

MARVEL

CHAMPIONS

THE CARD GAME

THE HUNT SCENARIO PACK

You stopped Baron Zemo from taking over S.H.I.E.L.D., but many of his Thunderbolts have escaped. It is now time to go for them, one at a time...

The Hunt is a special fan-made scenario for Marvel Champions LCG, developed to allow more use of the different Thunderbolt modulators. You need one modular (from the Agents of S.H.I.E.L.D. - AoS - box or the heroes pack of that wave) to play the scenario.

You will convert through the main scheme 1A an **ELITE THUNDERBOLT** minion from one of the thunderbolt modulators into a villain and organize a manhunt in which, for once, you are not the prey.

New Keyword: Optional

An optional card can be removed from the game when revealed. Here, it is used to increase the difficulty of the scenario. Depending on which Thunderbolt you are playing, you may want to keep it in play or not.

The Prey Deck

The prey deck consists of the 3 **PREY** attachments not currently attached to the villain. It is kept facedown, shuffled, and cannot be affected by player card effects. When 6 or more prey tokens are on the main scheme, 6 of them are removed and a new **PREY** attachment is drawn, forcing the previous one to be shuffled back into the prey deck.

F.A.Q.

Q. Why did you work on The Hunt?

A. Like most Marvel Champions boxes, AoS has many great things and others I'm not so fond of. In particular, the Citizen V scenario is not of my favorites. I'm not a big fan on how FFG implemented the multi-villain there. And while I'd like to use the many Elite Thunderbolt modulators somewhere else, the 2 digit HP and villainous make them hard to play, especially solo where they make the scenario very swingy.

Of course one can house rule their HP to be 10 less and not be villainous (FFG could have made the modulators this way and have Citizen V villain/main scheme/extra environment add the 10 HP and villainous), or... Play the Hunt!

Q. Can The Hunt be played within the AoS campaign?

A. The Hunt could perfectly happen after the campaign, while you are asked to hunt down the thunderbolts that ran away. And you go after them one by one, playing the scenario multiple times with different modular sets.

Q. Are there some Thunderbolts that are better suited for the scenario?

A. Yes, definitely. Baltroc for example does not work at all here. This is not much of an issue as he already has his own scenario in the box. Some mechanics are also not easy to play as a full villain. Atlas for example will have to be rushed else he will become unkillable, and his side scheme will cause you to lose the game on reveal. Many fanmade Thunderbolt sets work remarkably well with this scenario. I can for example mention Ghost from @YamiKarac and Cyclone from @JOTF2609, both available on the Marvel Champions LCG Homebrew server.

