

# City in Panic

“They have trouble managing one problem at a time, imagine what would happen if they need to deal with numerous one at the same time.” -???

## 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 City in Panic expansion into an epic experience where the outcome of each game impacts the next scenario. To complete the campaign, the players must play all five scenarios and win the final one. The first four scenarios #1 (Sandman), #2 (Tower Defense), #3 (Crossbones), and #4 (Mutagen Formula) can be played in any order the players choose and a defeat in any of them does not signify the end of the campaign. Once all four scenarios are complete (either by winning or losing them), the campaign ends by playing the final scenario #5 (The Hood).

To begin a campaign, the players start by choosing their identities. Each player must use their chosen identity for the entire campaign. Player may change aspects and alter the contents of their deck following the deck customization rules in the Marvel Champions Rules Reference between scenarios, but this will result in a penalty captured by the Panic Meter (see below).

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, follow the Defeat instructions at the end of that scenario's section.

## Cards Received during the Campaign

During this campaign, cards can be recorded on the campaign log (see below) as part of a scenario's victory instructions. At the beginning of each scenario add to your deck all the card recorded under your identity in the campaign log. There is a reminder for this step in the setup instruction of each scenario.

## Panic Meter

The Panic Meter (as a group) is a new variable that is used during the campaign. There is a section of the Campaign Log (see below) used to track this variable. The Panic Meter is directly related to how fast the heroes managed to deal with this crisis and will serve as a final score for the campaign (the lower the better).

The Panic Meter is related to the Panic Level of the city, the higher the Panic Level, the bolder the villains become so be careful:

- From 0 to 9, Panic Level of 0
- From 10 to 19, Panic Level of 1
- From 20 to 29, Panic Level of 2

- From 30+, Panic Level of 3

The Panic Meter starts at zero and can be altered in multiple ways which are the following:

- At the beginning of each player turn, add 1 to the Panic Meter.
- If a player decides to alter the content of his deck between scenarios, add 1 to the Panic Meter.
- If a player decides to change the aspect of his deck between scenarios, add 2 to the Panic Meter (this penalty include the alteration of the deck due to the aspect change)
- Some scenario specific instruction can also change the Panic Meter, simply follow them.

## Campaign Log

The campaign log found on page 11 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.

Once the campaign has been completed, the “Final Panic Meter” section of the campaign log provides players the option of determining how successful they were during the campaign. The lower the final score, the faster the player dealt with the crisis, and the better they did!

## Expert Campaign

For players who want a more challenging campaign experience, the Sinister Motives 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 City in Panic 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 scenarios offer players the opportunity to reset their hit point dial to their identity’s printed hit point value by adding 2 to the Panic Meter (per the second step within each Expert Campaign Only box).

### 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, during the Setup instructions of the next scenario, the defeated player may rejoin their teammates and reset their hit point dial to their identity’s printed hit point value by adding 2 to the Panic Meter (as described previously).

# Story

## Campaign Introduction

*Peter Parker and Tony Stark are both working on a new prototype in one of the Tony Stark's laboratories*

**Peter:** Maybe we could alter this component for a more resilient one, that might solve the issue here.

**Tony:** That's a gre...

**Jarvis:** I am sorry to interrupt sir but it appears that Sandman has started to wreak havoc in the city.

**Tony:** Perfectly on time to ruin what would have been a marvellous day of discovery. Let's Peter we cannot let the city wait.

**Jarvis:** Wait sir, there is multiple other reading. Apparently, Crossbones is attacking a S.H.I.E.L.D facility, Green Goblin have released a dangerous mutagen in the streets and the Avenger Tower is attacked by the Black Order.

**Peter:** Wow, how this even happens, we can't deal with all those problem at once.

**Tony:** You're right Peter, we'll have to resolve them one at a time and the faster, the better. No time to be lost, where should we go first?

## Scenario #1 Introduction

*Iron Man and Spiderman arrive at the scene where Sandman is filling the street with sand and destroying buildings.*

**Tony:** Spidey go protect the civilians from the falling building, I will take care of the bad guy.

**Peter:** Roger that, sir. It's like its already done.

*Sandman launches a sand attack towards Spiderman*

**Sandman:** Not so fast little spider, where would be the fun if I let you do as you like.

**Tony:** I'll guess we will have to find a window to rescue them during the fight.

## Scenario #2 Introduction

*Iron Man and Spiderman arrive at the Avenger Tower witnessing heavy cannon trying to tear the building apart.*

**Corvus:** Target the foundation, this will be a victory to the glory of the Black Order.

**Proxima:** Let's remove this token of hope from this insignificant planet.

**Tony:** I don't know what we've done to them, but they seem to really hate us.

**Spiderman:** Maybe they got rejected by their crush which would explain the anger.

**Tony:** Interesting hypothesis but I guess we don't have time to investigate it, let's defend the tower I would like to not have to build another one.

## Scenario #3 Introduction

*Iron Man and Spiderman reach Fury who is fighting on the front line of the Crossbones' assault at the S.H.I.E.L.D Pegasus facility.*

**Fury:** What took you so long to get your ass here.

**Tony:** Pleasure to see you as well commander.

**Fury:** Yeah, yeah, sure you better get this situation under control, Crossbones is unstoppable.

*Crossbones firing his gun like a madman in the background.*

**Crossbones:** Die, die, die, Hahahahaha!

**Spiderman:** That's why we are here, evacuate all the non-fighting staff, it's party time.

## Scenario #4 Introduction

*Iron Man and Spiderman arrive at midtown Manhattan where numerous civilians have already been transformed into Goblin.*

**Tony:** It is time to stop this madness.

**Green Goblin:** Madness, why stop madness, madness is what makes us alive. Don't see how livelier all those civilians are. Much better than their sad and tired face they had before don't you think.

**Peter:** This one can't be discussed with, strength is one of the few language he still understand.

**Tony:** Sad but perfectly accurate, let's do it.

## Scenario #5 Introduction

*Peter and Tony in a middle of a street in New York exhausted from their previous battle.*

**Peter:** Pfiou, we finally dealt with everything sir

**Tony:** Yes, a job well done if I say so myself, so it must be true.

**Jarvis:** Sorry sir, but it appears The Hood has made an appearance and he is not alone. He has an important army with numerous head figures of the organized crime besides him.

**Tony:** That's a bummer, I think we got played, all the previous disaster where just distraction to buy time for the Hood to build his little army without us impeding his plan.

**The Hood:** You're catching up very fast, Tony Stark, but not fast enough.

## Campaign Conclusion

*The Hood and numerous villains that got recruited are all lying down, knock down and defeated while only Iron Man and Spiderman remain on foot, but both are exhausted from the long fighting.*

**Peter:** Just another normal day at this office.

**Tony:** I felt it lacked a bit of excitement of tension.

**Peter:** Let's go for another round then.

**Tony:** I guess not, I think I will let the police take care of the clean up and will go back enjoying a good bath.

**Peter:** I like the plan.

**Tony:** Good work out there, I'll see you tomorrow at the lab.

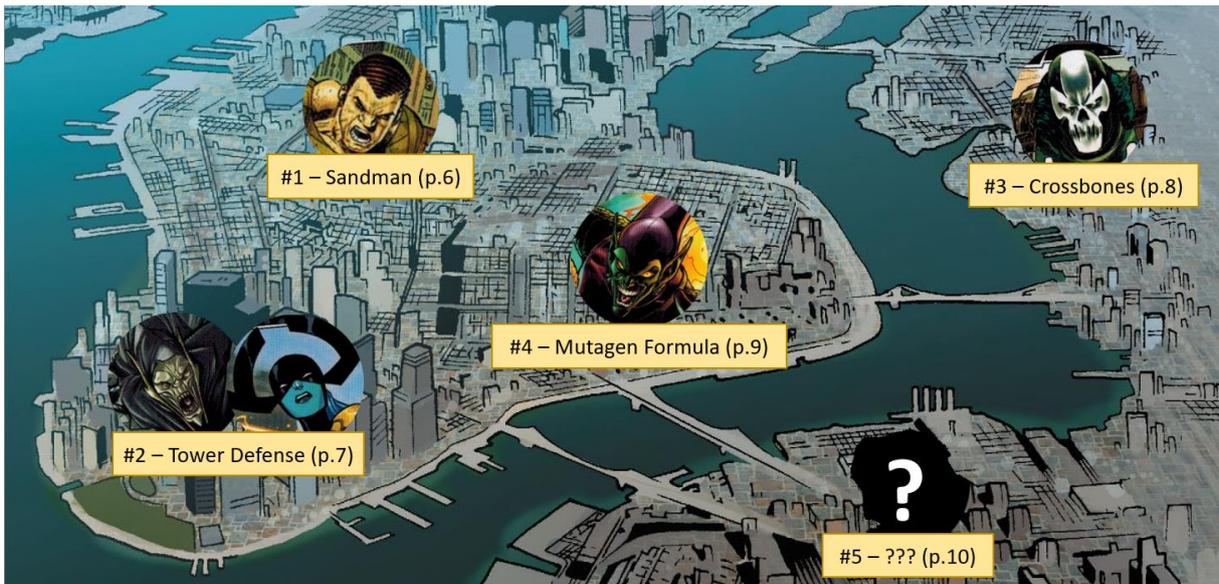
**Peter:** Thank you, see you tomorrow.

*And both left the scene to get back to their house, while the police were arriving on the scene.*

# City Map

In the City in Panic campaign, players are free to tackle the first four scenarios in any order they wish. You may refer to the map below to see which scenario are available (#1-4) and which page you must go to access the setup scenario information. Once all four scenarios have been completed, the final boss is accessible through the fifth scenario.

Each player records their identity in the campaign log before selecting the first scenario to tackle. Players cannot switch identities during the campaign.



*background map image has been extracted from Fear Itself Comics Book series*

# Scenario #1 – Sandman



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

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

**Main Scheme Deck:** Hapless Pedestrians (1A/1B)

**Encounter Deck:** Sandman, City in Chaos, Armadillo, and Standard encounter sets.

*The Armadillo modular set can be removed from this scenario and/or added to other scenarios when using scenario customization rules. The City in Chaos modular set can be used in other scenarios but is required while playing the Sandman scenario. The Standard set can be found in the Marvel Champions Core Set.*

## Campaign Instructions

### Setup

- Each player adds to their deck all cards that are recorded under their identity on the campaign log.
- Put the “Rubble Rescue” (SM 180) side scheme into play.
- Each player who does not have a “Basic” Condition upgrades (RotS 159, 160, 161, 162) recorded on the campaign log must choose one of the remaining ones and put in under the “Rubble Rescue” side Scheme.
- Once the “Rubble Rescue” side scheme is defeated, each player who does not have a “Basic” Condition upgrades (RotS 159, 160, 161, 162) recorded on the campaign log gain control of the upgrade selected at setup, others may enhance the upgrade they currently own.
- If the Panic Level is 1, resolve the “Surging Sands” ability of the City Streets environment.
- If the Panic Level is 2, resolve the “Surging Sands” ability of the City Streets environment, two times.
- If the Panic Level is 3, resolve the “Surging Sands” ability of the City Streets environment, three times.
- Expert Campaign Only: Set each player’s hit point dial to their remaining hit point value recorded in the campaign log.
- Expert Campaign Only: Each player may add 2 to the Panic Meter to set their hit point dial to their identity’s printed hit point value.

### Victory

- If “Rubble Rescue” (SM 180) side scheme is in the victory display, each player records the name of the Condition Upgrade they control in the campaign log.
- Record that the scenario #1 (Sandman) has been completed in the campaign log.
- Expert Campaign Only: Record each identity’s remaining hit points.

### Defeat

- Add 4 to the Panic Meter.
- Record that the scenario #1 (Sandman) has been completed in the campaign log.
- Expert Campaign Only: Add 1(per player) to the Panic Meter and set each identity hit point to their identity’s printed hit point value.

# Scenario #2 – Tower Defense



**Villain Deck:** Corvus Glaive (I), Corvus Glaive (II), Proxima Midnight (I), Proxima Midnight (II)

*Remove Corvus Glaive (I) and Proxima Midnight (I) and add Corvus Glaive (III) and Proxima Midnight (III) for expert mode.*

**Main Scheme Deck:** Under Siege (1A/1B), The Armies of Thanos (2A/2B)

**Encounter Deck:** Tower Defense, Black Order, and Standard sets.

*The Black Order set can be removed from this scenario and/or added to other scenarios when using the scenario customization rules. The Standard set can be found in the Marvel Champions Core Set.*

## Campaign Instructions

### Setup

- If players require some help to setup this peculiar encounter, helpful information can be found page 10 to 12 in the Mad Titan's Shadow Rulebook.
- Each player adds to their deck all cards that are recorded under their identity on the campaign log.
- Put the "Save the Shawarma Place" (MTS 182) side scheme into play.
- If the Panic Level is 1, place 3(per player) damages onto the tower.
- If the Panic Level is 2, place 6(per player) damages onto the tower.
- If the Panic Level is 3, flip the tower to its damaged side.
- Expert Campaign Only: Set each player's hit point dial to their remaining hit point value recorded in the campaign log.
- Expert Campaign Only: Each player may add 2 to the Panic Meter to set their hit point dial to their identity's printed hit point value.

### Victory

- If "Black Swann" (MTS 182) is in the victory display, each player records the card Shawarma in the campaign log.
- Record that the scenario #2 (Tower Defense) has been completed in the campaign log.
- Expert Campaign Only: Record each identity's remaining hit points.

### Defeat

- Add 4 to the Panic Meter.
- Record that the scenario #2 (Tower Defense) has been completed in the campaign log.
- Expert Campaign Only: Add 1(per player) to the Panic Meter and set each identity hit point to their identity's printed hit point value.

# Scenario #3 – Crossbones



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

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

**Main Scheme Deck:** Attack on Mount Athena (1A/1B), The Infinity Gem (2A/2B), The Getaway (3A/3B)

**Encounter Deck:** Crossbones, Experimental Weapons, Hydra Assault, Crossfire’s Crew, Ransacked Armory, and Standard set.

*The Hydra Assault, Crossfire’s Crew, and Ransacked Armory modular sets can be removed from this scenario and/or added to other scenarios when using scenario customization rules. The Experimental Weapons modular set can be used in other scenarios but is required while playing the Crossbones scenario. The Standard set can be found in the Marvel Champions Core Set.*

## Campaign Instructions

### Setup

- Each player adds to their deck all cards that are recorded under their identity on the campaign log.
- Put the “Captured by Hydra” (RotS 107) side scheme into play.
- If the Panic Level is 1 or greater, give Crossbones a Tough status card.
- If the Panic Level is 2 or greater, put “Crossbones’ Assault” side scheme into play.
- If the Panic Level is 3, advance to the next main scheme.
- Expert Campaign Only: Set each player’s hit point dial to their remaining hit point value recorded in the campaign log.
- Expert Campaign Only: Each player may add 2 to the Panic Meter to set their hit point dial to their identity’s printed hit point value.

### Victory

- If “Captured by Hydra” (RotS 107) side scheme is removed from the game, the player who own the captive ally record his name in the campaign log.
- Record that the scenario #3 (Crossbones) has been completed in the campaign log.
- Expert Campaign Only: Record each identity’s remaining hit points.

### Defeat

- Add 4 to the Panic Meter.
- Record that the scenario #3 (Crossbones) has been completed in the campaign log.
- Expert Campaign Only: Add 1(per player) to the Panic Meter and set each identity hit point to their identity’s printed hit point value.

# Scenario #4 – Mutagen Formula



**Villain Deck:** Green Goblin (I), Green Goblin (II)

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

**Main Scheme Deck:** Unleashing The Mutagen (1A/1B), Mutagen Cloud (2A/2B)

**Encounter Deck:** Mutagen Formula, Guerrilla Tactics, and Standard encounter sets.

*The Guerrilla Tactics modular set can be removed from this scenario and/or added to other scenarios when using scenario customization rules. The Standard set can be found in the Marvel Champions Core Set.*

## Campaign Instructions

### Setup

- Each player adds to their deck all cards that are recorded under their identity on the campaign log.
- Put the “Off the Rails” (SM 179) side scheme into play.
- Each player who does not have a “Basic” Condition upgrades (RotS 159, 160, 161, 162) recorded on the campaign log must choose one of the remaining ones and put in under the “Off the Rails” side Scheme.
- Once the “Off the Rails” side scheme is defeated, each player who does not have a “Basic” Condition upgrades (RotS 159, 160, 161, 162) recorded on the campaign log gain control of the upgrade selected at setup, others may enhance the upgrade they currently own.
- If the Panic Level is 1 or greater, put the “Goblin Glider” attachment in play.
- If the Panic Level is 2 or greater, place 2(per player) threat on the main scheme.
- If the Panic Level is 3, put a “Goblin Soldier” minion into play engaged with each player.
- Expert Campaign Only: Set each player’s hit point dial to their remaining hit point value recorded in the campaign log.
- Expert Campaign Only: Each player may add 2 to the Panic Meter to set their hit point dial to their identity’s printed hit point value.

### Victory

- If “Off the Rails” (SM 179) side scheme is in the victory display, each player records the name of the Condition Upgrade they control in the campaign log.
- Record that the scenario #4 (Mutagen Formula) has been completed in the campaign log.
- Expert Campaign Only: Record each identity’s remaining hit points.

### Defeat

- Add 4 to the Panic Meter.
- Record that the scenario #4 (Mutagen Formula) has been completed in the campaign log.
- Expert Campaign Only: Add 1(per player) to the Panic Meter and set each identity hit point to their identity’s printed hit point value.

# Scenario #5 – The Hood



**Villain Deck:** The Hood (I), The Hood (II)

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

**Main Scheme Deck:** Making Connections (1A/1B), Promised Prosperity (2A/2B), Crime State (3A/3B)

**Encounter Deck:** The Hood and Standard encounter sets.

*The Standard set can be found in the Marvel Champions Core Set.*

## Campaign Instructions

### Setup

- Override the Making Connections (1A) main scheme setup instructions with: Choose 10 modular encounter sets and set them aside (you may choose randomly). Choose 1 of those sets at random, then shuffle it into the encounter deck.
- We recommend using the following modular set to be put aside: Mister Hyde, Sinister Syndicate, Wrecking Crew, Brother Grimm, Beasty Boy, ZZZax, A Mess of Thing, Power Drain, Running Interference, and The Doomsday Chair
- Each player adds to their deck all cards that are recorded under their identity on the campaign log.
- If the Panic Level is 1, choose 1 of the set aside set at random and shuffle it into the encounter deck.
- If the Panic Level is 2, choose 2 of the set aside set at random and shuffle it into the encounter deck.
- If the Panic Level is 3, choose 3 of the set aside set at random and shuffle it into the encounter deck.
- Expert Campaign Only: Set each player's hit point dial to their remaining hit point value recorded in the campaign log.
- Expert Campaign Only: Each player may add 2 to the Panic Meter to set their hit point dial to their identity's printed hit point value.
- Expert Campaign Only: If the players lose this game, The Hood takes control of the organized crime, and the players lose the campaign.

### Victory

- You win the campaign!
- Optional: record the final value of the Panic Meter which represent your group score for this campaign.

### Defeat

- Add 4 to the Panic Meter.
- Optional: reset the scenario and try again.

# Campaign Log

Player 1 Identity : \_\_\_\_  
Player 1 Remaining Hit Points : \_\_\_\_  
Player 1 Additional Campaign Card :  
*(basic or enhanced stat upgrade)*  
*(shawarma)*  
*(captive ally)*

Player 3 Identity : \_\_\_\_  
Player 3 Remaining Hit Points : \_\_\_\_  
Player 3 Additional Campaign Card :  
*(basic or enhanced stat upgrade)*  
*(shawarma)*  
*(captive ally)*

Player 2 Identity : \_\_\_\_  
Player 2 Remaining Hit Points : \_\_\_\_  
Player 2 Additional Campaign Card :  
*(basic or enhanced stat upgrade)*  
*(shawarma)*  
*(captive ally)*

Player 4 Identity : \_\_\_\_  
Player 4 Remaining Hit Points : \_\_\_\_  
Player 4 Additional Campaign Card :  
*(basic or enhanced stat upgrade)*  
*(shawarma)*  
*(captive ally)*

**Scenarios Completed** *(Every time you complete one of the first four scenario, note it here, once all 4 scenarios are completed you can start the fifth scenario)*

Sandman |  Tower Defense |  Crossbones |  Mutagen Formula

**Panic Meter** *(at the beginning of each player turn or when instruction requires to do so increase the Panic Meter)*



**Final Panic Meter** *(at the end of the campaign write the value of the panic meter, this will represent your final score, the lower the better):* \_\_\_\_