



MARVEL

CHAMPIONS
THE CARD GAME

**THE MAD TITAN'S
SHADOW**

EXPANSION

"Fools taking up arms against omnipotence. They rush head-on into the most glorious doomsday!" —Thanos

Welcome to *The Mad Titan's Shadow*! This campaign expansion comes with five new scenarios that tell the story of the Infinity Gauntlet and two brave heroes who risk everything to prevent universal destruction.

VILLAIN CARDS

Each of the five new scenarios in this expansion features at least one new villain: Ebony Maw, Proxima Midnight (with Corvus Glaive), Thanos, Hela, and Loki. Each scenario has its own page in this rulebook.



IDENTITY CARDS

Two pre-built player decks introduce two new heroes: Spectrum and Adam Warlock. See the next page for their decklists.

NEW RULES

Additional Forms

Cards with the form keyword grant your identity unique forms, such as Spectrum's "energy form." These forms are in addition to your identity's alter-ego and hero forms, and they come with their own conditions for changing into them. When an identity changes their additional form, it does not count against the once-per-turn limit on flipping from hero to alter-ego (or vice versa), but it does count as changing form for the purpose of triggering card effects such as Moxie (*The Mad Titan's Shadow* #17).

COMPONENTS

- 268 cards, consisting of 97 player cards, 19 villain cards, and 152 encounter cards.

SET SYMBOL

Cards from *The Mad Titan's Shadow* expansion can be identified by this set symbol:



Amplify Icon

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



For a list of important keywords, see page 13.

STARTER DECKS

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

SPECTRUM / LEADERSHIP

Spectrum can take on the properties of any form of energy. She begins the game with three energy form upgrades in play. When you switch into hero form, use her *Energy Transformation* to change into the form you need. Use *Gamma Blast* to switch to her Gamma energy form and attack, or gain overkill if you were already in Gamma energy form. Play *Speed of Light* to change forms again and set up your next combo.

As a one-time leader of the Avengers, Spectrum comes with an assortment of **Avenger** allies in the leadership aspect. With the Mighty Avengers support under your control, each of these allies gets +1 THW and +1 ATK. After you have three **Avenger** allies on the table, play *Mass Attack* to deal massive damage to the villain!

Spectrum cards: *Gamma, Photon, Pulsar, Blue Marvel, Energy Duplication (x2), Gamma Blast (x3), Photon Speed (x3), Pulsar Shield (x3), Speed of Light (x3)*

Leadership cards: *Captain America, Power Man, White Tiger, Kaluu, Mighty Avengers (x3), Mass Attack (x3), Moxie (x3), Band Together (x3)*

Basic cards: *Blade, Avengers Tower, Avengers Mansion, Ready to Rumble (x3), Energy, Genius, Strength*

Nemesis set: *Radioactive Man, Reactor Meltdown, Sap Power (x2), Radioactive Blast*

Obligation: *Loss of Control*

ADAM WARLOCK / ALL FOUR ASPECTS

Adam Warlock is the avatar of life and a cosmic sorcerer. Use his *Battle Mage* ability each round to turn unwanted aspect cards into powerful abilities. With Warlock's Cape and *Mystic Senses* on the table, you will ready him and draw a card when you do.

Warlock has access to all four aspects, but he cannot include more than one copy of any aspect card in his deck. As a result, his pre-built deck includes many powerful cards that are unique or "Max 1 per deck." Shuffle the **Cosmic Entity** events, such as *The Gardener* and *Eternity*, into the encounter deck to potentially replace your encounter card reveal with a positive effect!

Adam Warlock cards: *Pip the Troll, Soul World, Karmic Staff, Warlock's Cape, Cosmic Ward (x2), Mystic Senses (x2), Karmic Blast (x3), Cosmic Awareness (x2), Quantum Magic (x2)*

Aggression cards: *Marvel Boy, In-Betweener, Magic Attack, Uppercut, Combat Training, Audacity*

Justice cards: *Quasar, Living Tribunal, For Justice!, Zone of Silence, Heroic Intuition, Determination*

Leadership cards: *Major Victory, Eternity, Summoning Spell, Make the Call, Inspired, Innovation*

Protection cards: *Charlie-27, The Gardener, Shield Spell, Counter-Punch, Armored Vest, Preservation*

Basic cards: *Martinex*

Nemesis cards: *The Magus, Universal Church of Truth, Zealot of Truth (x2), Cosmic Inquisition*

Obligation: *Regeneration Cycle*

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 epic campaign. Campaign mode combines all five scenarios in *The Mad Titan's Shadow* expansion into one epic experience where the outcome of each game impacts the next scenario. To complete the campaign, the players must win all five scenarios in numerical order, starting with scenario #1 – Ebony Maw and ending with scenario #5 – Loki.

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

To play a scenario in campaign mode, set up the scenario as per the normal rules of the game. Then, follow that scenario's setup instructions in the order in which they are listed in the Campaign Instructions.

When the game ends, if the players won, follow that scenario's victory instructions in the order in which they are listed in the Campaign Instructions. If the players lost, they may reset the scenario and try again with no penalty.

CAMPAIGN LOG

The campaign log found on the back cover 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

EXPERT CAMPAIGN

For players who want an even more challenging campaign experience, *The Mad Titan's Shadow* expansion comes with everything you need to play an expert campaign. The rules for this alternate play format are found on page 25.

- Some setup and victory instructions are preceded by **Expert Campaign Only**. Players should ignore these instructions unless they are playing an expert campaign.

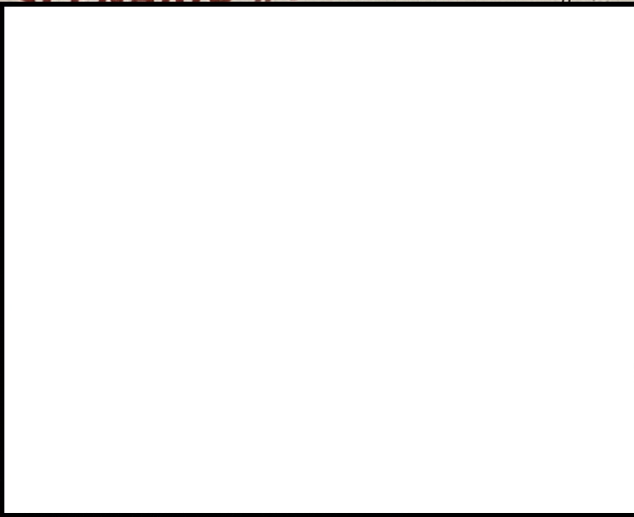
CAMPAIGN-ONLY CARDS



THIS CARD IS BASIC BUT ALSO CAMPAIGN ONLY.

Cards 180–193 were created specifically for use in *The Mad Titan's Shadow* campaign. These cards cannot be included in any deck unless playing *The Mad Titan's Shadow* campaign **and** the players were directed to add them to a deck by the Campaign Instructions.

SCENARIO #1 - EBONY MAW



Villain Deck: Ebony Maw (I), Ebony Maw (II)

Remove Ebony Maw (I) and add Ebony Maw (III) for expert mode.

Main Scheme Deck: Attack on Knowhere, The Power Stone

Encounter Deck: Ebony Maw, Black Order, Armies of Titan, and Standard sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Black Order and Armies of Titan sets can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

SPELL ENVIRONMENT CARDS

Ebony Maw is a servant of Thanos and a powerful sorcerer. To represent his deadly magic in the game, Ebony Maw's set contains eight **Spell** environment cards. When a player reveals a **Spell** environment, they place that card in front of them in their play area.

Each of these **Spell** environments enters play with a specified number of "invocation counters" on them. When Ebony Maw activates against a player, his ability text triggers: "**Forced Interrupt:** When Ebony Maw activates against you, remove an invocation counter from each **Spell** in your play area." Because this is an interrupt ability, it resolves immediately when Ebony Maw activates and before that activation is resolved.

For example, Ebony Maw activates against Spider-Man, who has two **Spell** environment cards in his play area: Rubblestorm and Fireball. Rubblestorm has three invocation counters on it, and Fireball has one. Ebony Maw's ability removes one invocation counter from each environment card, reducing Rubblestorm's invocation counters to two and Fireball's to zero. This causes Fireball's ability to trigger: "**Forced Response:** After the last invocation counter is removed from Fireball, discard it → Deal 4 damage to your identity." Spider-Man immediately takes four damage; then Ebony Maw continues resolving his activation.

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RULES CLARIFICATION

Q. The "When Revealed" text on stage 1B tells players to put a **Spell** environment into their play area. Does this trigger its surge keyword?

A. No. The surge keyword is only resolved when the card it appears on is revealed. If the card is simply "put into play," it is not revealed.

Q. If Ebony Maw is stunned or confused, does his **Forced Interrupt** still trigger when he activates against me?

A. No. If Ebony Maw is prevented from attacking or scheming by a status card, he removes the status card instead of resolving his activation.

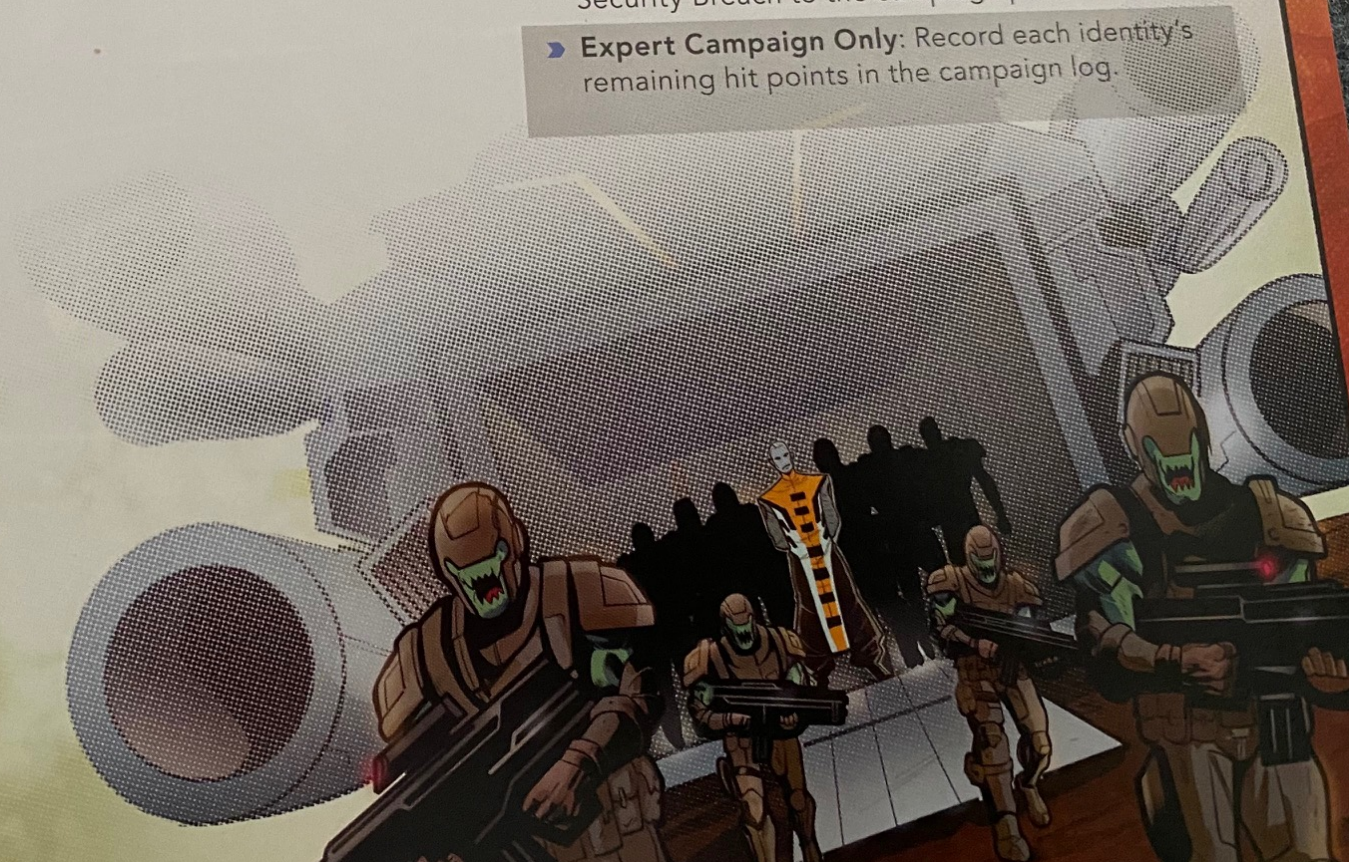
CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Each player records their identity in the campaign log found on the back cover of this rulebook. Players cannot switch identities during a campaign.
- ▶ Put the "Secure the Landing Pad" side scheme into play.
- ▶ Shuffle the "Security Breach" side scheme into the encounter deck.

VICTORY:

- ▶ If Secure the Landing Pad was defeated, add Cosmo to the campaign pool.
- ▶ If Attack on Knowhere 1B was completed, add Security Breach to the campaign pool.
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points in the campaign log.



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, The Armies of Thanos

Encounter Deck: Tower Defense, Armies of Titan, and Standard sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Armies of Titan set can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

TWO MAIN SCHEMES

This scenario has two main scheme cards in play at the same time: Stage 1B and Stage 2B. Both main schemes are active each round. Encounter cards that refer to "the main scheme" refer to both main scheme cards. Each main scheme gains threat during step 1 of the villain phase, and they are each affected by any acceleration and crisis icons in play.

When a someone plays a card that refers to "the main scheme," that card's controller must choose which of the two schemes it is referring to. If a constant effect on a player card refers to "the main scheme," that card always refers to the scheme card with the attachment "Focused Defense" attached to it.

Players may thwart either main scheme on their turn. When a player wishes to remove threat from the main scheme by thwarting with a character or by a card effect, that player must first choose which of the two main schemes to remove the threat from. For example, if a player wishes to use For Justice! to remove three threat from the main scheme, that player must choose either stage 1B or stage 2B. If the player chooses stage 1B, then three threat is removed from that stage and no threat is removed from stage 2B (and vice versa).

TWO VILLAINS

This scenario has two villains: Proxima Midnight and Corvus Glaive. Each of these villains is paired with one of the main schemes. Stage 1B is identified as Proxima Midnight's scheme, and stage 2B is identified as Corvus Glaive's scheme. When either of the two villains schemes, place the threat on their matching main scheme card only. For example, when Proxima Midnight schemes, place the threat only on stage 1B.

Because there are two villains in this scenario, it is possible that players may not have enough dials for all heroes and villains when playing with four players. If that happens, players may use dice, counters, paper and pencil, etc. to substitute for the last dial.

THE ACTIVE VILLAIN

Both villains are in play at the same time, but only one of them is “the active villain” each round. The active villain is the only villain who activates during step 2 of the villain phase. The active villain is identified by the attachment card, “Focused Defense.” The Focused Defense attachment begins the game attached to stage 2B. It reads: “The villain who matches the attached scheme is the active villain.”

Encounter cards that refer to “the villain” only refer to the active villain. For example, the treachery card Advance reads: “The villain schemes.” If Corvus Glaive is the active villain when this treachery card is revealed, only Corvus Glaive schemes.

When a player plays a card or triggers an ability that refers to “the villain,” they must choose to which of the villains it refers. If a constant effect on a player card refers to “the villain,” that card always refers to the active villain.

When a player wishes to attack the villain, they must first choose which of the two villains to resolve that attack against. For example, if a player wishes to use Uppercut to deal five damage to the villain, that player must choose either Proxima Midnight or Corvus Glaive. If the player chooses Proxima Midnight, then five damage is dealt to her and no damage is dealt to Corvus Glaive (and vice versa).

AVENGERS TOWER

In the Tower Defense scenario, the heroes must defend Avengers Tower from The Black Order’s vicious assault. This is represented by a unique, double-sided environment card, Avengers Tower, that the villains are trying to destroy. The Avengers Tower environment begins the game in play on its **Stronghold** side. If it receives enough damage, it is flipped over to its **Damaged** side. If the **Damaged** side is destroyed, the players lose the game.

The **Stronghold** side of the Avengers Tower environment card reads: “The unique rule does not apply to Avengers Tower.” This constant ability allows each player to play the Avengers Tower support card and use its ability while the Avengers Tower environment card **Stronghold** side is in play.

The **Damaged** side of the Avengers Tower environment card reads: “**When Revealed:** Discard each other Avengers Tower from play.” This ability reinforces the unique rule by discarding each other copy of Avengers Tower from play.

When damage is dealt to Avengers Tower it must be applied to the Avengers Tower environment card. It cannot be placed on an Avengers Tower support card.

MODULAR DIFFICULTY

If players wish to increase the difficulty of the Tower Defense scenario, they may place damage on Avengers Tower during setup. This extra damage represents the effectiveness of the Black Order’s initial attack on the tower. The amount of damage placed is up to the players as a group, but listed below are some recommendations for each difficulty mode:

- Standard Mode: Place 1 damage.
- Expert Mode: Place 2 damage.
- Heroic Mode: Place 3 damage.

SUGGESTED PLAY AREA FOR TOWER DEFENSE

Encounter Deck



Encounter Discard Pile

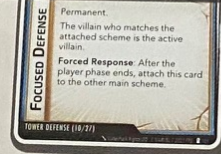


Stage 1B

Stage 2B



Focused Defense



Avengers Tower

Proxima Midnight



Corvus Glaive



CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Put the "Save the Shawarma Place" side scheme into play.
- ▶ If Security Breach is in the campaign pool, shuffle it into the encounter deck.
- ▶ **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may place one acceleration token on one of the main schemes to heal their identity to its full hit point value.

VICTORY:

- ▶ If Save the Shawarma Place was defeated, add Shawarma to the campaign pool.
- ▶ If Black Swan is NOT in the victory display, add her to the campaign pool.
- ▶ If Avengers Tower has the **Damaged** trait, record that in the campaign log.
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points in the campaign log.

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.

Piercing

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

Ranged

An attack with the ranged keyword ignores the retaliate keyword.

Setup

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

Stalwart

A character with the stalwart keyword cannot be stunned or confused.

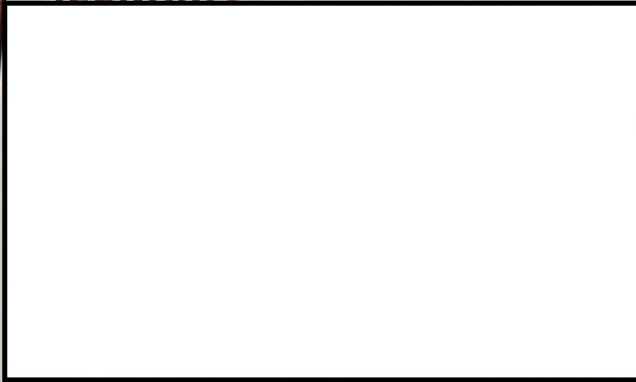
Villainous

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

Victory X

When a card with the victory X keyword is defeated, place it in the victory display instead of its owner's discard pile. The victory display is a named, out-of-play game area shared by all players. Cards in the victory display follow the standard rules for out-of-play cards.

SCENARIO #3 - THANOS



Villain Deck: Thanos (I), Thanos (II)

Remove Thanos (I) and add Thanos (III) for expert mode.

Main Scheme Deck: The Infinity Stones, Balance the Scales

Encounter Deck: Thanos, Infinity Gauntlet, Black Order, Children of Thanos, and Standard sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Black Order and Children of Thanos sets can be removed from this scenario and/or added to other scenarios when using the scenario customization rules. The Infinity Gauntlet set may be used in other scenarios, but it is required when playing Thanos.

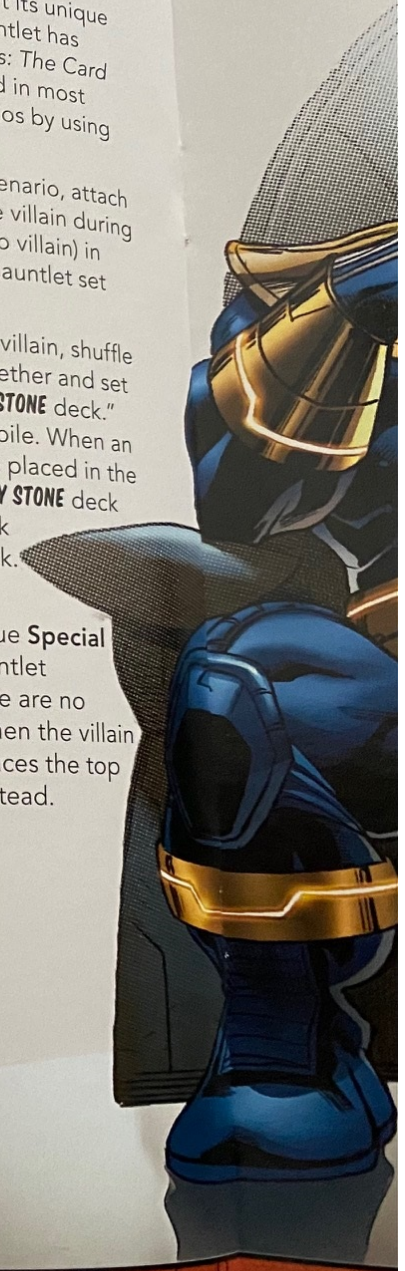
THE INFINITY GAUNTLET ENCOUNTER SET

The Infinity Gauntlet is one of the most powerful artifacts in the Marvel universe. To represent its unique and unprecedented power, the Infinity Gauntlet has its own encounter set for *Marvel Champions: The Card Game*. This special modular set can be used in most *Marvel Champions: The Card Game* scenarios by using the following rules:

When using the Infinity Gauntlet set in a scenario, attach the Infinity Gauntlet attachment card to the villain during setup. If there is more than one villain (or no villain) in play at the start of the game, The Infinity Gauntlet set cannot be used.

After attaching the Infinity Gauntlet to the villain, shuffle the six **INFINITY STONE** environment cards together and set them aside, facedown. This is the "**INFINITY STONE** deck." The **INFINITY STONE** deck has its own discard pile. When an **INFINITY STONE** environment is discarded, it is placed in the **INFINITY STONE** deck discard pile. If the **INFINITY STONE** deck is ever empty, shuffle the **INFINITY STONE** deck discard pile back into the **INFINITY STONE** deck. There is no built-in penalty for doing this.

Each **INFINITY STONE** environment has a unique **Special** effect that is triggered by the Infinity Gauntlet when the attached villain activates. If there are no **INFINITY STONE** environment cards in play when the villain activates, the Infinity Gauntlet's ability places the top card of the **INFINITY STONE** deck into play instead.



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CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Put the "Hack Sanctuary's Computer" side scheme into play.
- ▶ If Cosmo is in the campaign pool, put him into play under the first player's control.
- ▶ If Security Breach is in the campaign pool, shuffle it into the encounter deck.
- ▶ If Shawarma is in the campaign pool, each player shuffles one copy of Shawarma into their deck.
- ▶ If Black Swan is in the campaign pool, put her into play engaged with the first player.

▶ **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.

▶ **Expert Campaign Only:** Each player may place one acceleration token on the main scheme to heal their identity to its full hit point value.

▶ If Avengers Tower had the **Damaged** trait, deal three damage to each identity.

VICTORY:

- ▶ If Defensive Protocols is NOT in the victory display, add System Shock to the campaign pool.
- ▶ If The Infinity Stones 1B was completed, record that in the campaign log.

▶ **Expert Campaign Only:** Record each identity's remaining hit points in the campaign log.

SCENARIO #4 - HELA



Villain Deck: Hela (A)

Remove Hela (A) and add Hela (B) for expert mode.

Main Scheme Deck: Odin's Torment

Encounter Deck: Hela, Legions of Hel, Frost Giants, and Standard sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Legions of Hel and Frost Giants sets can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

INFINITE HIT POINTS

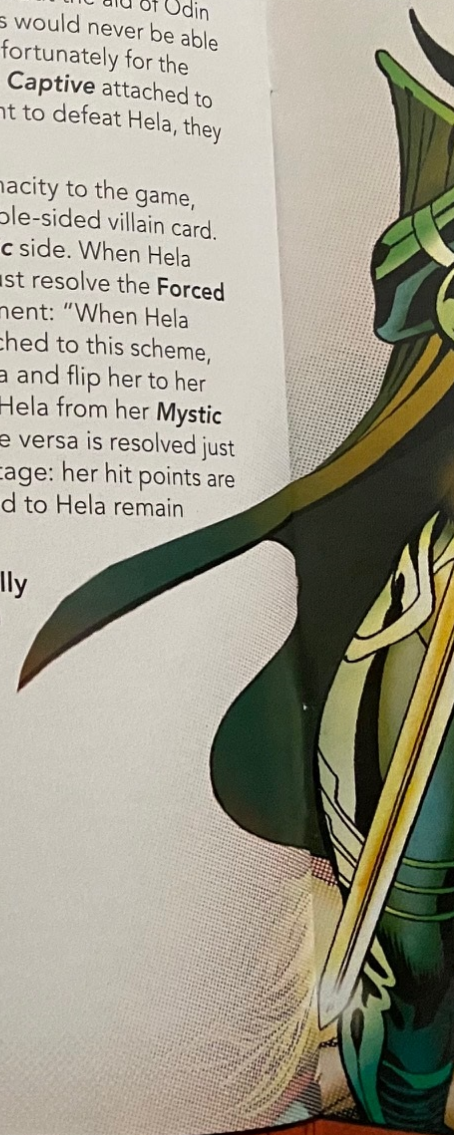
In this scenario, the villain has infinite hit points (∞). A character with infinite hit points cannot be defeated by taking damage. However, damage may still be dealt to that character through attacks and card abilities.

JOURNEY THROUGH HEL

Hela is the Asgardian goddess of death and that makes her nearly impossible to defeat. Without the aid of Odin the All-Father of Asgard, the heroes would never be able to vanquish the goddess of Hel. Unfortunately for the heroes, Odin begins the game as a **Captive** attached to the main scheme. If the players want to defeat Hela, they must rescue Odin first.

To help bring Hela's formidable tenacity to the game, she is represented by a single double-sided villain card. She begins the game on her **Mystic** side. When Hela would be defeated, the players must resolve the **Forced Interrupt** on stage 1B, *Odin's Torment*: "When Hela would be defeated, if Odin is attached to this scheme, discard each attachment from Hela and flip her to her **Wounded** side instead." Flipping Hela from her **Mystic** side to her **Wounded** side and vice versa is resolved just like advancing to the next villain stage: her hit points are reset and any status cards attached to Hela remain attached.

If the players control the Odin ally when Hela is defeated, they win the game.



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CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Put the "Find the Norn Stones" side scheme into play.
 - ▶ Shuffle the "Summoned Back" treachery into the encounter deck.
 - ▶ If Shawarma is in the campaign pool, each player shuffles one copy of Shawarma into their deck.
 - ▶ If System Shock is in the campaign pool, each player shuffles one copy of System Shock into their deck.
 - ▶ If The Infinity Stones 1B was completed, each player discards the top half of their deck.
- ▶ **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may place one acceleration token on the main scheme to heal their identity to its full hit point value.

VICTORY:

- ▶ If Find the Norn Stones was defeated, add Norn Stone to the campaign pool.
 - ▶ If Retrieve Odin's Armor is in the victory display, add Odin to the campaign pool.
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points in the campaign log.

SCENARIO #5 - LOKI

Villain Deck: Loki (five different versions)

Main Scheme Deck: All Hail King Loki

Encounter Deck: Loki, The Infinity Gauntlet, Enchantress, Frost Giants, and Standard sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Enchantress and Frost Giants sets can be removed from this scenario and/or added to other scenarios when using the scenario customization rules. The Infinity Gauntlet set may be used in other scenarios, but it is required when playing Loki.

THE GOD OF MISCHIEF

Loki is the Asgardian god of mischief. To represent the trickster god's sorcerous powers, Loki does not have ordinary villain stages. Instead, Loki has five different stage-I villain cards. When setting up Loki's scenario, choose one Loki villain card at random, reveal it and put it into play. Set the remaining four versions of Loki aside, out of play. When the players defeat Loki, instead of revealing the next villain stage, the players reveal one of the set-aside versions of Loki at random.

SWAPPING LOKI

When a card effect instructs the players to "swap Loki with a random set-aside Loki," they should replace the Loki card that is in play with one of the remaining set-aside versions of Loki. This does not cause Loki to leave play, enter play, or be revealed. Attachments and status cards on Loki should be transferred to the new version of Loki that was swapped in. The Loki card that was swapped out should be set-aside with the other remaining set-aside versions of Loki.

WINNING THE GAME & MODULAR DIFFICULTY

To win the game, the players must defeat a certain number of Loki villains. Each version has Victory 1 to indicate that it is added to the victory display when it is defeated. When Loki is defeated, that triggers the **Forced Interrupt** on stage 1B: "When Loki is defeated, advance to a random set-aside Loki villain." When a new version of Loki enters play, transfer all attachments, status cards, counters, and tokens that were on the previous version of Loki to the one that enters play.

The victory condition for the scenario is written in bold on stage 1B: "**If the number of Lokis in the victory display is equal to the victory condition, the players win the game.**" The number of different versions of Loki that must be defeated is determined by the players before the game begins. Below is the suggested number of Loki villains that must be in the victory display for each mode of play:

Rookie Mode – One version of Loki

Standard Mode – Two versions of Loki

Expert Mode – Three versions of Loki

Heroic Mode – Four versions of Loki

RULES CLARIFICATION

- Q.** When the Loki villain card is swapped out for one that has the stalwart keyword, what happens to any stunned or confused status cards that were on Loki?
- A.** When Loki gains the stalwart keyword, discard any stunned or confused status cards from him.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Put the "Open the Dungeons" side scheme into play.
- ▶ Shuffle the "Summoned Back" treachery into the encounter deck.
- ▶ If Shawarma is in the campaign pool, each player shuffles one copy of Shawarma into their deck.
- ▶ If System Shock is in the campaign pool, each player shuffles one copy of System Shock into their deck.
- ▶ If The Infinity Stones 1B was completed, each player discards the top half of their deck.
- ▶ If Norn Stone is in the campaign pool, each player puts one copy of the Norn Stone upgrade into play on its **Setup** side.
- ▶ If Odin is in the campaign pool, put Odin into play on his **King** side.

- ▶ **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may place one acceleration token on the main scheme to heal their identity to its full hit point value.
- ▶ **Expert Campaign Only:** If the players lose this game, Loki exerts his rule over all the universe and the players lose the campaign.

VICTORY:

- ▶ Loki is defeated and the players win the campaign! Turn the page to read the conclusion.

EXPERT CAMPAIGN RULES

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

PERSISTENT DAMAGE

While playing *The Mad Titan's Shadow* 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 higher than their base hit point value, record their base hit points in the campaign log instead.

The setup instructions for each scenario offer each player the opportunity to restore their identity to their full hit point value by placing an acceleration token on the main scheme.

If a player is defeated during a scenario that their teammates go on to win, the defeated player does not participate in any of the victory steps for that scenario. However, they can rejoin their teammates for the next scenario by placing an acceleration token on the main scheme to restore their identity to full hit points.

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

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