------------|--------------------------------------|---------------------------------------|-------------------------------------|--------------------------------------|
| <input type="checkbox"/> BB/Erm/Fric | <input type="checkbox"/> BB/Erm/FT | <input type="checkbox"/> BB/Erm/Pro | <input type="checkbox"/> BB/Fric/FT | <input type="checkbox"/> BB/Fric/Pro |
| <input type="checkbox"/> BB/FT/Pro | <input type="checkbox"/> Erm/Fric/FT | <input type="checkbox"/> Erm/Fric/Pro | <input type="checkbox"/> Erm/FT/Pro | <input type="checkbox"/> Fric/FT/Pro |

VENGEFUL FOUR: Win a game vs. each combination of four members of the Vengeful Five

- | | | | | |
|---|--|--|---|--|
| <input type="checkbox"/> BB/Erm/Fric/FT | <input type="checkbox"/> BB/Erm/Fric/Pro | <input type="checkbox"/> BB/Erm/FT/Pro | <input type="checkbox"/> BB/Fric/FT/Pro | <input type="checkbox"/> Erm/Fric/FT/Pro |
|---|--|--|---|--|

VENGEFUL FIVE: Win a game vs. the Vengeful Five under these conditions

- with five Heroes of your choice in any Environment
- Freedom Five win over Vengeful Five in the Freedom Tower
- K.N.Y.F.E./Naturalist/Parse/Sentinels/Setback win over Vengeful Five on the Mobile Defense Platform

SCOTT'S SENTINELS STORYLINE CHALLENGE

RULES: The Base Game and the expansions are played through in the order they were released, with Villains being fought against in alphabetical order within the set. Each Villain in the set must be defeated before moving onto the next Expansion. Each Environment in the set must have been the setting for a victorious game before moving on, though they may be played in any order and in any combination with the Villains (except as noted for the Tomb of Anubis). Only Heroes in the Base Game and any Expansion up through the one being played may be used. Exceptions: (1) Each Villain must be defeated by a team of Heroes that includes that Villain's Nemesis, so (for example) Omnitron X must be used when facing Omnitron even though Omnitron X was not released until much later. Once Omnitron is defeated, Omnitron X is available against any subsequent Villain. (2) Unity, the Scholar, and the Naturalist are available when noted below; they would not become available otherwise. (3) After a Hero has been used in a victorious game, any/all Promotional versions of that Hero may also be used.) Heroes are ****noted**** in the list below when they become available "early".

Base Set / Enhanced Edition Challenges

- Legacy and team defeats Baron Blade
 - team defeats Mad Bomber Blade
- **Expatriette**** and team defeats Citizen Dawn
- Tempest and team defeats Grand Warlord Voss
- **Omnitron X**** and team defeats Omnitron
 - team defeats Cosmic Omnitron
- victory on Insula Primalis
- victory in Megalopolis
- victory in the Ruins of Atlantis
- victory at Wagner Mars Base

available Heros:

Absolute Zero, Bunker, Fanatic, Haka, Legacy, Ra, Tachyon, Tempest, Visionary, Wraith

****Expatriette****

****Omnitron X****

Mini-Expansion Challenge #1

- Haka and team defeats Ambuscade

****Unity**** (just because)

Rook City Expansion Challenges

- Mr. Fixer and team defeats The Chairman
- Tachyon and team defeats The Matriarch
- **Chrono-Ranger**** and team defeats Plague Rat
- Wraith and team defeats Spite
 - team defeats Agent of Gloom Spite
- victory in the Pike Industrial Complex
- victory in Rook City

Mr. Fixer, Expatriette

****Chrono-Ranger****

Infernal Relics Expansion Challenges

- Argent Adept and team defeats Akash'Bhuta
- Fanatic and team defeat Apostate
- Ra and team defeat The Ennead in the Tomb of Anubis
- Nightmist and team defeat Gloomweaver
 - team defeats Skinwalker Gloomweaver
- victory in the Realm of Discord

Argent Adept, Nightmist, ****Scholar****, ****Naturalist**** (available due to their mystical nature)

(Exception to the Environment Rules)

Mini-Expansion Challenge #2

- **Parse**** and team defeats Miss Information

****Parse****

Shattered Timelines Expansion Challenges

- Visionary and team defeats The Dreamer
- any team defeats Iron Legacy
- **Setback**** and team defeats Kismet
- **The Sentinels**** and team defeats La Capitan
- victory at The Block with ****K.N.Y.F.E.**** on the team
- victory in The Final Wasteland (ST-related Mini-Expansion)
- victory in Silver Gulch, 1883 (ST-related Mini-Expansion)
- victory during the Time Cataclysm

Chrono-Ranger, Omnitron X, F6 & Eternal Haka Promos (available due to storyline)

****Setback****

****The Sentinels****

****K.N.Y.F.E.**** (available due to her links to The Block)

NOTES:

(1) While Captain Cosmic is confirmed as appearing in the Wrath of the Cosmos Expansion, when/where Sky Scraper and Guise will appear is pure speculation on my part based somewhat on guesses on the Greater Than Games forum.

(2) The Prime Wardens can not be played as until Captain Cosmic is released.

(3) Absolute Zero, Bunker, K.N.Y.F.E., The Naturalist, The Scholar and Unity do not yet have a standard (Villain Card plus 25-card deck) Nemesis Villains available (excluding, of course, Iron Legacy, whom I see more as a mega-Villain, and who only exists in an alternate timeline). The other three are unreleased Heroes.

HOW MANY GAMES WOULD BE REQUIRED TO CLEAR THIS CHECKLIST?

While many of the Challenges overlap, allowing more than one to be checked off with a single victory, it would still take an absolute minimum of 152 victorious games to clear the entire checklist. This should be more than enough to keep me busy for some time to come.

(132 victories vs Villains (22V x 6 ways), 2 two-player victories, 18 Vengeance victories; everything else could (theoretically) be done during these games)