

# Sentinels of the Multiverse – Challenges – Status

**HEROIC DEDICATION: Win a game while playing as each Hero**

Forum Name: Yak Guardian through 8 April 2014

Base Game	Expansions	Mini-Expansions	Vengeance
<input checked="" type="checkbox"/> Absolute Zero	<input checked="" type="checkbox"/> Expatriette	<input checked="" type="checkbox"/> Unity	<input checked="" type="checkbox"/> K.N.Y.F.E.
<input checked="" type="checkbox"/> Bunker	<input checked="" type="checkbox"/> Mr. Fixer		<input checked="" type="checkbox"/> The Naturalist
<input checked="" type="checkbox"/> Fanatic		<input checked="" type="checkbox"/> The Scholar	<input checked="" type="checkbox"/> Parse
<input checked="" type="checkbox"/> Haka	<input checked="" type="checkbox"/> Argent Adept		<input checked="" type="checkbox"/> The Sentinels
<input checked="" type="checkbox"/> Legacy	<input checked="" type="checkbox"/> Nightmist	<input type="checkbox"/> Guise*1	<input checked="" type="checkbox"/> Setback
<input checked="" type="checkbox"/> Ra			
<input checked="" type="checkbox"/> Tachyon	<input checked="" type="checkbox"/> Chrono-Ranger		
<input checked="" type="checkbox"/> Tempest	<input checked="" type="checkbox"/> Omnitron X		
<input checked="" type="checkbox"/> The Visionary			
<input checked="" type="checkbox"/> The Wraith	<input type="checkbox"/> Captain Cosmic*1		
	<input type="checkbox"/> Sky Scraper*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\*2  Dark Visionary

Dark Watch:  Expatriette  Mr. Fixer  Nightmist  Setback

*FUTURE (Iron Legacy Alternate Timeline)*

Freedom Six:  Eternal Haka  Tachyon (Team Leader)  Wraith (Price of Freedom)  Unity (Golem)  Bunker (Engine of War)  Absolute Zero (Elemental Wrath)  Tempest (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\*3**

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\*4**

- |   |  |  |
|---|--|--|
| <input type="checkbox"/> Absolute Zero vs. ?????              | <input checked="" type="checkbox"/> Argent Adept vs. Akash'Bhuta   | <input type="checkbox"/> Bunker vs. ?????                        |
| <input type="checkbox"/> Captain Cosmic vs. ?????             | <input type="checkbox"/> Chrono-Ranger vs. Plague Rat              | <input checked="" type="checkbox"/> Expatriette vs. Citizen Dawn |
| <input type="checkbox"/> Fanatic vs. Apostate                 | <input type="checkbox"/> Guise vs. ?????                           | <input checked="" type="checkbox"/> Haka vs. Ambuscade           |
| <input type="checkbox"/> K.N.Y.F.E vs. ?????                  | <input checked="" type="checkbox"/> Legacy vs. Baron Blade         | <input type="checkbox"/> Mr. Fixer vs. The Chairman              |
| <input type="checkbox"/> The Naturalist vs. ?????             | <input type="checkbox"/> Nightmist vs. Gloomweaver                 | <input type="checkbox"/> Omnitron X vs. Omnitron                 |
| <input type="checkbox"/> Parse vs. Miss Information           | <input type="checkbox"/> Ra vs. The Ennead                         | <input type="checkbox"/> The Scholar vs. ?????                   |
| <input type="checkbox"/> The Sentinels vs. La Capitan         | <input type="checkbox"/> Setback vs. Kismet                        | <input type="checkbox"/> Sky Scraper vs. ?????                   |
| <input checked="" type="checkbox"/> Tachyon vs. The Matriarch | <input checked="" type="checkbox"/> Tempest vs. Grand Warlord Voss | <input type="checkbox"/> Unity vs. ?????                         |
| <input type="checkbox"/> The Visionary vs. The Dreamer        | <input type="checkbox"/> The Wraith vs. Spite                      |  |

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

- |  |   |   |  |
|--|---|---|--|
| <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Akash'Bhuta | <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Ambuscade | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Apostate         | <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Baron Blade |
| <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> The Chairman           | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Citizen Dawn (2P)                          | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> The Dreamer      | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> The Ennead                        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Gloomweaver                       | <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Grand Warlord Voss              | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Iron Legacy      | <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Kismet                 |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> La Capitan                        | <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> The Matriarch                   | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Miss Information | <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Omnitron               |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Plague Rat                        | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spite                                      |   |  |
| PROMOS:  | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Baron Blade (Mad Bomber) (2P)              |   | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Omnitron (Cosmic)                 |
|  | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spite (Agent of Gloom)                     |   | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Gloomweaver (Skinwalker)          |

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

- |   |   |   |   |
|---|---|---|---|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Akash'Bhuta  | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ambuscade                | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Apostate         | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Baron Blade              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> The Chairman | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Citizen Dawn             | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> The Dreamer      | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> The Ennead               |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Gloomweaver  | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Grand Warlord Voss       | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Iron Legacy      | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Kismet                   |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> La Capitan   | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> The Matriarch            | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Miss Information | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Omnitron                 |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Plague Rat   | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spite                    |   |   |
| PROMOS:   | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Baron Blade (Mad Bomber) |   | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Omnitron (Cosmic)        |
|   | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spite (Agent of Gloom)   |   | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Gloomweaver (Skinwalker) |

**CATFIGHT: Win a game against each female Villain using only female Heroes (3P) (4P) (5P)**

- |  |   |  |   |
|--|---|--|---|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Akash'Bhuta | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Citizen Dawn (2P)        | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> The Dreamer | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Kismet |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> La Capitan  | <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> The Matriarch |  |   |

### EPIC BATTLES: Win a game under these conditions

Win a game using only two Heroes [with (H)=2; with (H)=3]

→ Ra & Chrono-Ranger vs. Mad Bomber Blade on Mobile Defense Platform (with (H)=2)

→ Expatriette & K.N.Y.F.E. vs. Citizen Dawn in The Block (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

→ Young Legacy's Incap "use a power" enables Tempest defeat of Voss

Mr. Chomps defeats the Villain

### WORLD TRAVELER: Win a game in each Environment

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

### 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

BB/Erm/Fric

BB/Erm/FT

BB/Erm/Pro

BB/Fric/FT

BB/Fric/Pro

BB/FT/Pro

Erm/Fric/FT

Erm/Fric/Pro

Erm/FT/Pro

Fric/FT/Pro

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

BB/Erm/Fric/FT

BB/Erm/Fric/Pro

BB/Erm/FT/Pro

BB/Fric/FT/Pro

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

### Mini-Expansion Challenge #1

Haka and team defeats Ambuscade

### available Heros:

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

**\*\*Expatriette\*\***

**\*\*Omnitron X\*\***

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

### Rook City Expansion Challenges

Mr. Fixer and team defeats The Chairman

Mr. Fixer, Expatriette

Tachyon and team defeats The Matriarch

**\*\*Chrono-Ranger\*\*** and team defeats Plague Rat

**\*\*Chrono-Ranger\*\***

Wraith and team defeats Spite

team defeats Agent of Gloom Spite

victory in the Pike Industrial Complex

victory in Rook City

### Infernal Relics Expansion Challenges

Argent Adept and team defeats Akash'Bhuta

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

Fanatic and team defeat Apostate

Ra and team defeat The Ennead in the Tomb of Anubis

(Exception to the Environment Rules)

Nightmist and team defeat Gloomweaver

team defeats Skinwalker Gloomweaver

victory in the Realm of Discord

### Mini-Expansion Challenge #2

**\*\*Parse\*\*** and team defeats Miss Information

**\*\*Parse\*\***

### Shattered Timelines Expansion Challenges

Visionary and team defeats The Dreamer

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

any team defeats Iron Legacy

**\*\*Setback\*\*** and team defeats Kismet

**\*\*Setback\*\***

**\*\*The Sentinels\*\*** and team defeats La Capitan

**\*\*The Sentinels\*\***

victory at The Block with **\*\*K.N.Y.F.E.\*\*** on the team

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

victory in The Final Wasteland (ST-related Mini-Expansion)

victory in Silver Gulch, 1883 (ST-related Mini-Expansion)

victory during the Time Cataclysm

## 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 Redeemer Fanatic Promotional card is available, but I am holding off completing that Challenge until I own a copy of it.
- (3) The Prime Wardens can not be played as a team until Captain Cosmic is released.
- (4) 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)

Damage	Hero	Method
33	Unity	Bots with Buffs (Champion Bot Buff + Environmental Buff)
22	Expatriette	Unload (with buffs)
22	K.N.Y.F.E.	Awesome card combo for 17, plus Power for 5
16	Tempest	ongoing (1), one-shot (5), power (1); each with ongoing buff (+2) and Nemesis buff (+1)
15	Tachyon	12hp Lightspeed Barrage (with buffs)
14	Fanatic	base power (with +6 from a massive Parse discard buff)
13	Mr. Chomps	10 Bots in play, +1 on his card, +1 from Champion Bot, +1 from Environment card (part of Unity's 33 point turn)
11	Absolute Zero	self-damaging Card combo

## SOLO RUN AGAINST SCOTT'S CHALLENGE:

*For my solo version of Scott's Sentinels Storyline Challenge, Heroes who are Incapacitated are no longer available in future games. However, if a Hero's Nemesis has not yet been defeated, the Hero returns to availability for that battle; if victorious, the Hero remains available; if defeated the solo Challenge must be restarted. Promos become available as follows: Young Legacy and Rook City Wraith are available once the Base Set Challenges are completed; Beard Ra is available AFTER the defeat of the Ennead; Redeemer Fanatic is available AFTER the defeat of Apostate; Dark Visionary is available JUST BEFORE the battle against The Dreamer; all others become available as soon as the Parse vs Miss Information Challenge is completed (as this is the final trigger of the Shattered Timelines storyline).*

**1) Freedom Five defeats Baron Blade; Absolute Zero incapped.**

CHAPTER ONE

Worldwide, an apparent shooting star was remarked upon by several astronomical facilities for its brightness relative to its size. A small tsunami was recorded as a result of its crash, suggesting that the meteorite was of substantial size. Chelyabinsk-style video footage wasn't available, but some effort was made to track the impact site to a small island in tropical parts of the south Pacific.

A sentient computer facility in the central United States completed its calculation first, and sent a small number of unmanned drones to investigate. However, the distance involved put it arriving there slightly behind a former agent dispatched by FILTER to find out what had happened. Archaeologist Blake Washington happened to be there, and the commotion interrupted his exploration.....

Heroes: KNYFE, Ra, Tempest

Villain: Omnitron

Environment: Insula Primalis

Report: Whether the heroes won, and remaining HP totals of any survivors, and how many rounds the game lasted.

Report results by 6 AM CDT on Monday, 3/10/2014

RESULTS: Won in 9 rounds; Heroes @ 3,4,1 HP; in round 7 KNYFE did 22 damage

CHAPTER TWO (PART A)

As the alien, the commando, and the archaeologist ran pell-mell from the ferocious predator, a small explosion went off nearby. Feeling a breeze brush their faces as they headed for the shore and Dr. Washington's camp, they suddenly saw a figure in a white suit just ahead of them.

"Whatwasthatexplosioncouldyoutellohmygodisthatanactualdinosaurohbythewayhaveanyofyouseenameteoritearoundhereabout15feetacrossorso?" Another explosion sends them continuing toward the shore where a caped man touches down. The white-suited figure that had been just in front of them spews "HiPaulgladyoucouldjoinusdoyouknowwhatthoseexplosionsjustwereandbecarefullthinkthere'saTRexrightbehindus."

The alien figure finally got a word in edgewise. "I believe the remains of my craft are underwater about 2% of your planet's circumference offshore. I would appreciate your assistance in attempting to salvage them so that I may relay word of impending danger."

Heroes: Tachyon, K.N.Y.F.E., Ra, Tempest, Legacy

Villain: Ambuscade

Environment: Ruins of Atlantis

Special: When revealing cards from Ambuscade's deck at the start of the game, leave any Trap cards revealed face-up when they are shuffled back into Ambuscade's deck. Note how many trap cards were revealed in this manner.K.N.Y.F.E. starts at 11hp, Ra as 13hp, and Tempest at 8hp. Tachyon must act first. Legacy must act last.

Report: Whether the heroes won, and remaining HP totals of any survivors, and how many rounds the game lasted. Also, the number of initial face-up Traps and how many of these were triggered.

RESULTS: Won in 4 rounds; Heroes @ 14,2,11,INC,5 HP; 1 initially set trap; no traps triggered

## CHAPTER TWO (PART B)

"Ms. Howell, thanks for coming by. We're happy to compare notes with RevoCorp on the probably trajectory of the meteorite as long as it doesn't violate any security clearances that we have in place. Aminia seems to think your credentials are in order. Should we ask Aminia for anything while we wait for Lt. Vance and the Wraith?" Devra Caspit was pleasant to the visiting dignitary, although she wasn't quite sure she saw the point in allowing a company that was at least on the gray side of things access to more information that it has acquired on its own. However, her objections had been overruled by Dr. Stinson & the Wraith, so that was that. Lt. Vance got to hang around the briefing because statistically the thing would have landed underwater, and the Bunker suit made him the only real logical candidate for trying to retrieve it.

While they waited, they engaged in some idle pleasantries, which culminated in Kim Howell's asking how long their secretary had been working for them just before Aminia rang up with a phone call regarding something that needed immediate attention... and it was just downstairs.

Heroes: Parse, Unity, Bunker, Wraith

Villain: Miss Information

Environment: Freedom Tower

Special: "The Front Desk" begins in play.

Report: Whether the heroes won, and remaining HP totals of any survivors, and how many rounds the game lasted. Also, what was the greatest number of Distractions that Miss Information had in play.

RESULTS: Lost (badly) in 9 rounds (7 MI flipped; 8 two Heroes INC; 9 two Heroes INC); max Distractions 2

## CHAPTER 3 (PART A)

The tumultuous events on Insula Primalis left FILTER in "possession" of a new captive - one who was not at all happy to be there. He kept insisting on speaking to the person in charge, claiming that he had news of a dire threat indeed. It didn't help his cause that at around the same time, a superhuman had been captured on the island while tracking down the new captive and trying to rein in Agent Huntley. A third party was not happy about the superhuman capture, and she did not hesitate to show it.

Heroes: Tempest, Chrono-Ranger, and Setback

Villain: Citizen Dawn. Special: Citizen Anvil must be one of the citizens in the initial draw. (He's the one who was captured by accident.)

Environment: The Block. If Warden Hoefle is ever reduced to 0 hit points or lower, the Heroes lose.

Questions to answer:

- Who won? How many remaining HP for any surviving targets?
- Which Citizens besides Anvil were in the initial draw?

RESULTS: ...



## CHAPTER 3 (PART B)

"OK, gang... we have a problem here. According to Ms. Howell, Aminia was directly responsible for everything that just happened in Freedom Tower, and she got away. So, not only do we have to clean up the mess she's made here, but we need to find her. On top of that, the police scanners in Megalopolis are going haywire with all the activity - more of Aminia's doing, I suspect. Any questions?"

**Heroes:** The Wraith, Haka, Absolute Zero

**Villains:** The Vengeance 3 (Baron Blade, Ermine, and Friction (in that order))

**Environment:** Megalopolis

No special rules here - it's going to be crazy enough as it is.

Questions to answer:

- Who wins?
- How many HP left for any targets in play?
- Which nemeses came into the game?

RESULTS: ...

