The Wrecking Crew Scenario Pck 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.

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**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.

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**ADDITIONAL SETUP**

**Prepare Villains and Dials**

After placing the main scenario, add 4 & 4 villains (Wrecker, Thunderbolt, Flexslide, and Bullseye) to the play area.

- The villains appear as normal or in version B as expert mode. Give each villain a hit point d6 and set it to their starting hit points. If you do not have one, you can use dice, counters, pen, and paper, or some other method to track each villain's hit points.

**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 the deck above Wrecker and his side scheme, and leave additional space for his discard pile. Repeat this process for the other villains.

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

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**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 in expert mode, or version B expert mode, and is moved by card effects. The Breakout A restricts players to play only the active villain's encounter deck.

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. The villain is the active villain in expert mode or version B as expert mode.

When a villain 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 it in the discard area (on the main scheme or the normal rule of the game).

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**Add Side Schemes**

Add the following side schemes to the play area:

- One of Medicator, Thunderbolt, Pile 8, and Clear the Roof. Place each side scheme directly above its corresponding villain, as identified in the side scheme's text box such as "Thunderbolt's Side Scheme".

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**The Final Layout**

After setup is complete, there should be 1 main scheme in play, 1 version A villain, 4(side) schemes with their corresponding side scheme, encounter deck, and discard pile. Wrecker should have the active villain counter at page 6.

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**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!**

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**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 cannot be thwarted on them. Instead, these side schemes are removed from the game when their corresponding villain is defeated.

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**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 modes, put one version-A villain into play during setup. To play in expert mode, put one version-A villain into play during setup instead. Players can use only one version-A villain in play at a time. The version-B villain is not used 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.