



**MARVEL**

**CHAMPIONS**

THE CARD GAME

THE  
**GALAXY'S  
MOST WANTED**

**RULEBOOK**

# THE GALAXY'S MOST WANTED

"Groot says this weird plant thing doesn't know where the Stone is, but it knows we're not the only ones looking." —Rocket Raccoon

Welcome to *The Galaxy's Most Wanted*! This campaign expansion comes with five new scenarios that tell a tale of the struggle for the Power Stone, as well as two new heroes who protect the galaxy... and try to make some extra units while doing so.

## VILLAIN CARDS

Each of the five scenarios in this expansion features a diabolical villain: Drang of the Brotherhood of Badoon, the Collector (featured in two separate scenarios), Nebula, and Ronan the Accuser. Each scenario has its own page in this rulebook.



## IDENTITY CARDS

Two pre-built player decks introduce two new heroes: Groot and Rocket Raccoon. See page 20 for their decklists.

## COMPONENTS

- ▶ 265 cards, consisting of 111 player cards, 14 villain cards, and 140 encounter cards

## SET SYMBOL

Cards from *The Galaxy's Most Wanted* expansion can be identified by this set symbol:



## IMPORTANT KEYWORDS

*\* Keywords new to this expansion.*

### Hinder X \*

When a card with the hinder X keyword is revealed, place X threat on that card.

### Incite X

When a card with the incite X keyword is revealed, place X threat on the main scheme.

### Patrol \*

While any minions with the patrol keyword are engaged with a player, that player cannot thwart the main scheme.

### Permanent

A card with the permanent keyword cannot leave play.

### Piercing

An attack with the piercing keyword discards any tough status cards from the target of the attack before dealing damage.

### Ranged

An attack with the ranged keyword ignores the retaliate keyword.

### Setup

A card with the setup keyword begins the game in play.

### Stalwart \*

A character that has the stalwart keyword cannot be stunned or confused.

### Team-Up

The team-up keyword names two characters. To include a card with the team-up keyword in your deck, your chosen identity must match one of the named characters. Additionally, a card with the team-up keyword cannot be played unless both of the named characters (hero or ally) are in play.

### Villainous \*

When a minion with the villainous keyword activates, give it a facedown boost card from the top of the encounter deck. When you resolve that minion's activation, turn the boost card faceup and apply its boost icons to the minion's stats for this activation. If the boost card has a boost ability, resolve its effects. Discard the boost card after the activation.

### Victory X \*

When a card with the victory X keyword is defeated, place it in the victory display instead of its owner's discard pile.

## VICTORY DISPLAY (NEW)

The victory display is an out-of-play game area shared by all players. Cards in the victory display follow the standard rules for out-of-play cards.

## AMPLIFY ICON (NEW)

The amplify icon increases the number of boost icons on boost cards. When a boost card is turned faceup **during an enemy activation**, add one additional boost icon to that card for each amplify icon in play.



## NEW MODE OF PLAY

Each of the scenarios in this expansion can be played individually as standalone adventures or as part of one epic campaign.

## CAMPAIGN MODE RULES

Campaign mode combines all five scenarios in *The Galaxy's Most Wanted* expansion into an epic experience where the outcome of each game impacts the next scenario. To complete the campaign, the players must win all five scenarios in numerical order, starting with scenario #1 (*Brotherhood of Badoon*) and ending with scenario #5 (*Ronan the Accuser*).

To begin a campaign, the players start by choosing their heroes. Each player must use their chosen identity for the entire campaign, but they are free to change aspects and alter the contents of their deck following the deck customization rules in the *Marvel Champions* Rules Reference between scenarios.

To play a scenario in campaign mode, set up the scenario as per the normal rules of the game. Then, follow that scenario's Setup instructions as listed below in its scenario section.

When the game ends, if the players won, follow the Victory instructions at the end of that scenario's section. If the players lost, they may reset the scenario and try again with no penalty.

## CAMPAIGN LOG

The campaign log found on pages 22 and 23 of this rulebook tracks the progress of the entire campaign. At the end of each scenario, the players record their results by entering the required information in the campaign log.

A printable copy of the campaign log may be found on our support page at:

[www.fantasyflightgames.com/marvel-champions](http://www.fantasyflightgames.com/marvel-champions)

## CAMPAIGN-SPECIFIC CARDS

During a campaign, campaign-specific cards may be added to encounter decks and player decks. These cards cannot be included in a deck unless players are playing *The Galaxy's Most Wanted* campaign.

Cards #150–177 are the campaign-specific player cards in *The Galaxy's Most Wanted* campaign and belong to the "Campaign – The Market" deckbuilding classification. Between each scenario of the campaign, players can spend "units" they earn to buy cards from The Market. Rules for units and how to spend them are found on the next page.



Cards #178–187 are campaign-specific encounter cards in *The Galaxy's Most Wanted* campaign and belong to the "Campaign – Challenge" and "Badoon Headhunter" modular encounter sets. Setup instructions for each scenario may direct players to include cards from these sets in the scenario.



## UNITS AND THE MARKET

*Units are the currency used by the Guardians of the Galaxy. While not strictly the reason the Guardians do what they do, it never hurts to turn a profit, and they're always looking for the opportunity.*

Between scenarios, players can spend the units recorded in their campaign log to add cards from The Market to their deck. Cards that can be bought this way belong to the "Campaign - The Market" deckbuilding classification and have the text "Unit Cost X" in their text box.

To add a card from The Market to your deck:

1. Choose a card with a Unit Cost value that is equal to or less than the number of units recorded in your "Unspent Units" box in the campaign log.
  - ▶ For example, if you have 4 units recorded in your Unspent Units box, you can choose a card that has a Unit Cost of 1, 2, 3, or 4, but you cannot choose a card that has a Unit Cost of 5, 6, or 7.
2. Subtract that card's Unit Cost value from the value recorded in your "Unspent Units" box, then add that card to your deck.
  - ▶ For example, if you choose a card with a Unit Cost of 3, this value will be subtracted from the 4 units in your Unspent Units box, leaving you with 1 unit remaining.
3. Write that card's title in your player column of the "Market Cards in Player's Deck" section of the campaign log.
4. You may repeat this process as many times as you wish (until you have no units remaining).

Cards added to a player's deck this way must be included in that player's deck for the rest of the campaign and do not count toward that player's minimum or maximum deck size.

Only one copy of each card from The Market can be used during a campaign for the players as a group.

## EXPERT CAMPAIGN

For players who want a more challenging campaign experience, *The Galaxy's Most Wanted* expansion comes with everything you need to play an expert campaign.

- ▶ Some Setup and Victory instructions are preceded by **Expert Campaign Only**. Ignore these instructions unless you are playing an expert campaign.

## PERSISTENT DAMAGE

While playing *The Galaxy's Most Wanted* campaign at the expert level, each player must record their remaining hit points in the campaign log after they win a game. This determines each player's starting hit points for the next scenario.

- ▶ If a player's remaining hit point value is greater than their base hit point value, record their base hit points in the campaign log instead.

The Setup instructions for each of the last four scenarios offer players the opportunity to heal their identity to its printed hit point value by subtracting units from their respective "Unspent Units" box in the campaign log.

## ELIMINATION AND VICTORY

In an expert campaign, if a player is defeated during a scenario that their teammates go on to win, the defeated player does not participate in the Victory steps of that scenario. However, that player can rejoin their teammates for the next scenario, healing their identity to its printed hit point value.

## DECK CUSTOMIZATION RESTRICTIONS

Once a player starts an expert campaign, they cannot add, remove, or change the aspect and/or basic cards in their deck (following the deck customization rules) for the remainder of the campaign. However, campaign-specific cards can be added to their deck as per the campaign rules.

ALPHA FLIGHT STATION,  
EARTH'S ORBIT.

COMMANDER,  
WE'RE UNDER  
ATTACK BY THE  
BADOON!

WE'RE  
SUSTAINING  
HEAVY FIRE.

DIVERT  
EMERGENCY  
POWER TO THE  
SHIELDS. I'M  
HEADED OUT.

THERE'S TOO  
MANY OF THEM.  
SEND THE DISTRESS  
SIGNAL.

CHOOOM

CHOOOM



ALPHA-FLIGHT,  
THIS IS STAR-LORD.  
THE GUARDIANS  
OF THE GALAXY  
ARE HERE TO HELP.

WE BETTER  
GET PAID FOR  
THIS, QUILL!

I AM  
GROOT!

## SCENARIO #1 - BROTHERHOOD OF BADOON

*The Brotherhood of Badoon has mounted a surprise attack against Earth! You and the other Guardians of the Galaxy rush to Earth's aid, teaming up with the mighty Avengers in the process to beat back the Badoon. However, the Brotherhood of Badoon's leader, Drang, is a skilled tactician with a fleet of powerful ships and an overwhelming number of soldiers at his side. This won't be an easy fight.*

**Villain Deck:** Drang (I), Drang (II)

*Remove Drang (I) and add Drang (III) for expert mode.*

**Main Scheme Deck:** Terrestrial Invasion (1A/1B), Protect the Planet (2A/2B)

**Encounter Deck:** Brotherhood of Badoon, Band of Badoon, Ship Command, and Standard encounter sets. *(The Standard set can be found in the Marvel Champions core set.)*

*The Band of Badoon modular set can be removed from this scenario and/or added to other scenarios when using scenario customization rules.*

## CAMPAIGN INSTRUCTIONS

### SETUP:

- ▶ Each player records their identity in the campaign log found on pages 22 and 23 of this rulebook. *(Players cannot switch identities during a campaign.)*
- ▶ Reveal the Badoon Blitz (☛178A) side scheme (use the reverse side for expert mode).
- ▶ Shuffle the Badoon Headhunter (☛183) minion into the encounter deck.
- ▶ **Expert Campaign Only:** In player order, each player must discard cards from the top of the encounter deck until they discard a minion, then put that minion into play engaged with them.

### VICTORY:

In the campaign log:

- ▶ Record units in each player's respective "Unspent Units" box:
- ▶ Record 1 unit for each player.
- ▶ Record a number of units for each player (to a maximum of 3 units) equal to the victory values on encounter cards in the victory display.
- ▶ Record 1 unit for each player if there are no minions in play.
- ▶ Record 1 unit for each player if the main scheme is on stage 1B (Terrestrial Invasion).
- ▶ If Badoon Headhunter is in the victory display, mark the box beside "Scenario #1 - Brotherhood of Badoon" in the "Headhunter Defeated?" section.
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points.



THE COLLECTOR'S SHIP,  
ORBITING AN ALIEN WORLD.

THE BADOON WERE SENT  
TO EARTH BY THE  
COLLECTOR TO CAPTURE  
THE REALITY STONE.

HE WANTS TO COLLECT  
ALL THE INFINITY STONES,  
AND HE ALREADY HAS  
THE POWER STONE.

THAT  
**WACKO** HAS  
AN INFINITY  
STONE?!

WE'RE  
APPROACHING HIS  
SHIP IN STEALTH  
MODE NOW.

OKAY TEAM,  
HERE'S THE PLAN:  
WE GET THE STONE AND  
GET OUT BEFORE  
ANYBODY EVEN KNOWS  
WE WERE HERE.

I AM  
GROOT!



RIGHT,  
NEW PLAN:  
FIGHT OUR WAY  
OUT!

HAHA!  
YES!

## SCENARIO #2 - INFILTRATE THE MUSEUM

*Though the Badoon were formidable, the teamwork and coordination between the Avengers and Guardians was enough to quell Drang's onslaught. After the battle, Gamora is able to extract critical information from Drang about why they attacked Earth by using a few... persuasive... interrogation techniques.*

*As it turns out, Taneleer Tivan—better known as the Collector—heard about the Reality Stone on Earth. Already having the Power Stone in his possession, and always looking to expand his collection, he hired the Badoon to steal Earth's Stone. Deciding it best if the Collector has no Stones at all, you set out toward his museum.*

**Villain Deck:** Collector (I), Collector (II)

*Remove Collector (I) and add Collector (III) for expert mode.*

**Main Scheme Deck:** The Grand Collection (1A/1B)

**Encounter Deck:** Infiltrate the Museum, Galactic Artifacts, Menagerie Medley, and Standard encounter sets.

*The Menagerie Medley modular set can be removed from this scenario and/or added to other scenarios when using scenario customization rules.*

## THE COLLECTION

Throughout the course of the Infiltrate the Museum scenario, cards may be added to "The Collection". The Collection is an out-of-play game area shared by all players and specific to this scenario. Cards in The Collection follow the standard rules for out-of-play cards.

When creating space for The Collection area, ensure that The Collection is easily visible and reachable for all players, as each player may have to interact with The Collection at multiple points during the scenario.

## CAMPAIGN INSTRUCTIONS

### SETUP:

- ▶ Reveal the Gallery of Splendor (🌀179A) side scheme (use the reverse side for expert mode).
- ▶ Shuffle the Badoon Headhunter (🌀183) minion into the encounter deck. Then, if there is at least 1 mark in the "Headhunter Defeated?" section of the campaign log, shuffle the On the Hunt (🌀184) treachery (from the Badoon Headhunter modular set) into the encounter deck.
- ▶ **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may subtract 1 unit from their respective "Unspent Units" box in the campaign log to heal their identity to its printed hit point value.
- ▶ **Expert Campaign Only:** In player order, each player must choose 1 card from their hand and put it faceup into The Collection.

### VICTORY:

In the campaign log:

- ▶ Record units in each player's respective "Unspent Units" box (*add these to units you already have*):
  - ▶ Record 1 unit for each player.
  - ▶ Record a number of units for each player (to a maximum of 3 units) equal to the victory values on encounter cards in the victory display.
  - ▶ Record 1 unit for each player if there are 1♠ or fewer cards in The Collection.
  - ▶ Record 1 unit for each player if there is no threat on the main scheme.
- ▶ In the "Cards in The Collection" section, record the title of each player card in The Collection.
- ▶ If Badoon Headhunter is in the victory display, mark the box beside "Scenario #2 - Infiltrate the Museum" in the "Headhunter Defeated?" section.
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points.

THE COLLECTOR'S MUSEUM.

WAS GETTING CAPTURED PART OF YOUR PLAN, QUILL?

AS LONG AS WE ESCAPE WITH THE POWER STONE, YEAH.

YOU CAME TO STEAL FROM ME, BUT END UP PART OF MY COLLECTION. HOW DELIGHTFUL! YOU MUST KNOW THE STONE WOULD BE...

MY LORD, THE POWER STONE HAS BEEN STOLEN!

FAZZEEEEEW

WHO CUT THE POWER? GET IT BACK!

SEE? EVERYTHING ACCORDING TO PLAN!

DUMB LUCK IS NOT A PLAN, QUILL.

## SCENARIO #3 - ESCAPE THE MUSEUM

*So... things didn't go as planned. The good: you broke into the Collector's museum; you beat the Collector; you know the Power Stone was here. The bad: an alarm went off as soon as you arrived, alerting the Collector to your presence; after you beat the Collector, he used his Elder God magic to trap you in his collection; also, someone else seems to have stolen the Power Stone.*

*Kind of a mixed bag here. On the bright side, whoever took the Power Stone cut the museum's power as a distraction, giving you enough time to get out of captivity. Maybe, just maybe, you can leverage this luck and escape the museum before the Collector realizes what's going on.*

**Villain Deck:** Collector (A1)

*Remove Collector (A1) and add Collector (B1) for expert mode.*

**Main Scheme Deck:** The Missing Milano (1A/1B), Lost in the Museum (2A/2B), The Great Escape (3A/3B)

**Encounter Deck:** Escape the Museum, Galactic Artifacts, Menagerie Medley, Ship Command, and Standard encounter sets.

*The Menagerie Medley modular set can be removed from this scenario and/or added to other scenarios when using scenario customization rules.*

### INFINITE HIT POINTS (NEW)

In this scenario, the villain has infinite hit points (∞). A character with infinite hit points cannot be defeated by taking damage. However, damage may still be dealt to that character through attacks and card abilities.

### CAMPAIGN INSTRUCTIONS

#### SETUP:

- Reveal the "There Is No Escape" (🌟180A) side scheme (use the reverse side for expert mode).

- Each player must search their deck, discard pile, and hand for each of their cards recorded in the "Cards in The Collection" section of the campaign log, then remove those cards from the game. Each player draws up to their hand size.
- Shuffle the Badoon Headhunter (🌟183) minion into the encounter deck. Then, if the number of marks in the "Headhunter Defeated?" section of the campaign log is equal to or greater than:
  - (1) Shuffle the On the Hunt (🌟184) treachery into the encounter deck.
  - (2) Shuffle the Dead to Rights (🌟185) treachery into the encounter deck.

- **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- **Expert Campaign Only:** Each player may subtract 1 unit from their respective "Unspent Units" box in the campaign log to heal their identity to its printed hit point value.
- **Expert Campaign Only:** In player order, each player must discard cards from the top of the encounter deck until they discard an attachment, then reveal that card.

### VICTORY:

In the campaign log:

- Record units in each player's respective "Unspent Units" box (*add these to units you already have*):
  - Record 1 unit for each player.
  - Record a number of units for each player (to a maximum of 3 units) equal to the victory values on encounter cards in the victory display.
  - For every 2 Galactic Artifacts side schemes in the victory display, record 1 unit for each player.
- Record the title of each Galactic Artifacts side scheme in the victory display.
- If Badoon Headhunter is in the victory display, mark the box beside "Scenario #3 - Escape the Museum" in the "Headhunter Defeated?" section.
- **Expert Campaign Only:** Record each identity's remaining hit points.

DEEPER SPACE,  
NEBULA'S SHIP.

SET COURSE  
FOR KNOWHERE.  
OUR BUYER IS  
EXPECTING US  
THERE.



AFTER WE  
SELL THE STONE,  
WE'LL HAVE ENOUGH  
CREDITS TO...



WE'RE  
BEING SHOT  
AT!



SURPRISE,  
FLARKNARDS!

ZZAT

ZZAT

PRAP

PRAP

PRAP

## SCENARIO #4 - NEBULA

*As you get out of range of the museum, the Milano's sensors pick up another speeding ship within your vicinity. Assuming it must be the thief who stole the Stone, you crank up the hyper thrusters and ride the ship's tail. When you get close, you realize you're chasing Nebula, daughter of Thanos, and Gamora's dear sister.*

*It would be best if she didn't have the Power Stone, either.*

**Villain Deck:** Nebula (I), Nebula (II)

*Remove Nebula (I) and add Nebula (III) for expert mode.*

**Main Scheme Deck:** The Art of Evasion (1A/1B), Warp Drive Initiated (2A/2B)

**Encounter Deck:** Nebula, Power Stone, Ship Command, Space Pirates, and Standard encounter sets.

*The Space Pirates modular set can be removed from this scenario and/or added to other scenarios when using scenario customization rules.*

## CAMPAIGN INSTRUCTIONS

### SETUP:

- ▶ Reveal the Guerrilla Tactics (☛181A) side scheme (use the reverse side for expert mode).
- ▶ Shuffle each Galactic Artifacts side scheme recorded in the "Galactic Artifacts Side Schemes in the Victory Display" section of the campaign log into the encounter deck. Perform the following for each specified side scheme shuffled in this way:
  - ▶ **Hujadarian Monarch Egg:** Place 1 evasion counter on Nebula's Ship.
  - ▶ **Magical Teapot:** Deal the first player 1 facedown encounter card.
  - ▶ **Philosopher's Stone:** Give Nebula 1 facedown boost card.
  - ▶ **Crystal Ball:** Give Nebula a tough status card.
- ▶ Shuffle the Badoon Headhunter (☛183) minion into the encounter deck. Then, if the number of marks in the "Headhunter Defeated?" section of the campaign log is equal to or greater than:
  - ▶ (1) Shuffle the On the Hunt (☛184) treachery into the encounter deck.
  - ▶ (2) Shuffle the Dead to Rights (☛185) treachery into the encounter deck.
  - ▶ (3) Shuffle the Headhunter's Henchman (☛186) minion into the encounter deck.
- ▶ **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may subtract 1 unit from their respective "Unspent Units" box in the campaign log to heal their identity to its printed hit point value.
- ▶ **Expert Campaign Only:** Discard cards from the top of the encounter deck until a **TECHNIQUE** attachment is discarded this way, then attach that card to Nebula.

## VICTORY:

In the campaign log:

- ▶ Record units in each player's respective "Unspent Units" box (*add these to units you already have*):
  - ▶ Record 1 unit for each player.
  - ▶ Record a number of units for each player (to a maximum of 3 units) equal to the victory values on encounter cards in the victory display.
  - ▶ Record 1 unit for each player if there are 1 or fewer evasion counters on the Nebula's Ship environment.
  - ▶ Record 1 unit for each player if the main scheme is on stage 1B (The Art of Evasion).
- ▶ If Badoon Headhunter is in the victory display, mark the box beside "Scenario #4 - Nebula" in the "Headhunter Defeated?" section.
- ▶ If the Power Stone is attached to an identity, record that identity's name in the "Power Stone Control" section.
- ▶ Record the number of evasion counters on Nebula's Ship in the "Evasion Counters" section.
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points.





YOU WERE THE ONE WHO SET OFF THE ALARM ON THE COLLECTOR'S SHIP.

I NEEDED A DISTRACTION TO REACH THE COLLECTOR'S VAULT.

WHAT DO WE DO WITH THE STONE?

LATER, ABOARD THE MILANO.



I AM GROOT!

I AGREE. WE COULD USE THE MONEY.

NO, GUYS! WE CAN'T JUST SELL IT.

I CONTACTED COSMO. HE SAYS IF WE BRING THE STONE TO HIM ON KNOWHERE, HE CAN KEEP IT SAFE.







WHAT  
THE **FLARK**  
IS THAT?!

IT'S RONAN.

GUARDIANS,  
YOU STAND ACCUSED  
OF STEALING AN  
INFINITY STONE. GIVE  
IT TO ME OR DIE.

## SCENARIO #5 - RONAN THE ACCUSER

*With a sigh of relief, you kick back in your pilot seat and set course for Knowhere. You have the Power Stone and you've captured Nebula. After a discussion with the other Guardians, you decide it best to hand both over to the authorities... because it's the right thing to do.*

*The reward money may also be an incentive.*

*As Knowhere comes into sight, a massive Kree warship suddenly drops out of hyperspace in front of you, intercepting your course. Ronan the Accuser. He sends a brief transmission through your comms relay—something about standing accused? Yeah, that seems appropriate.*

*Then, he attacks.*

**Villain Deck:** Ronan the Accuser (I), Ronan the Accuser (II)  
Remove Ronan the Accuser (I) and add Ronan the Accuser (III) for expert mode.

**Main Scheme Deck:** Interception Imminent (1A/1B),  
"Take What Is Mine" (2A/2B)

**Encounter Deck:** Ronan the Accuser, Kree Militants,  
Power Stone, Ship Command, and Standard encounter sets.

*The Kree Militants modular set can be removed from this scenario and/or added to other scenarios when using scenario customization rules.*

## CAMPAIGN INSTRUCTIONS

### SETUP:

- Reveal the Kree Supremacy (☛182A) side scheme (use the reverse side for expert mode).
- If a player's identity was recorded in the "Power Stone Control" section of the campaign log, search the encounter deck and discard pile for one copy of the "You Stand Accused!" (☛116) treachery, then deal that card to that player as a facedown encounter card.

- Search the encounter deck and discard pile for one copy of the Pincer Maneuver (☛112) side scheme and reveal it. Place X **1** additional threat on Pincer Maneuver, where X is equal to 3 minus the recorded number in the Evasion Counters section of the campaign log. (For example, if 2 evasion counters were recorded in the campaign log, X will be 1, as 3 minus 2 is 1.)
- Shuffle the Badoon Headhunter (☛183) minion into the encounter deck. Then, if the number of marks in the "Headhunter Defeated?" section in the campaign log is equal to or greater than:
  - (1) Shuffle the On the Hunt (☛184) treachery into the encounter deck.
  - (2) Shuffle the Dead to Rights (☛185) treachery into the encounter deck.
  - (3) Shuffle the Headhunter's Henchman (☛186) minion into the encounter deck.
  - (4) Shuffle the Fugitive Recovery (☛187) side scheme into the encounter deck.

- **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- **Expert Campaign Only:** Each player may subtract 1 unit from their respective "Unspent Units" box in the campaign log to heal their identity to its printed hit point value.
- **Expert Campaign Only:** Place an additional **1** threat on the main scheme.
- **Expert Campaign Only:** If the players lose this game, Ronan the Accuser claims the Power Stone and the players lose the campaign.

### VICTORY:

- Ronan the Accuser is defeated and the players win the campaign! Read the conclusion on the next page!

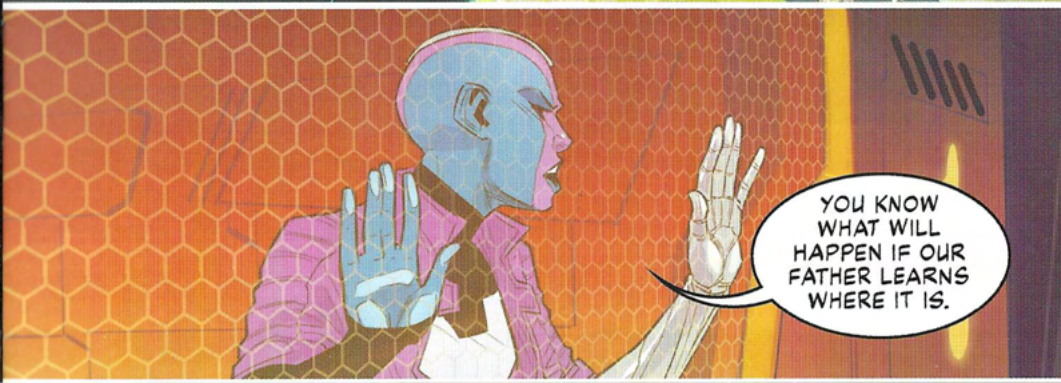
KNOWHERE.

WE WILL BE KEEPING THE STONE IN OUR MOST SECURE VAULT. IT IS BEING SAFE THERE.

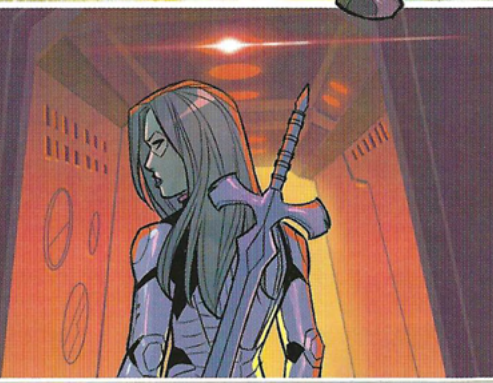
THANK YOU, COSMO. WE HAVE A PRISONER AS WELL.

WHAT WERE YOU THINKING WHEN YOU STOLE THE STONE? YOU KNOW YOU CAN'T JUST SELL SOMETHING LIKE THAT.

I HAD TO TELL MY CREW SOMETHING.



YOU KNOW WHAT WILL HAPPEN IF OUR FATHER LEARNS WHERE IT IS.



## STARTER DECKS

These pre-built decks and character introductions are intended for the player who wants to immediately play the game without customizing their own deck.

### GROOT / PROTECTION

A flora colossus from Planet X, Groot's unique physiology allows him to sprout vines and branches from himself. This process of germination is represented by growth counters, which make Groot more difficult to take down while simultaneously fueling the versatility of his special upgrades. Stay in hero form long term to defend against heavy enemy attacks, or switch between alter-ego and hero form often to grow Groot to gigantic proportions.

With the Protection aspect, be Hard to Ignore by removing threat from the villain's diabolical scheme, use Fighting Fit while at your peak performance to demolish enemies, and stay Dauntless by retaliating against attacks.

**Groot cards:** Fruition x2, "I Am Groot" x2, "I. AM. GROOT!" x2, Root Stomp x3, "We Are Groot", Fertile Ground, Entangling Vines, Lashing Vines, Vine Shield, Vine Spikes

**Protection cards:** Starhawk, Desperate Defense x3, Fighting Fit x3, The Power of Protection x2, Dauntless x3, Hard to Ignore x3, Indomitable x2

**Basic cards:** Rocket Raccoon, Flora and Fauna, Energy, Genius, Strength, Deft Focus x3

**Obligation:** Wilt

**Nemesis set:** Blazing Inferno, Furnax, Fan the Flames x3

### ROCKET RACCOON / AGGRESSION

A cybernetically-enhanced super-genius raccoon with a knack for tactical warfare, Rocket Raccoon excels at scavenging parts and building highly dangerous weaponry. The more weapons Rocket Raccoon has in play, the deadlier he becomes, able to Reload his weapons for maximum mayhem, or keep his weapons charged up by using his handy Battery Pack. And when one of his weapons finally does run dry or he finds a weapon that is more suited to the mission he's on, change to alter-ego form to trade a weapon in for something bigger and better.

Using the Aggression aspect, go Looking for Trouble to hunt down minions, blast them away using a powerful Hand Cannon, and Follow Through with extra excess damage.

**Rocket Raccoon cards:** I've Got a Plan x2, Reload x2, Schadenfreude, Salvage x2, Battery Pack x2, Cybernetic Skeleton, Particle Cannon, Rocket Launcher, Rocket's Pistol x2, Thruster Boots

**Aggression cards:** Bug, Chase Them Down x2, Into the Fray x3, Looking for Trouble x3, Relentless Assault x2, Follow Through x3, Hand Cannon x3

**Basic cards:** Groot, Flora and Fauna, Energy, Genius, Strength, Booster Boots x3

**Obligation:** Crisis on Halfworld

**Nemesis set:** Vendetta, Blackjack O'Hare, Blackjack's Bazooka, Planetary Invasion x2

# FREQUENTLY ASKED QUESTIONS

**Q. Can I play an ally card that shares a title with a hero already in play (such as playing the Groot ally while my friend is playing the Groot hero)?**

A. No. The players as a group are permitted to have only one copy of each unique card (by title) in play.

**Q. How does Groot's Flora Colossus ability work if he takes more damage than he has growth counters?**

A. Groot's Flora Colossus ability will do as much as it can. So, for instance, if Groot has 3 growth counters but takes 5 damage, 3 growth counters will be removed from Groot, preventing 3 of that damage. The remaining 2 damage will then be dealt to Groot's hit points.

**Q. If Groot has a tough status card and takes damage, will growth counters be removed from him?**

A. No. As status card abilities have timing priority over all other conflicting card abilities, the tough status card will prevent the damage before Groot's Flora Colossus ability is able to trigger.

**Q. If the last charge counter is removed from one of Rocket Raccoon's upgrades, is that upgrade discarded?**

A. No. When Rocket Raccoon's upgrades run out of charge counters, they remain in play. This is because Rocket Raccoon's upgrades do not have the "uses" keyword, and that keyword itself is what discards cards that run out of counters.

**Q. If Rocket Raccoon reveals Shadow of the Past, will the amplify icon from the Vendetta side scheme apply to Blackjack O'Hare's quickstrike attack?**

A. No. Each sentence of Shadow of the Past is resolved one at a time, meaning Blackjack O'Hare's quickstrike attack will occur before Vendetta enters play.

**Q. Collector's ability for scenario #2 (Infiltrate the Museum) says "When a card would be placed into a discard pile from play..." Which card types does this apply to?**

A. This applies to all card types that enter play. For encounter cards, this is attachments, environments, minions, obligations, and side schemes. For player cards, this is allies, supports, and upgrades.

**Q. In scenario #2 (Infiltrate the Museum), if a card would be set aside, removed from the game, shuffled into a deck from play, or added to a player's hand from play, will Collector's "Forced Interrupt" ability trigger?**

A. No. Collector's "Forced Interrupt" ability will only trigger if a card in play would be placed specifically into a discard pile. If a card is moved from play to a game area other than a discard pile, Collector's ability will not trigger. Additionally, if a card is moved from one out-of-play area into a discard pile (such as a card being discarded from a player's hand or from the encounter deck), Collector's ability will not trigger.

**Q. In the Ship Command modular set, the treachery cards Blind Side (♣145), Hull Breach (♣146), and Power Drain (♣147) give the player the option to exhaust the Milano. Can the player choose this option if they do not control the Milano?**

A. Yes. Because this effect is an option explicitly given to the player, that player may choose to exhaust the Milano even if they do not control it.

**Q. What happens when a stunned or confused character gains the stalwart keyword?**

A. As the stalwart keyword prevents a character from being in a stunned or confused state, a character that gains stalwart while they are stunned or confused will immediately have all stun and confuse status cards removed from them.

# THE GALAXY'S MOST WANTED

## Player #1's Identity

Remaining  
Hit Points  
(Expert)

Unspent Units

## Player #2's Identity

Remaining  
Hit Points  
(Expert)

Unspent Units

## Market Cards in Player's Deck

May be added between scenarios. See page 5 for details.

## Cards in The Collection

Victory for Scenario #2 - Infiltrate the Museum

## Galactic Artifacts Side Schemes in the Victory Display

Victory for Scenario #3 - Escape the Museum

1

2

3

4

# CAMPAIGN LOG

## PLAYER INFORMATION

### Player #3's Identity

### Player #4's Identity

Remaining  
Hit Points  
(Expert)

Unspent Units

Remaining  
Hit Points  
(Expert)

Unspent Units

### Market Cards in Player's Deck

May be added between scenarios. See page 5 for details.

### Cards in The Collection

Victory for Scenario #2 - Infiltrate the Museum

### Power Stone Control

Victory for Scenario #4 - Nebula

### Headhunter Defeated?

Victory for Scenarios #1 - 4

SCENARIO 1

Brotherhood  
of Badoon



SCENARIO 2

Infiltrate the  
Museum



SCENARIO 3

Escape the  
Museum



SCENARIO 4

Nebula



### Evasion Counters

Victory for Scenario #4 - Nebula

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*To the Marvel Comics artists whose amazing work is featured in this game: Thank you, thank you, thank you.*

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