

# MARVEL

## CHAMPIONS

THE CARD GAME

# THE HOOD

Scenario Pack

*The Hood* Scenario Pack is an expansion for *Marvel Champions: The Card Game*. It contains one scenario, nine modular encounter sets, and new alternative versions of the Standard and Expert encounter sets.

## EXPANSION SYMBOL

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



## MODULAR SETS

In addition to one scenario, *The Hood Scenario Pack* contains nine modular encounter sets—Beasty Boys, Brothers Grimm, Crossfire's Crew, Mister Hyde, Ransacked Armory, Sinister Syndicate, State of Emergency, Streets of Mayhem, and Wrecking Crew.

To add variety and unpredictability to any game of *Marvel Champions*, a number of modular encounter sets can be added to (and/or removed from) a scenario. When adding a modular set, players may either choose the set they would like to play against (*from this product or other Marvel Champions products*), or (to increase unpredictability) they can select one at random from all available modular sets and shuffle the set into the encounter deck without looking at it.

## ALTERNATIVE SETS

In *The Hood Scenario Pack*, there are two alternative encounter sets, Standard II and Expert II. Each encounter set is more powerful than its preceding version, offering players the option of a greater challenge.

When a scenario requires the Standard encounter set, the Standard II encounter set may be used instead.

When a scenario requires the Expert encounter set (*most notably during Expert or Heroic modes of play*), the Expert II encounter set may be used instead.

## IMPORTANT KEYWORDS

### **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.

### **Permanent**

A card with the permanent keyword cannot leave play.

### **Setup**

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

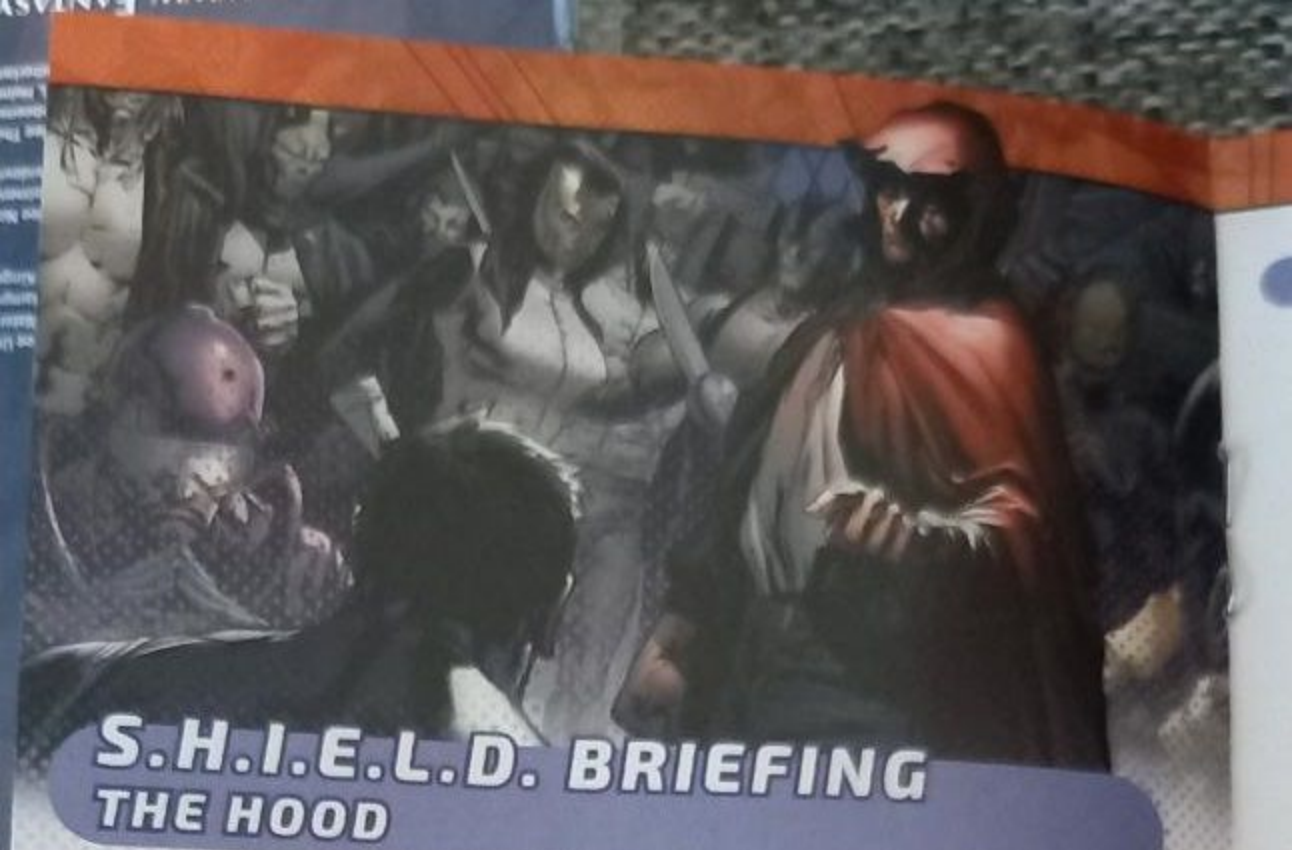
### **Steady (New)**

A character with the steady keyword can have one additional stunned status card and one additional confused status card. That character is not stunned unless they have two stunned status cards, and is not confused unless they have two confused status cards. After that character's activation is replaced by a status card effect, remove all status cards of that type from that character.

### **Villainous**

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





## **S.H.I.E.L.D. BRIEFING THE HOOD**

Hello, heroes.

We've received intel that the Hood has been busy recruiting lowlifes from every nook and cranny of the city.

The villains he has reached out to aren't ones to scoff at. Among others, he's made contact with Mister Hyde, the Sinister Syndicate, and the Wrecking Crew. Additionally, there are reports that he may have raided one of our armories, although that is currently unverified. It's also likely that the recent string of emergencies—the fire, the shipyard disaster, the prison escape—are all connected to the Hood and his group in one way or another.

If the Hood is able to truly unite all of these criminals under one banner, he'll have a formidable empire that even the strongest of you will struggle against.

## MODULAR SET DIFFICULTY

During setup of The Hood scenario, players are given the option to either select seven modular sets at random to be used during the game or to specifically choose seven modular sets that they wish to play against (from this product or other Marvel Champions products).

To those players who prefer to choose (and prefer to use modular encounter sets from this product), each modular encounter set in The Hood Scenario Pack has been ranked below in order from least to most difficult (1 being the easiest, 9 being the hardest).

- |                      |                      |
|----------------------|----------------------|
| 1 Streets of Mayhem  | 6 Mister Hyde        |
| 2 Brothers Grimm     | 7 Sinister Syndicate |
| 3 Ransacked Armory   | 8 Crossfire's Crew   |
| 4 State of Emergency | 9 Wrecking Crew      |
| 5 Beasty Boys        |                      |

For a game of lower difficulty, it is suggested that players use the modular encounter sets ranked 1–7.

For a game of moderate difficulty, it is suggested that players use the modular encounter sets ranked 2–8.

For a game of higher difficulty, it is suggested that players use the modular encounter sets ranked 3–9.



## **STRATEGY TIPS FOR MODULAR SETS**

When fighting against the modular encounter sets from *The Hood Scenario Pack*, keeping the following tips in mind can help give you the edge to succeed.

### **Beasty Boys**

Both Griffin and Mandrill gain bonuses if friendly characters are stunned or confused, and Beast Mode makes status cards more deadly for the friendly characters they are on. Be sure to get rid of stun and confuse status cards from friendly characters when they come up.

### **Brothers Grimm**

The Brothers Grimm's ability discards cards from the encounter deck to hunt for attachments. As this causes the encounter deck to run out of cards faster, additional acceleration tokens accumulate more quickly. Defeat the Brothers Grimm as soon as possible to greatly reduce this acceleration of threat.

### **Crossfire's Crew**

Crossfire's Crew excels at taking down allies. Generally speaking, the fewer allies there are for Crossfire's Crew to prey on, the less effective Crossfire's Crew will be.

### **Mister Hyde**

Calvin Zabo and Mister Hyde are one and the same, and the transformation from Zabo to Hyde can be the players' demise. Defeat Calvin Zabo quickly to decrease Mister Hyde's power.

### **Ransacked Armory**

The attachments from Ransacked Armory greatly bolster the minions to which they are attached. Keep a minion or two around with low hit points to prevent the attachment from surging or searching for a new minion. Then, once an attachment is on the weakened minion, defeat it.

### **Sinister Syndicate**

Many of the minions in the Sinister Syndicate work best when they can activate unimpeded. Control their activations by stunning or confusing them, or defeat each minion before they can activate.

### **State of Emergency**

The side schemes in the State of Emergency set are not very powerful overall. Each has a decent "**When Revealed**" ability, but only has one acceleration icon. However, the Citywide Crisis treachery triggers the "**When Revealed**" ability of each side scheme in play, which can be devastating if it occurs at the wrong time. Clear side schemes that have "**When Revealed**" abilities to prevent this from happening.

### **Streets of Mayhem**

The environments in Streets of Mayhem alter the dynamic of the game, strengthening friendly and enemy characters alike. Look for ways to leverage this power over enemies.

### **Wrecking Crew**

The Wrecking Crew is a group of heavy hitters with high hit points. Don't hesitate to use big attacks against the Wrecking Crew members to take them down or reduce their potency through stunning or confusing.



# CREDITS

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## MARVEL

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

## PLAYTESTERS

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