MARVEL CHAMPIONS
THE CARD GAME

THE WRECKING CREW
Scenario Pack

The Wrecking Crew Scenario Pack is an expansion for *Marvel Champions: The Card Game*. It contains one scenario, *Breakout*, which features four villains with four corresponding encounter decks. Defeat all four members of The Wrecking Crew to win the game!

EXPANSION SYMBOL

The cards in this expansion can be identified by this symbol before each card's collector number.

S.H.I.E.L.D. BRIEFING

Hello, heroes.

There has been a riot at Ryker's Island penitentiary. The prisoners are loose and attempting escape. Among them are The Wrecking Crew. They broke free of their power-inhibitors and overpowered the guards. We need you to intervene!

ADDITIONAL SETUP

Prepare Villains and Dials

After placing the main scheme, add all 4 villains (Wrecker, Thunderball, Piledriver, and Bulldozer) to the play area. Use version A for standard mode, or version B for expert mode. Give each villain a hit point dial and set it to their starting hit points. If you do not have enough hit point dials, you can use dice, counters, pen and paper, or some other method to track each villain's hit points.

Add Side Schemes

Add the following side schemes to the play area: *Day of Reckoning*, *Thunderstruck*, *Pile It On!*, and *Clear the Road*. Place each side scheme directly above its corresponding villain, as identified in the side scheme's text box (such as "**Thunderball's Side Scheme**").

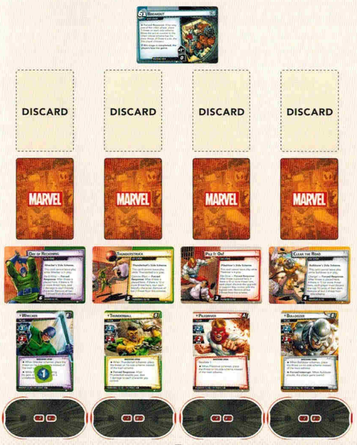
Prepare Encounter Decks

Each villain in *The Wrecking Crew* has its own encounter deck of 15 cards, identified by the villain's name in the bottom-left corner of each card. Find the cards for Wrecker, shuffle them, place this deck above Wrecker and his side scheme, and leave additional space for his discard pile. Repeat this process for the other three villains.

***Note**: Nemesis cards and obligations are not used when playing this scenario.*

The Final Layout

After setup is complete, there should be 1 main scheme in play, plus 4 villains—each with their corresponding side scheme, encounter deck, and discard pile. Wrecker should have the active villain counter *(see page 6)*.



NEW RULES

The Active Villain

There are 4 villains in play at the beginning of the scenario, but only the active villain will activate during the villain phase. The active villain is the villain with the active counter *(all-purpose counter)*. The active counter is placed and/or moved by card effects. *The Breakout 1A* instructs players to give Wrecker the active counter during setup.

Any card effect that refers to "the villain" only refers to the active villain. Any card that refers to "the encounter deck" only refers to the active villain's deck. When the villain is dealt a boost card, it is dealt from the active villain's deck. When a player is dealt an encounter card, it is dealt from the active villain's deck.

When the active villain is defeated, move the active counter to the villain whose side scheme has the most threat. (In case of a tie, the first player decides.)

***Note**: Players may attack any villain or thwart any scheme regardless of which villain is the active villain.*

Multiple Villains and Encounter Decks

When an encounter card leaves play, it is placed in the discard pile of its corresponding encounter deck.

When a villain's encounter deck is empty, shuffle its discard pile back into its encounter deck and place an acceleration token on the main scheme (per the normal rules of the game).

When a villain is defeated, their side scheme is also removed from the game. Any encounter cards from that villain's deck that are in play remain in play. **If the players defeat all 4 villains, they win the game!**

SIGNATURE SIDE SCHEMES

Each of the four villains in *The Wrecking Crew* has its own side scheme with the same line of text: "This card cannot leave play while [its corresponding villain] is in play." These side schemes are not discarded when they have no threat on them. Instead, these side schemes are removed from the game when their corresponding villain is defeated.

ADJUSTABLE DIFFICULTY

The Wrecking Crew does not use other encounter sets, but it can be played at varying levels of difficulty.

To play in standard mode, put each version-A villain into play during setup. To play in expert mode, put each version-B villain into play during setup instead. Players can also customize the difficulty by placing some version-A and some version-B villains during setup.

For an extreme challenge, start with each version-A villain in play and put each villain's version B under it. When the version A of a villain is defeated, its version B enters play, and the game is won only after all version-B villains are defeated.