



MARVEL

CHAMPIONS

THE CARD GAME

**FEAR
NO EVIL**

RULEBOOK

FEAR NO EVIL

"Crime is on the rise—and with it, our profits." –Kingpin

Welcome to the *Fear No Evil* campaign expansion for *Marvel Champions: The Card Game*! This set features two new heroes, as well as six new scenarios that tell the story of heroes fighting against a wave of crime in New York City.

VILLAIN CARDS

This expansion introduces five scenarios that can be used interchangeably with five new villains: Bullseye, Electro, Hammerhead, Purple Man, and Typhoid Mary. The final, sixth scenario pits the heroes against the criminal mastermind, Kingpin.



IDENTITY CARDS

Two pre-built player decks premiere two new heroes: Daredevil and Echo. See page 25 for their decklists.

COMPONENTS

- ▶ 276 cards, consisting of 89 player cards, 16 villain cards, and 171 encounter cards.

SET SYMBOL

Cards from the *Fear No Evil* expansion are identified by this set symbol:



FEATURED KEYWORDS

* *Keyword new to this expansion.*

** *Keyword updated starting with this expansion.*

Discount X (TRAIT) *

When a player plays a card with discount X, its resource cost is reduced by X if that player's identity has the specified trait. If more than one trait is specified and the player's identity has at least one of the specified traits, the cost is reduced by X.

Hinder X

When a card with hinder X enters play, place X additional threat on that card.

Patrol

While a minion with patrol is engaged with a player, that player cannot use cards they control to thwart the main scheme.

Permanent

A card with permanent cannot be defeated, leave play, or have any part of its text box blanked, except by card abilities in the same set (*hero set, scenario set, or modular set*).

Piercing

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

Prerequisite (form or TRAIT) *

In order for a player to play a card with prerequisite (form) or prerequisite (TRAIT), their identity must be in the specified form (i.e. Hero or Alter-Ego form) or have the specified trait.

Ranged

An attack with ranged ignores the retaliate keyword.

Setup

A card with setup begins the game in play.

Stalwart

A character with stalwart cannot be stunned or confused.

Starting *

A card with starting may be added to its owner's starting hand during setup. Each deck cannot include more than one card with starting. Before drawing their starting hand during player setup, each player with a starting card in their deck may search their deck for that card and add it as the first card of their starting hand. That card does count against their hand size and can be discarded for the mulligan.

Steady

A character with steady 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 attack, scheme, or thwart is canceled by a status card effect, remove all status cards of the corresponding type from that character.

Team-Up

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

Teamwork (TRAIT)

After a minion with teamwork enters play and engages a player, if there is at least one other minion that shares the specified trait in play, the minion that just entered play activates against the player it is engaged with.

Example: *Kate is engaged with Ivan Banionis when Johnny reveals and engages a Tracksuit Bro, who has Teamwork (TRACKSUIT). Because Ivan Banionis also has the TRACKSUIT trait, the Tracksuit Bro activates against Johnny.*

Temporary

A card with temporary must be discarded from play at the end of the round.

Victory X

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

Villainous **

When a character with villainous uses a basic power, give it a facedown boost card from the top of the encounter deck. When resolving that basic power, turn the boost card faceup, resolve any boost ability on that card, and apply its boost icons to the character's stats for this use. Discard the boost card after the basic power resolves.

Vulnerable **

When a character with vulnerable becomes stunned or confused, that character is immediately discarded. That character is not considered defeated. If the character would be simultaneously defeated by damage and become stunned or confused, the first player chooses whether that character is considered defeated or not.

FEATURED TERMS

* Term new to this expansion.

** Term updated starting with this expansion.

"Exactly Defeat" *

When a card ability requires a character to "exactly defeat" an enemy, that enemy must be defeated by an attack that dealt no excess damage.

When a card ability requires a character to "exactly defeat" a side scheme, that side scheme must be defeated by a thwart that did not attempt to remove more threat than was necessary to defeat the scheme. For example, a thwart that can remove two threat from a scheme can exactly defeat a scheme with two threat on it, but not a scheme with one threat on it.

"Find" **

When an effect instructs a player to find a card, they search each area where the card could be found (*play area, set-aside area, player deck, discard pile, encounter deck, etc.*). They do **not** search the victory display, cards that have been removed from the game, facedown encounter cards currently dealt to players, or facedown boost cards. Do not search game areas unnecessarily if it is known where the card can be found.

"Tuck"

When a player is instructed to tuck a card under another card, they place the tucked card faceup under the other card. The tucked card is not in play. When a card leaves play, any cards tucked under it are discarded.

VICTORY DISPLAY

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.

ALTERNATE ENCOUNTER CARD BACK

This product contains a variation on the standard encounter card back. This card back allows players to differentiate these cards from other cards of the same type as the rules for these cards prevent them from entering a deck, a discard pile, or a player's hand.



AMPLIFY ICON (🔼) (UPDATED)

The amplify icon increases the number of boost icons on boost cards. When a character resolves a boost card while using a basic power, add one additional boost icon to that card for each amplify icon in play.

PLAYER SIDE SCHEMES

Player side schemes are a type of player card. During a player's turn, they can play a player side scheme from their hand by paying its resource cost, placing it next to the main scheme, and putting threat on it equal to its starting threat value. While in play, player side schemes function the same as encounter side schemes, except that they are player cards.

Player side schemes are subject to the **PLAYER SIDE SCHEME LIMIT**, which restricts the players to having at most one player side scheme in play if one or two players started the game, or at most two player side schemes if three or four players started the game. If this limit is exceeded, the first player chooses and discards player side schemes from play to their owners' discard piles until they no longer exceed the limit.

ATTACKS AGAINST ALLIES

Some effects cause a villain or minion to attack an ally directly. When this occurs, any undefended damage from that attack is placed on the ally that was attacked.

Any boost abilities or triggered abilities that resolve during an attack against an ally that refer to "you" refer to the player who controls the attacked ally. Player card abilities that trigger when the attacking enemy "attacks you" do not trigger.

Players may defend these attacks as normal by declaring a hero or an ally as the defender. If the attack has overkill and defeats an ally (whether that ally was the attacked ally or a defending ally), any excess damage from that attack is dealt to the identity of the player who controlled the defeated ally.

FORCED ACTIONS

Some cards have a "**Forced Action**" triggered ability. A player may perform a forced action at any time during the player phase they could normally perform an action, but the player phase cannot end until all possible forced actions among all players have been performed. If a card with a forced action ability leaves play, or the cost cannot otherwise be paid (such as if the cost includes exhausting an exhausted card), then the action cannot be resolved and the players can end the player phase as normal.

INTERCHANGEABLE SCENARIOS

Unlike other *Marvel Champions* expansions, five of this expansion's scenarios combine one of five interchangeable main schemes with one of the five interchangeable villains with the **UNDERLING** trait. The setup instructions for each scenario instruct the players to choose an **UNDERLING** villain to play against.

UNDERLING VILLAIN SETUP AND PLAY TIPS

The following sections provide setup instructions and play tips for each **UNDERLING** villain. For a flavorful rundown of all of the villains, check out Jessica Jones's notes on the next page.

BULLSEYE

To set up Bullseye, use Bullseye (I) and (II). *(Use Bullseye (III) and (III) instead for expert mode.)*

Each of Bullseye's boost cards gets an additional boost icon, which makes him particularly dangerous if he gains extra boost cards by Raise the Stakes or various "**Boost**" abilities on treachery cards. Many of Bullseye's encounter cards target either your allies or your **PERSONA** supports and can remove them from the game. Note that if this happens during a campaign, those allies and supports are gone for the rest of the campaign! With Bullseye (II), Bullseye's permanent Adamantium-Laced Spine attachment prevents all but 3 damage from each attack, meaning he is more susceptible to small attacks. If you manage to flip the attachment, make the most of this opportunity with big attacks.

ELECTRO

To set up Electro, use Electro (I) and (II). *(Use Electro (III) and (III) instead for expert mode.)*

Electro places charge counters on her permanent Electric Charge attachment, and she spends those counters to give herself additional boost cards. She replenishes these charges when she schemes and through various encounter card effects. Conversely, players can remove these counters by spending resources. Energy (⚡) resources are double-edged swords as they are more effective at removing charges, but also make players more susceptible to her treacheries.

HAMMERHEAD

To set up Hammerhead, use Hammerhead (I) and (II). *(Use Hammerhead (II) and (III) instead for expert mode.)*

Hammerhead is all about stunning his enemies. His "**Forced Response**" stuns any character that he damages. The "Head First!" treachery and Maggia Underboss minions hit even harder when your hero is stunned. Use tough status cards, your hero's DEF value, and expendable allies to keep your hero from being stunned.

PURPLE MAN

To set up Purple Man, use Purple Man (I) and (II). *(Use Purple Man (II) and (III) instead for expert mode.)*

Purple Man's stats may be low, but that's because he makes others do his dirty work. Each of his cards gains a "**Boost**" ability that deals that card as a facedown encounter card after the activation. Each card has a star (★) in the boost field to remind you of this. Purple Man's encounter set includes several **INFLUENCED** minions—mind-controlled citizens who punish you if you defeat them. Purple Man gives these minions guard (and villainous and patrol at higher stages). However, since they all have the vulnerable keyword, they can be safely discarded if stunned or confused.

TYPHOID MARY

To set up Typhoid Mary, reveal the Establish Trust side scheme (🗡️113A) and the Disturbed Psyche environment (🗡️112). Resolve the "**Setup**" ability on Disturbed Psyche to put the Typhoid Mary (A)/Bloody Mary (A) card into play on a random side. *(Use Typhoid Mary (B)/Bloody Mary (B) instead for Expert mode.)*

The villain flips at the end of each villain phase, switching between her Typhoid Mary form and her Bloody Mary form. This means that her attack and thwart will alternate being her higher stat—so plan accordingly. The players do not win this scenario in the usual way (defeating all the villain stages), but instead by getting three tokens on the Disturbed Psyche environment. The players gain tokens either by removing all the threat from Establish Trust or by reducing the villain's hit points to 0. Establish Trust adds threat tokens to Disturbed Psyche, while the villain's "**Forced Interrupt**" adds damage tokens. In campaign play, if Disturbed Psyche has more threat than damage when the players win, they gain access to a Typhoid Mary/Bloody Mary ally for the rest of the campaign.

JOSEPH, AKA "HAMMERHEAD"

HAMMERHEAD IS A BIG-TIMER IN THE MAGGIA CRIME FAMILY. HE STARTED AS A BUTTON MAN; NOW HE CALLS THE SHOTS. AFTER AN ACCIDENT, HE HAD ADAMANTIUM GRAFTED ONTO HIS SKELETON, SAVING HIS LIFE AND REINFORCING HIS ALREADY BIG NOGGIN. HE ONLY GETS HIS HANDS DIRTY ON SPECIAL OCCASIONS. LUCKY US!



HAMMERHEAD

- Hard to take down
- Lots of goons
- His attacks will leave you really shaken

LESTER, AKA "BULLSEYE"

BULLSEYE IS A MASTER ASSASSIN WITH UNCANNILY GOOD AIM. WE THINK HIS NAME IS LESTER, BUT HE THROWS OUT FAKE NAMES AS OFTEN AS HE TURNS JUST ABOUT ANYTHING INTO A DEADLY PROJECTILE. DON'T TRUST HIM FOR AN INSTANT; HE WILL KILL YOU AS SOON AS LOOK AT YOU.

- Hits really hard
- No, *really* hard
- Ruthless at eliminating allies



BULLSEYE



BLOODY MARY

- Switches between two different alters
- Can be temporarily pacified
- A lone wolf

MARY WALKER, AKA "TYPHOID MARY," AKA "BLOODY MARY"

MARY WALKER IS A MUTANT WITH PSIONIC ABILITIES AND DISSOCIATIVE IDENTITY DISORDER. WHILE MARY SEEMS MILD-MANNERED, SHE SHARES HER BODY WITH AT LEAST TWO DIFFERENT IDENTITIES: "TYPHOID MARY" AND "BLOODY MARY." TYPHOID IS CONNING AND MANIPULATIVE WHILE BLOODY WILL KILL ANYONE SHE VIEWS AS A THREAT. MARY IS ON OUR SIDE, AT LEAST, AND IF WE ARE PATIENT ENOUGH, MAYBE WE CAN GET HER ALTERS ON OUR SIDE, TOO.



TYPHOID MARY





ELECTRO



FRANCINE FRYE, AKA "ELECTRO"

FRANCINE WANTS LOTS OF MONEY AND HAS A SHORT TEMPER. SHE'S SAPPED THE POWERS OF OLD ELECTRO (MAX DILLION) AND HAS BECOME A MAJOR PLAYER IN HER OWN RIGHT. PLAYING WITH ELECTRICITY IS DANGEROUS AND SHE IS NO EXCEPTION.

- Drains our energy
- Her electric attacks have high variability
- She can build up a huge charge if left alone



ZEBEDIAH KILLGRAVE, AKA "PURPLE MAN"

JUST MY LUCK, HE'S BACK? THIS MAN IS BEYOND REDEMPTION. UNBELIEVABLE! HE MAKES YOU DO THINGS THAT MAKE YOU HATE YOURSELF. WORSE, HE MAKES YOU THINK IT WAS YOUR IDEA. SOMEBODY SHOULD THROW THIS PIECE OF SCUM STRAIGHT INTO THE SUN.



PURPLE MAN



KINGPIN

- Turns allies against us
- Uses innocent civilians as playthings
- If we can just get our hands on him, he'll be the "Black-and-Blue Man"



WILSON FISK, AKA "KINGPIN"

FISK IS A TITAN OF INDUSTRY. AND POLITICS. AND CRIME. WHAT'S THE DIFFERENCE BETWEEN THEM, REALLY? IT'S ALL ONE BIG GAME TO HIM, AND HE'LL DO ANYTHING TO COME OUT ON TOP. HE HAS A LIFELONG GRUDGE AGAINST DAREDEVIL, AND IS PROBABLY OUR BIGGEST THREAT AT THE MOMENT.

- Uses his connections to bring powerful friends to the party
- Plays on his terms
- Brutal martial artist and knows how to leverage his size



CAMPAIGN MODE RULES

Each of the scenarios in this expansion can be played individually as a standalone adventure, or together with the other scenarios as part of one overarching campaign. Campaign mode combines five of the six scenarios in the *Fear No Evil* expansion into one epic experience, where the outcome of each game impacts the next scenario.

Unlike other *Marvel Champions* campaigns, the order of these scenarios is not fixed. Instead, the players choose which scenario to play next after each game.

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 between scenarios, following the deck customization rules in the *Marvel Champions* Rules Reference.

CAMPAIGN LOG

The campaign log found on page 28 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 can be found on our support page at:

www.FantasyFlightGames.com/Marvel-Champions

SCENARIO PROGRESSION

Before choosing each scenario—including the first—two of the scenarios that haven't been resolved yet are chosen at random. These scenarios progress (this is explained in detail in campaign setup) as the villain continues with their plot while the heroes are occupied elsewhere. If a scenario progresses too much, the players automatically fail that scenario and receive a penalty for the rest of the campaign. Losing a scenario does not automatically cause it to fail and it may be able to be attempted again. Conversely, winning a scenario earns the players a benefit for the rest of the campaign.

Once all five interchangeable main schemes are either Completed or Failed, the players take on Kingpin in a final showdown!

Before playing each scenario in campaign mode, follow the instructions in the Campaign Setup section on page 9. When the game ends, if the players won, follow that scenario's victory instructions in the order they are listed. If the players lost, follow that scenario's defeat instructions instead.

CAMPAIGN ENVIRONMENTS

Each interchangeable main scheme has a corresponding environment card. These cards are double-sided, with a **COMPLETED** side and a **FAILED** side. The **COMPLETED** side indicates what benefits the players gain by playing and winning that scenario. The **FAILED** side indicates what penalties the players suffer if that scenario has failed. Players may look at both sides of each of these cards when choosing which scenario to play.

Once a scenario is completed or failed, the players begin each subsequent game with that scenario's environment in play on its appropriate side.

UNDERLING VILLAIN PLAY ORDER

As mentioned earlier, each scenario uses one of the five interchangeable villains. Each of these villains has the **UNDERLING** trait. For the players' first playthrough, below is a recommended order to play against the villains. This order pits the heroes against increasingly complex villains as the campaign advances.

- 1 Hammerhead
- 2 Bullseye
- 3 Electro
- 4 Purple Man or Typhoid Mary

On subsequent campaign playthroughs, players should randomly select the **UNDERLING** villain for each game.

CAMPAIGN SETUP

Before beginning setup for each game, perform the following steps:

- 1 Gather the five campaign environments (205–209). Check the campaign log and remove each card matching a Completed or Failed scenario.
- 2 Shuffle the remaining campaign environments and draw two at random. If there is only one remaining, draw it.
- 3 In the Campaign Log, **PROGRESS** each scenario matching a drawn environment by marking the first unmarked box to the right of that scenario. If there was only one environment drawn, mark two boxes instead. If a scenario has three Xs to its right, it has Failed.
- 4 The players as a group choose any scenario to play that has not been Completed or Failed. If each scenario is either Completed or Failed, the players must choose the Kingpin scenario and skip to step 6.
- 5 Determine the villain via the following criteria and record the name of the chosen villain next to the scenario in the campaign log:
 - a If there is already a villain listed for the chosen scenario, that villain must be chosen.
 - b If it is the players' first time through the campaign, they may choose the first villain in the list on page 8 that is not recorded in the campaign log.
 - c Otherwise, choose an **UNDERLING** villain at random that is not already recorded in the campaign log.
- 6 Gather your chosen main scheme, your chosen villain, and their corresponding encounter sets.
- 7 Proceed with scenario setup until player setup.
- 8 Each player searches their deck for each card whose title is recorded in the "Allies/Supports Removed from the Campaign" section of the campaign log and removes those cards from the game. Any player whose deck is below the minimum deck size must add cards to their deck until they satisfy normal deck customization rules.
- 9 Proceed with player setup.
- 10 **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.

- 11 **Expert Campaign Only:** Each player may deal themselves one facedown encounter card to heal damage from their identity equal to its REC.
- 12 Place the environment for each Completed scenario into play **COMPLETED** side faceup and the environment for each Failed scenario into play **FAILED** side faceup. Resolve the "Setup" abilities on each of these cards.
- 13 If "Trust Established?" is checked in the campaign log and "Mary Defeated?" is not, put the Typhoid Mary campaign ally (210A) into play under any player's control.
- 14 If the chosen scenario is the Kingpin scenario, turn to page 23. Otherwise, turn to the map on the next page to find the chosen scenario's page in the rulebook and follow the additional setup instructions there.

EXPERT CAMPAIGN

For players who want an even more challenging campaign experience, the *Fear No Evil* 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 *Fear No Evil* campaign at the expert level, each player must record their remaining hit points in the campaign log after **each** game. This determines each player's starting hit points for the next scenario.

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

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 can rejoin their teammates for the next scenario by following the Campaign Setup instructions for healing their identity.

NEW
JERSEY

NEW
YORK

BRONX

QUEENS

MANHATTAN

BROOKLYN

JERSEY
CITY

UPPER
MANHATTAN

HARLEM

RANDALLS
ISLAND

RYKER'S
ISLAND

UPPER
WEST SIDE

UPPER
EAST SIDE

HELL'S
KITCHEN

MIDTOWN

KINGPIN'S
PENTHOUSE

WEST
VILLAGE

EAST
VILLAGE

SOHO

CHINATOWN

FINANCIAL
DISTRICT

HOBOKEN

STATUE OF
LIBERTY

A PROTECTION RACKET P. 13

B THE RAFT BREAKOUT P. 15

C ART MUSEUM HEIST P. 17

D THE GETAWAY P. 19

E STOP THE PRESSES! P. 21

HELL'S KITCHEN.

WEEEEOOOooooo WEEEEEOOooo

HONK HONK

DO YOU HEAR WHAT I HEAR?

THAT MANY SIRENS IS A PATTERN. SOMETHING COORDINATED IS HAPPENING. WE SHOULD FIND OUT WHAT.

WHY DON'T YOU INVESTIGATE YOUR NECK OF THE WOODS, AND I'LL CHECK OUT MINE? I'LL GET MAYA UP.

HARLEM... HELL'S KITCHEN... MIDTOWN... CENTRAL PARK. SIRENS EVERYWHERE. ALL AT ONCE.

HELL'S KITCHEN.

WEEEEOOOOWWWWEEEEEFOOOOW

HONK HONK

HARLEM... HELL'S KITCHEN... MIDTOWN... CENTRAL PARK. SIRENS EVERYWHERE. ALL AT ONCE.

DO YOU HEAR WHAT I HEAR?

THAT MANY SIRENS IS A PATTERN. SOMETHING COORDINATED IS HAPPENING. WE SHOULD FIND OUT WHAT.

WHY DON'T YOU INVESTIGATE YOUR NECK OF THE WOODS, AND I'LL CHECK OUT MINE? I'LL GET MAYA UP.

HELL'S KITCHEN.

WEEEEOOOOWWWWEEEEEFOOOOW

HONK HONK

HARLEM... HELL'S KITCHEN... MIDTOWN... CENTRAL PARK. SIRENS EVERYWHERE. ALL AT ONCE.

DO YOU HEAR WHAT I HEAR?

THAT MANY SIRENS IS A PATTERN. SOMETHING COORDINATED IS HAPPENING. WE SHOULD FIND OUT WHAT.

WHY DON'T YOU INVESTIGATE YOUR NECK OF THE WOODS, AND I'LL CHECK OUT MINE? I'LL GET MAYA UP.

HELL'S KITCHEN.

WEEEEOOOooooo WEEEEEOOOooo

HONK HONK

DO YOU HEAR WHAT I HEAR?

THAT MANY SIRENS IS A PATTERN. SOMETHING COORDINATED IS HAPPENING. WE SHOULD FIND OUT WHAT.

WHY DON'T YOU INVESTIGATE YOUR NECK OF THE WOODS, AND I'LL CHECK OUT MINE? I'LL GET MAYA UP.

HARLEM... HELL'S KITCHEN... MIDTOWN... CENTRAL PARK. SIRENS EVERYWHERE. ALL AT ONCE.

HELL'S KITCHEN.

WEEEEOOOOWWWWEEEEEFOOOOW

HONK HONK

HARLEM... HELL'S KITCHEN... MIDTOWN... CENTRAL PARK. SIRENS EVERYWHERE. ALL AT ONCE.

DO YOU HEAR WHAT I HEAR?

THAT MANY SIRENS IS A PATTERN. SOMETHING COORDINATED IS HAPPENING. WE SHOULD FIND OUT WHAT.

WHY DON'T YOU INVESTIGATE YOUR NECK OF THE WOODS, AND I'LL CHECK OUT MINE? I'LL GET MAYA UP.

HARLEM.

WHY ARE
WE RUNNING?

GOT AN S.O.S.
TEXT FROM MY
OLD FRIEND,
MR. BAKER.

HIS SHOP IS
JUST UP HERE ON
THE CORNER.

BUT I ALREADY PAID
YOU THIS MONTH, I DON'T HAVE
THE CASH TO PAY YOU AGAIN.
AND I'M NOT GONNA MAKE IT
ANY TIME SOON IF YOU SMASH
ALL MY INVENTORY!

HEY, IVAN, I'VE GOT
AN OFFER FOR YOU.
PUT HIM DOWN, OR WE
PUT YOU DOWN.

I GUESS TODAY'S
THE DAY EVERY LOW-LEVEL
SCUMBAG DECIDED TO
PLAY TRICK-OR-TREAT.

POW!

PROTECTION RACKET

q-l-l. What is your emergency?

Some guys in my dad's shop are threatening to hurt him if he doesn't pay! Please, send help quick!

You arrive at the small mom-and-pop shop to find several goons with baseball bats smashing the place up as its proprietor takes cover behind the counter.

"I told you, old man, protection money's due the first of the month," the biggest goon says. "This is what we call a 'late fee.'" The goon winds up his bat, and you catch it on the backswing and rip it from his grasp.

"So, gramps called for some backup, eh?" the goon says, taking a few steps back. Just then, the bell above the front door tinkles as the door opens. You glance over your shoulder at the new threat entering the store. "Good thing I did, too."

Main Scheme Deck: Protection Racket (x5)

Encounter Deck: Protection Racket, Disasters, Tracksuit Mafia, Standard, and chosen villain's encounter sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Disasters and Tracksuit Mafia sets can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

SEPARATE MAIN SCHEMES

In this scenario, each player has their own main scheme, representing a local business that needs protection from the villain and their goons. When setting up the game in standard mode, players can look at the "1B" side of the main schemes when making their choice of which one to start with.

Each main scheme is in the play area of the player who chose it. When a player plays an event or reveals a treachery that refers to "the main scheme," that card only applies to the main scheme in that player's play area. Cards in a player's play area (identities, allies, upgrades, minions, etc.) that refer to "the main scheme" refer only to the main scheme in the same play area.

Cards that are not in any player's play area (the villain, side schemes, and environments) that refer to "the main scheme" apply to **all** main schemes. For example, a crisis icon (🔪) on a side scheme prevents threat from being removed from **any** main scheme, and an acceleration icon (⚡) adds 1 additional threat to **each** main scheme during step 1 of each villain phase.

Cards and effects that refer to "a scheme," including basic thwarts, can affect any main scheme in play.

When an acceleration token would be placed on the main scheme, such as when the encounter deck is reset, place that acceleration token near the villain. Each acceleration token adds 1 additional threat to **each** main scheme during step 1 of each villain phase.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Place 1 threat (2 threat in expert mode) on each main scheme for each check mark in the campaign log beside "Protection Racket."

VICTORY:

- ▶ If Disturbed Psyche (👁️112) is in play and has at least 2 threat on it, check the "Trust Established?" box in the campaign log.
- ▶ If the Typhoid Mary/Bloody Mary ally (👁️210) is in the victory display, check the "Mary Defeated?" box in the campaign log.
- ▶ Record the title of each unique ally and support that was removed from the game in the campaign log.
- ▶ Check the "Completed" box in the campaign log for Protection Racket.
- ▶ Go to "Campaign Setup" on page 9.

DEFEAT:

- ▶ **Expert Campaign Only:** Progress "Protection Racket" in the campaign log.
- ▶ Go to "Campaign Setup" on page 9.

SUPER-MAXIMUM SECURITY
PRISON FACILITY (AKA THE RAFT).
WEST OF RYKER'S ISLAND.

WE SHOULD CALL FOR
REINFORCEMENTS...

TOO LATE
FOR THAT!

WE CAN'T STOP
ALL OF THEM.

WE'LL STOP
AS MANY AS
WE CAN.

MOVE.

I DON'T SUPPOSE
I CAN CONVINCE
YOU TO GO BACK IN
PEACEFULLY.

HA! GOOD ONE.

WHO LET
YOU OUT?

DON'T KNOW YET.
IF YOU FIND OUT, LET ME
KNOW. I'LL SEND 'EM A
THANK YOU CARD.

THE RAFT BREAKOUT

This is the Raft Command Center calling all S.H.I.E.L.D. agents! An unidentified intruder breached security and appears to have the master key. Requesting backup immediately. They're releasing prisoners!

You arrive at the supermax prison island known as the Raft to find it teeming with activity. Dozens of S.H.I.E.L.D. troopers fight a desperate battle against a handful of superpowered escapees, many of whom you put behind these bars. With a diving tackle, you shove a S.H.I.E.L.D. trooper clear of a charging Rhino.

"Well, lookie who it is..." Rhino snorts when he sees you. "You put me in this place, so I'm gonna put you in the ground!"

"Now, now, Aleksei," says the ringleader, stepping out of the shadows. They've infiltrated the Raft and begun releasing prisoners. "You should work together." With a nod, the prisoners turn against you.

"You got it, boss," Rhino snarls.

Main Scheme Deck: The Raft Breakout

Encounter Deck: The Raft Breakout, The Owl, Tombstone, Standard, and chosen villain's encounter sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Owl and Tombstone sets can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

MASTER KEY

The villain has acquired a key, represented by the Master Key attachment, that can open any prison cell in the Raft. When the villain schemes against a player, if any of the villain's boost cards is a minion, resolve any boost effects as normal and then deal each such minion to that player as a facedown encounter card instead of discarding it.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ If there is at least one check mark beside "The Raft Breakout" in the campaign log, give each **PRISONER** minion in play a tough status card. If there are two check marks, give each of those minions a facedown boost card as well.

VICTORY:

- ▶ If Disturbed Psyche (🐉112) is in play and has at least 2 threat on it, check the "Trust Established?" box in the campaign log.
- ▶ If the Typhoid Mary/Bloody Mary ally (🐉210) is in the victory display, check the "Mary Defeated?" box in the campaign log.
- ▶ Record the title of each unique ally and support that was removed from the game in the campaign log.
- ▶ Check the "Completed" box in the campaign log for The Raft Breakout.
- ▶ Go to "Campaign Setup" on page 9.

DEFEAT:

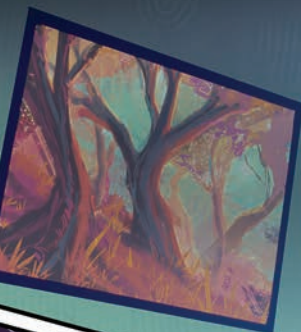
- ▶ **Expert Campaign Only:** Progress "The Raft Breakout" in the campaign log.
- ▶ Go to "Campaign Setup" on page 9.

ART MUSEUM.
CENTRAL PARK.



HOW
ORIGINAL.

THE POLICE SCANNER
SAID THE SUSPECTS ARE
WEARING ALL BLACK AND
HAVE SKI MASKS ON.



CAREFUL!
THAT PAINTING
IS PRICELESS.



WAS
PRICELESS.



ART MUSEUM HEIST

Calling all units. Silent alarm tripped at the art museum. On-site security is unresponsive. Security feeds show at least three suspects dressed in black with ski masks. All available units respond!

Minutes after receiving the call over your police scanner, you're on the scene. It's impossible to miss the museum's smashed entrance. Whoever is behind this heist isn't bothering to cover their tracks. It's as if they want to be noticed.

Your guard up, you make your way through the smashed glass of the front door. You dispatch one masked thief with ease before hearing a voice from behind you.

"Sorry, this is a private showing, and you're not on the guest list."

Main Scheme Deck: Art Museum Heist

Encounter Deck: Art Museum Heist, Cops, The Owl, Standard, and the chosen villain's encounter sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Cops and The Owl sets can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

ART PIECES

This scenario includes four art pieces, each represented by an **ART** attachment. One of these art pieces, chosen at random by stage 1A of the main scheme, begins in play attached to the villain. Leaving these attachments on the villain can quicken the completion of the main scheme, both because these art pieces increase the attached character's SCH or THW value and because the main scheme gets an additional 1 threat added to it during step 1 of each villain phase for each **ART** attachment on the villain.

A player can take an art piece away from the villain by triggering the Hero Action on the art piece, which attaches the art piece to their hero. Three of the four pieces give a status card to a character when they first attach to that character, while the fourth grants the attached character the stalwart keyword, removing any stunned or confused status cards from that character.

The villain can steal an art piece back each time an identity with one attached takes an attack undefended. This can be either a villain attack or a minion attack, but only one art piece is stolen after each undefended attack.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Place 1 threat (2 threat instead in expert mode) on the main scheme for each check mark in the campaign log beside "Art Museum Heist".

VICTORY:

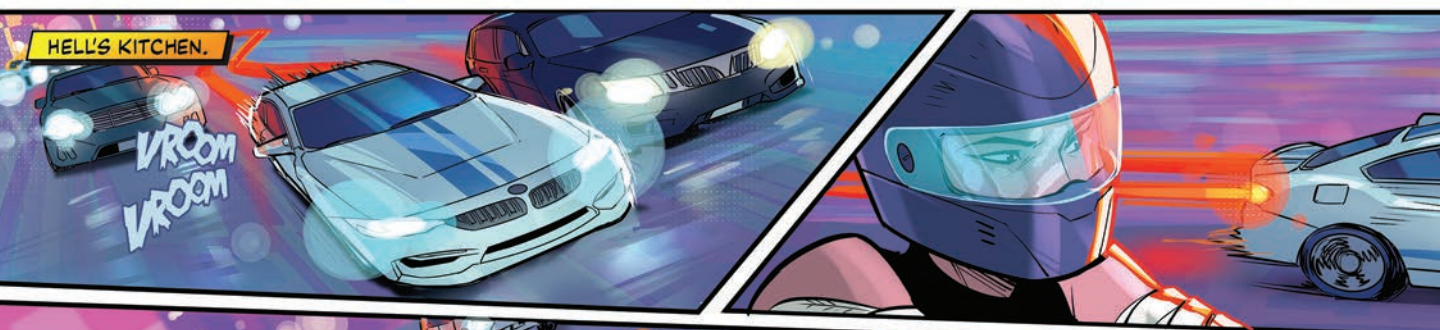
- ▶ If Disturbed Psyche (112) is in play and has at least 2 threat on it, check the "Trust Established?" box in the campaign log.
- ▶ If the Typhoid Mary/Bloody Mary ally (210) is in the victory display, check the "Mary Defeated?" box in the campaign log.
- ▶ Record the title of each unique ally and support that was removed from the game in the campaign log.
- ▶ Check the "Completed" box in the campaign log for Art Museum Heist.
- ▶ Go to "Campaign Setup" on page 9.

DEFEAT:

- ▶ **Expert Campaign Only:** Progress "Art Museum Heist" in the campaign log.
- ▶ Go to "Campaign Setup" on page 9.

HELL'S KITCHEN.

VRROOM
VRROOM



THE GETAWAY

This is 10 Adam in pursuit of bank robbery suspect. Yellow sports car. South on 9th Avenue through Hell's Kitchen. Request backup!

They must be heading for the tunnel. If they can get out of the city, they'll be much harder to follow. Better to cut them off.

You turn a corner to see the fleeing sports coupe barreling toward you. It's about to run you down when a garbage truck trundles out from an alley. The racing car swerves around it—and you—as the garbage truck skids to a halt. A quick glance shows the truck driver upset but unharmed, so you take off in pursuit of the getaway car.

Main Scheme Deck: The Getaway

Encounter Deck: The Getaway, Cops, Drive, Standard, and chosen villain's encounter sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Cops and Drive sets can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

SPEED COUNTERS

Speed counters placed on the main scheme represent the speed of the ongoing chase. The faster the villain flees, the harder it is to keep up with them and the greater the chance of the chase ending in a catastrophic accident. A speed counter gets added to the main scheme at the end of each round unless you are able to keep it clear of threat. There is no limit to the number of speed counters on the main scheme, and encounter cards in the deck get more punishing the more counters there are.

OUT FRONT/ALONGSIDE

This double-sided attachment on the villain indicates whether the heroes have kept up with the villain and are Alongside them, or if they're getting away and Out Front. This attachment starts the game on the Out Front side.

While the villain is Out Front, any damage you would deal to them instead removes that amount of threat from the main scheme. (If the villain has a tough status card, they keep that card because the damage is not actually dealt to them. Similarly, if the villain has a **VEHICLE** attachment from the Drive modular set, no damage is placed on that card.)

If there is no threat on the main scheme, Out Front flips to Alongside. This triggers the "**When Revealed**" effect on Alongside, dealing damage to both the villain and the heroes as they collide at high speed. While you are Alongside, the attachment has no further effect. The attachment flips back to Out Front at the end of each round in which there is threat on the main scheme.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ If there is at least one check mark beside "The Getaway" in the campaign log, find Jackknifed Tanker Truck and reveal it. If there are two check marks, place an additional 1 threat (2 threat instead in Expert mode) on Jackknifed Tanker Truck.

VICTORY:

- ▶ If Disturbed Psyche (👁112) is in play and has at least 2 threat on it, check the "Trust Established?" box in the campaign log.
- ▶ If the Typhoid Mary/Bloody Mary ally (👁210) is in the victory display, check the "Mary Defeated?" box in the campaign log.
- ▶ Record the title of each unique ally and support that was removed from the game in the campaign log.
- ▶ Check the "Completed" box in the campaign log for The Getaway.
- ▶ Go to "Campaign Setup" on page 9.

DEFEAT:

- ▶ **Expert Campaign Only:** Progress "The Getaway" in the campaign log.
- ▶ Go to "Campaign Setup" on page 9.



THE DAILY BUGLE.
MURRAY HILL.

THIS IS J. JONAH
JAMESON REPORTING
TO YOU LIVE FROM THE
BELLY OF THE BEAST!

ARMED THUGS HAVE JUST
ENTERED THE DAILY BUGLE.
WHAT DO THEY EVEN WANT?
WHERE'S A VIGILANTE WHEN
YOU NEED ONE!?

SWEET
CHRISTMAS!

SIGH.
I'LL CALL THE
SITTER.

HE'S GOT A HOSTAGE!
LET'S BE CAREFUL. MAYBE
TRY PERSUASION?

MY FISTS
CAN BE PRETTY
PERSUASIVE.

TOMBSTONE!
WHAT ARE YOU
DOING HERE?

JUST CATCHING
UP WITH MY OLD
PAL, ROBBIE.

ALL THESE YEARS
OF DRAGGING MY NAME
THROUGH THE MUD. NO
ONE EVER HEARD MY SIDE
OF THE STORY. I'M HERE
TO SET THE RECORD
STRAIGHT.

AND YOU THINK YOU
CAN STRONG-ARM THE
BUGLE INTO PRINTING
WHATEVER YOU WANT?
IT DOESN'T WORK
THAT WAY.

SORRY TO INTERRUPT
YOUR HUMAN INTEREST PIECE,
VIEWERS! WE INTERRUPT THIS
BROADCAST TO GIVE YOU ONE
HECKUVA WHOOPIN'!

STOP THE PRESSES!

Breaking news! The offices of the Daily Bugle are under attack by unknown forces. The respected news organization's vaunted publisher, J. Jonah Jameson, is believed to be inside with many of his staff, potentially being held hostage by the attackers. We will update you as this situation unfolds. We now return you to Arkon IV: The Goblin Pit featuring Arnold Schwarzenegger and Simon Williams, already in progress.

You ascend the Daily Bugle building, the stairwell strobing with the light of flashing fire alarms. Fortunately, the klaxons have been silenced, though the noise would have helped you go unnoticed. You reach the seventeenth floor, the Bugle's newsroom, and take a moment at the door to catch your breath and listen.

Muffled crashes and smashes rumble the door. Someone is enjoying themselves in there. There are no sobs or wails audible, which could be good or could be bad. When the noise dies down, you crack the stairwell door just enough to peek through and, seeing no one, you creep inside.

You make your way to the editor's office and spot J. Jonah Jameson, bound and gagged, seated on a couch. The high-backed chair behind the desk slowly swivels to face you, revealing the grinning face of the Bugle's attacker.

Main Scheme Deck: Stop the Presses!

Encounter Deck: Stop the Presses!, Tombstone, Tracksuit Mafia, Standard, and chosen villain's encounter sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Tombstone and Tracksuit Mafia sets can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

DAILY BUGLE SUPPORT CARDS

In this scenario, each player starts the game with a random **DAILY BUGLE** support under their control. Each of these supports has the "Uses (3 stamina counters)" keyword. As usual, it enters play with 3 stamina counters on it and, if all of those counters are removed, the support is discarded. In this scenario, the main scheme indicates that if a **DAILY BUGLE**

support leaves play, the players lose the game. Thus, it is imperative that the players protect their **DAILY BUGLE** supports from leaving play.

The **DAILY BUGLE** supports can lose stamina counters in several ways. First, each of their abilities spends a stamina counter when used. Second, the main scheme removes 1 of their stamina counters after an undefended enemy attack unless the players place threat on the main scheme. And finally, some encounter cards can remove stamina counters.

Fortunately, the players have the ability on the Daily Bugle environment to restock stamina counters should their **DAILY BUGLE** support get low.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Remove 1 stamina counter from each **DAILY BUGLE** Support for each check mark in the campaign log beside "Stop the Presses!"

VICTORY:

- ▶ If Disturbed Psyche (👁112) is in play and has at least 2 threat on it, check the "Trust Established?" box in the campaign log.
- ▶ If the Typhoid Mary/Bloody Mary ally (👁210) is in the victory display, check the "Mary Defeated?" box in the campaign log.
- ▶ Record the title of each unique ally and support that was removed from the game in the campaign log.
- ▶ Check the "Completed" box in the campaign log for Stop the Presses!.
- ▶ Go to "Campaign Setup" on page 9.

DEFEAT:

- ▶ **Expert Campaign Only:** Progress "Stop the Presses!" in the campaign log.
- ▶ Go to "Campaign Setup" on page 9.

FISK TOWER. MIDTOWN.

FROM WHAT WE'VE BEEN ABLE TO GATHER SO FAR, IT SEEMS LIKE THERE'S ONLY ONE PERSON THAT HAS AT LEAST SOME CONNECTION TO ALL THE CRIMES BEING COMMITTED.

ALL ROADS LEAD TO KINGPIN.

WHEN SOMETHING'S ROTTEN IN THIS TOWN, IT'S USUALLY FISK. WHAT ARE WE GONNA DO?

PROVE IT WAS HIM. GET HIM TO ADMIT IT. TAKE HIM DOWN.

SO WE'RE JUST GONNA KNOCK ON HIS DOOR?

FISK
TOWER

THAT WON'T BE NECESSARY.

AT LEAST ONE OF THESE SO-CALLED VIGILANTES HAS BEEN IMPLICATED IN EVERY MAJOR CRIME THAT'S HAPPENED IN THE PAST FEW WEEKS.

THE PEOPLE OF THIS TOWN ARE TIRED OF CORRUPT COSTUMED FREAKS THAT THINK THEY'RE ABOVE THE LAW!

RESTRAIN THEM UNTIL THE POLICE ARRIVE!

RESTRAIN ME? WITH WHAT, A BEAR HUG? BRING IT IN, BRO!

KINGPIN

You find a secluded rooftop to rest, exhausted from nonstop battles. You did your best to turn back the crime wave, but you couldn't be everywhere at once.

Something about this crime wave feels manufactured, even calculated. It was too well orchestrated to be random. What's worse, people on the street have been blaming you for all the chaos and destruction. Someone is turning them against you. This kind of influence campaign points to one suspect: the Kingpin!

Just then, you hear an explosion from the street below, followed by the screams of fleeing bystanders. Not Kingpin, but someone else shouts your name, followed by "Come out and plaaaaayyyyyy!"

You jump up and race to the ledge, but you know who it is before you even see them. It's the one person most obsessed with seeing you destroyed. The bane of your existence. Your nemesis.

Villain Deck: Kingpin (A1)

Remove Kingpin (A1) and add Kingpin (B1) for expert mode.

Main Scheme Deck: The King's Gambit, Endgame

Encounter Deck: Kingpin, Tombstone, and Tracksuit Mafia encounter sets. (**Important:** This scenario does **not** use the Standard encounter set, but still uses the Expert encounter set in Expert Mode.)

The Tombstone and Tracksuit Mafia sets can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

NEMESIS SETS

This scenario utilizes the heroes' nemesis sets in a different way. During setup, each player is instructed to reveal their set-aside nemesis minion. If any player's nemesis minion shares a title with a character in play (such as Echo's nemesis minion, Kingpin), that nemesis minion is removed from the game and that player instead finds an **UNDERLING** minion in the encounter deck and reveals it.

Several encounter cards in this scenario instruct a player to bring a card from their set-aside nemesis set into the game. Once a card has entered the game this way, it is treated as part of the encounter deck.

DOUBLE-SIDED VILLAIN

Kingpin is represented by two double-sided villain cards: one for standard mode (A1/A2) and one for expert mode (B1/B2). Kingpin begins the game on his "1" side, which represents him operating from behind the scenes and pulling the strings of the heroes and their nemeses. On his "1" side, Kingpin is untouchable by the players; he cannot be stunned or confused, cannot take damage, and cannot have upgrades attached to him. Whenever he would attack, he schemes instead.

In order to confront Kingpin directly, the heroes must first convince the public that they are not to blame for the wave of crime and violence gripping the city. To do this, they must build public support by bringing bad guys to justice. Each time a minion is defeated, a support counter is placed on the Public Support environment.

If there are enough support counters there, the heroes can take on Kingpin directly. At the start of the villain phase, Public Support flips Kingpin to his "2" side, advances the main scheme, and flips itself to its **HIGH** side. Once this happens, Kingpin can be attacked directly, though the main scheme gives each minion the guard keyword.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ If the number of **COMPLETED** environments in play is at least:
 - ▶ 3, give each minion in play a tough status card.
 - ▶ 4, find and reveal the James Wesley attachment.

DEFEAT:

- ▶ **Standard Mode Only:** Replay the scenario.
- ▶ **Expert Campaign Only:** If there is at least one environment on its **COMPLETED** side, choose and flip one to its **FAILED** side and replay the scenario. Otherwise, the players lose the campaign.

VICTORY:

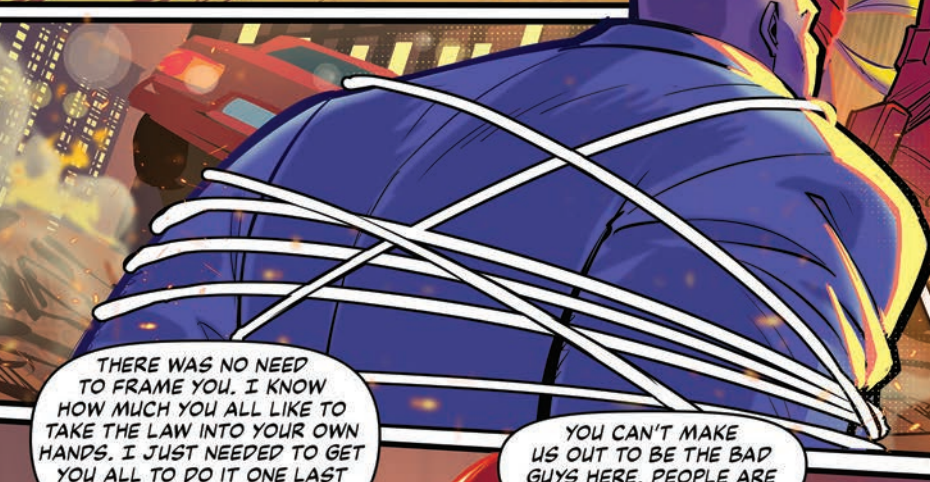
- ▶ The players take down Kingpin and win the campaign!



WELL FOUGHT.
COUGH. IT ONLY
TOOK, WHAT, SIX
OF YOU?



YOU'RE THE ONE
THAT STARTED THIS.
YOU'RE THE ONE TRYING
TO FRAME US.



THERE WAS NO NEED
TO FRAME YOU. I KNOW
HOW MUCH YOU ALL LIKE TO
TAKE THE LAW INTO YOUR OWN
HANDS. I JUST NEEDED TO GET
YOU ALL TO DO IT ONE LAST
TIME IN PUBLIC, FOR ALL
THE WORLD TO SEE.

YOU CAN'T MAKE
US OUT TO BE THE BAD
GUYS HERE. PEOPLE ARE
SMARTER THAN THAT.



DO YOU REALLY
BELIEVE THAT?



THERE'S TRAFFIC CAM
FOOTAGE. EYEWITNESSES.
BODYCAMs. THE TRUTH
WILL COME OUT.



THAT'S OUR
CUE. SEE YOU IN
COURT, FISK.

STARTER DECKS

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

ECHO / PROTECTION

Echo's photographic reflexes allow her to perfectly recreate any physical movement she sees. Any time a player plays an aspect or basic event, Echo can tuck it under her identity card. She can then discard one of the six copies of her event, Photographic Reflexes, to play a tucked event with its cost reduced by two. Maya Lopez's alter-ego ability and Study the Tape events both help ensure you'll always have an event to "echo." Muscle Memory lets you return a tucked card to hand if you have no Photographic Reflexes to play it with, and Improvisation gives you even more benefits for playing events.

The protection half of Echo's deck is chock-full of events for her to echo. Boost Echo's DEF with Ronin and Innate Reflexes, the latter of which can start in your opening hand thanks to its "starting" keyword. The Best Offense... temporarily boosts your DEF even higher and lets you use it in place of your THW and ATK. Army of One lets Echo ready to get even more value from her boosted stats, and In Harm's Way can do some serious damage and threat removal. Just be careful playing your Daredevil ally as he will reduce the effectiveness of many of your aspect cards.

Echo cards: *Daredevil, Photographic Reflexes (x6), Study the Tape (x2), The Rez, American Sign Language, Choreography, Echo's Katana, Improvisation, Muscle Memory*

Protection cards: *Innate Reflexes, Army of One (x3), Get Their Attention (x3), In Harm's Way (x3), Powerful Punch (x3), The Best Offense... (x3), Ronin, Stand Alone (x3)*

Basic cards: *See No Evil, Hear No Evil; Superpower Training; Energy; Genius; Strength*

Nemesis set: *Kingpin, Master Manipulator, Kingpin's Henchman (x2), Pawn of the Kingpin*

Obligation: *Raised by the Kingpin*

DAREDEVIL / JUSTICE

Daredevil's superhuman senses are key to his power. (See Daredevil's Sense Deck on the next page.) Not only do these upgrades provide powerful abilities to Daredevil when he interacts with the card to which the upgrades are attached, they also power up his events. Even though you can look through the **SENSE** deck at any time, just focus on the top card. Any extra resources that you don't plan to use for the cards in your hand can be used to play out **SENSE** upgrades. And if you decide you need a specific sense, both Deposition and The Man Without Fear let you find just the upgrade you need.

Daredevil's power may be in his senses, but Matt Murdock's is in his friends. Foggy Nelson helps deal with threat on turns you are in alter-ego form, while Sister Maggie helps nurse you back to health and Karen Page gets important cards back into your deck. Nelson & Murdock confuses the villain after Matt or Foggy defeats a side scheme. Note that all of Daredevil's **THWART** events can be played while in alter-ego form.

Daredevil's aspect cards come with several more upgrades that attach to enemies or schemes to power up his events even further. Know Your Enemy and Stick help you defeat side schemes exactly so you can stun the villain with Stealth Training.

Sense cards: *Acute Tactility, Enhanced Olfaction, Heightened Hearing, Radar Sense, Superior Taste*

Daredevil cards: *Elektra, Cross Examination (x2), Deposition (x2), Living Lie Detector (x2), Raising Hell, Focus the Senses, Foggy Nelson, Karen Page, Nelson and Murdock, Sister Maggie, Daredevil's Billy Club, The Man Without Fear*

Justice cards: *Blindspot, Cloak, Dagger, Ghost Rider, Know Your Enemy (x3), De-escalation, Chance Encounter (x3), Legal Trouble (x3), Move in Shadow (x3), Stealth Training (x3)*

Basic cards: *Stick, Contingency Planning (x3), Dance with the Devil*

Nemesis set: *Bullseye, Deadliest Man Alive, Stolen Sai, Eye on the Target (x2)*

Obligation: *Sensory Overload*

DAREDEVIL'S SENSE DECK

Daredevil's superhuman senses are represented by his **SENSE** deck. To create the sense deck, shuffle all five of Daredevil's **SENSE** cards together. Place it faceup next to your identity and you can look through it at any time, but you cannot change the order. The ability on Daredevil's hero card allows you to play the top card of the **SENSE** deck as if it were in your hand by paying its cost. When a **SENSE** upgrade leaves play, the forced interrupt on both sides of Daredevil's identity card causes that upgrade to be placed on the bottom of the **SENSE** deck.

FREQUENTLY ASKED QUESTIONS

DAREDEVIL

Q. Can players other than Daredevil trigger the abilities on Sense upgrades?

A. No, only the player who controls an upgrade can trigger its abilities.

ECHO

Q. When can I use the ability on Photographic Reflexes (♣40) to play an event tucked under Echo?

A. While Photographic Reflexes is in your hand, it can be used any time that you would be able to play the tucked event if the tucked event had been in your hand. For example, if the tucked event has an **"Action"** ability, you can use Photographic Reflexes any time you could take an action during the player phase. If the event is a **"Response"** ability, you can use Photographic Reflexes to play that event any time its ability would trigger.

Q. What happens to the tucked event after I use Photographic Reflexes (♣40) to play it?

A. That event is placed in its owner's discard pile.

TYPHOID MARY

Q. When Bloody Mary (B)/Typhoid Mary (B) (♣111) flips, does her **"When Revealed"** ability or toughness keyword resolve?

A. Yes, the ability or keyword on her new faceup side resolves.

THE GETAWAY

Q. Can the **"Forced Interrupt"** on Out Front (♣129A) remove threat from the main scheme if there is a crisis icon in play or a minion with the patrol keyword engaged with me?

A. Yes. Because the **"Forced Interrupt"** on Out Front is an encounter card effect, it ignores crisis icons and the patrol keyword.

PROTECTION RACKET

Q. When Change of Venue (♣141) swaps a main scheme for a new one, what happens to cards attached to the previous main scheme?

A. All cards attached to the previous main scheme are discarded.

THE RAFT BREAKOUT

Q. When Baron Zemo (♣145) leaves play, what happens to allies with threat on them?

A. They return to being allies under their owner's control, but the threat tokens stay. If Baron Zemo enters play again, those allies become minions again (in addition to any ally that Baron Zemo places a threat on).

KINGPIN

Q. Does Black Cat (♣169) retain the villainous keyword while she is an ally?

A. Yes. The rules for villainous have been revised to function for allies (and heroes) who have it.

DISCOUNT X (TRAIT)

Q. If a card with discount has multiple traits listed and my identity has each of those traits, does the cost reduction apply multiple times?

A. No, the cost reduction is applied only once if your identity has any number of matching traits.

CREDITS

Expansion Design and Development: Frank Brooks, Tony Fanchi, and Aaron Haltom

Producer: Molly Glover

Editing: B.D. Flory

Proofreading: Jeremy Gustafson

Games Rules Specialist: Alex Werner

Design Lead: Nate French

Product Line Manager: Gavin Duffy

Game Design Manager: Kate Morgan

Expansion Graphic Design: Ryann Collins

Art Direction: Tim Flanders, Jeff Lee Johnson, Jake Murray, and Kate Swazee

Visual Design Manager: Tony Bradt

Quality Assurance Specialist: Zach Tewalthomas

Quality Assurance Coordinator: Matt Diaz

Licensing: Dana Cartwright, Kira Hartke, Kaitlin Souza, and Emerald Thompson

Production Management: Justin Anger and Halley Feil

Production Coordination: Estelle Gavin and Ember Schwager

Director, Living Card Games: Chris Gerber

Director of Studio Operations: John Franz-Wichlacz

Head of Studio: Jim Cartwright

SVP Lifestyle Games: Bill Altig

MARVEL

Licensing Approvals: Amanda Barker

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

PLAYTESTERS

Chet Banger, Tanner Barth, Tom Bentley, Brian Blair, Xavi Bordes, Andrew Brown, Crista Burgoyne, Eddie Burgoyne, Alex Burte, Carlos Camarena, Duncan Cantrell, Hwan-yi Choo, Vincent Colette, Patrick Collette, Lachlan Conley, James D'Arcy, Brian De Castro, Kyle Duerst, Joan EtiCarasoft, Julio Wankenobi Fernández, Eric Fersten, Tate Foshay, Mattison Froese, David Gildea, Jonah Goldshlag, Elliott Griesheim, Kazden Haugen, Grégory Henriques, Nelson Hernandez, Zach Hokans, Christopher Hughston, Nathan Huttner, Sean Illg, Angel Juncal, Terry Jungman, Bob Juranek, George Kaplan, Dana Kappel, Steve Kimmell, Adler Kohlweiler, Chip Kohlweiler, Dirk Langford, François Laporte, Chris Leeper, Craig Lincoln, Shea Locke, Gonzalo Owen López, Kaitlyn Lujan-Duerst, Stephen Majka, Baptiste Manson, Daniel McGregor, Nathan Meehan, Danielle Mendus, Luke Muench, Paul Mulder, Samir Nathwani, Carson Nelson, Jeffrey Northman, Michael Pelfrey, David Peterson, Leonardo Ponce Pinazo, Richard Pufky, Roscoe Rea, Andy R, Stephen Redman, Tyler Romeo, Brandt Sanderson, Trevor Saylor, Phil Schadt, Yordi Schaeken, Scott Sees, Aven Sheppard, David Taylor, Derek Tellier, Maxx Thielman, Chris Thompson, Tomas Tonnelier, Jared Townsend, Brian Vassalo, Claudio Veas, Blake Walsh, Gregory Walsh, Aaron Wong, Matthew Yost, and Michael Yost

FEAR NO EVIL

CAMPAIGN LOG

PLAYER INFORMATION

Player #1's Identity:

Player #2's Identity:

Player #3's Identity:

Player #4's Identity:

Remaining
hit points:

Remaining
hit points:

Remaining
hit points:

Remaining
hit points:

Completed

Scenario

Villain

1

2

Failed

☐

Art Museum Heist

☐
☐
☐
☐

The Getaway

☐
☐
☐
☐

Protection Racket

☐
☐
☐
☐

The Raft Breakout

☐
☐
☐
☐

Stop the Presses!

☐
☐
☐

List of Villains

Bullseye

Electro

Hammerhead

Purple Man

Typhoid Mary

Allies and Persona Supports Removed from the Campaign

Trust Established?

☐

Mary Defeated?

☐