You're greeted by Adam Warlock suddenly appearing nearby.

"Hero(es)! I've sensed a great shift in the energies of the Universe. I believe the Infinity Stones may be trying to be harnessed by forces other than, Thanos. I will require your help gathering them before the Titan can get them himself, Though something doesn't feel like he's behind this, though whoever is, is very powerful. The first energy readings I'm getting are on Earth, it feels like multiple Stones may be being used by those who don't fully grasp their true power. I'll need your help to keep them busy while I try to seal the Stones' strength."

You nod in agreement. You gear up and head off to New York City where there have been reports of the Wrecking Crew causing property damage and seemingly working for someone…

   • **Scenario 1** - Wrecking Crew

   • **Villain Deck** - Wrecker (A), Thunderball (A), Piledriver (A), Bulldozer (A)

   For Expert Campaign use : Wrecker (B), Thunderball (B), Piledriver (B), Bulldozer (B)

   • **Main Scheme** - Breakout (Wrecking Crew Scenario)

   • **Encounter Sets** - Day of Reckoning (Wrecking Crew Scenario Pack), Thunderstruck (Wrecking Crew Scenario Pack), Pile It On! (Wrecking Crew Scenario Pack), Clear the Road (Wrecking Crew Scenario Pack)

   • **Modular Encounter Sets** - Bomb Scare (Core Set), Under Attack (Core Set), Ransacked Armory (The Hood Scenario Pack), Streets of Mayhem (The Hood Scenario Pack),

   (Four (4) random modular sets could also be used)

   Mind Stone (The Mad Titan's Shadow), Soul Stone (The Mad Titan's Shadow), Space Stone (The Mad Titan's Shadow), Power Stone (The Mad Titan's Shadow)

   • **Campaign Restrictions** - Adam Warlock is Unavailable for use as He will be busy trying to control the power of the Infinity Stones.

   • **Setup Instructions** - Each player records their identity in the campaign log. Players cannot switch identities during a campaign.

    Follow all normal Wrecking Crew setup rules found in the Scenario booklet.

   • Shuffle one of the four (4) Modular Encounter Sets into each of the Wrecking Crew Encounter Decks. (*Or four Modular Sets randomly chosen*)

   • Shuffle the Four (4) Infinity Stone cards and set them to the side of the play area to start.

   • **Special Scenario Rules** - When a member of the Wrecking Crew activates, draw one of the Infinity Stone cards. Resolve the Stone's power, then shuffle the card into said character's Encounter

Deck.

When the card is drawn again, resolve the card's effect and reshuffle it into the deck.

• If Villain (Wrecker, Thunderball, Piledriver, Bulldozer) **_IS_** defeated before the Infinity Stone has been activated the fourth time (drawn from the deck three (3) times), Adam Warlock has sealed the power of the Infinity Stone and it is removed from the rest of the Campaign permanently. Return said card to the box.

• If Villain (Wrecker, Thunderball, Piledriver, Bulldozer) **_IS NOT_** defeated before the Infinity Stone has been activated the fourth time (drawn from the deck three (3) times), Adam Warlock has failed to stop said character from harnessing the power of the Stone. When the Villain is defeated, keep the said Infinity Stone attached to them in a deck to the side of the play area.

• **Victory Instructions** - Each Player is able to record the name of an upgrade they control equal to the number of Infinity Stones that were sealed to start with in their opening hand for the rest of the Campaign.

(*If the Power and Soul Infinity Stone was sealed, each player could start with a maximum of cost 2 upgrade in their hand at the start of the game each other campaign scenario*)

As the dust settles around your feet from the battle, Adam Warlock steps up looking drained, but concerned. He seems to stare off into the distance for a moment, when he turns to you.

"That was quite the battle! There has to be a reason why criminals such as they would end up with artifacts as powerful as the Infinity Stones. I'm unsure where the ones I was unable to seal vanished to."

He looks away with a slight frown. He suddenly stops and looks alarmed :

"Hero(es)! I know the exact location of another Stone! I can feel the call of It's power, it feels like it's reaching across the very Multiverse to answer the wants of it's master! I can take us there, let us hurry!"

With a wave of his hand, a magical gateway opens into a dark parking lot. Just outside of the light of the feeble streetlights you can make out a dark cloak crouched down with a very ominous red pulsing glow just behind it. As you cross the barrier, The Hood stands up and turns in your direction with a mad grin on his face.

"I had a feeling you'd be here next. The Stone told me you're coming. The Wrecking Crew may not have been able to stop you, even with the gifts he gave them, but you're not going any further. I'm more than powerful enough to stop your little adventure - RIGHT NOW!"

Adam Warlock jumps aside as The Hood attacks!

- **Scenario 2** - The Hood

- **Villain Deck** - The Hood (I) and The Hood (II)

For Expert Campaign use The Hood (II) and The Hood (III)

- **Main Scheme** - Making Connections, Promised Prosperity, Crime State (The Hood Scenario Pack)

- **Encounter Sets** - Character Obligation Set

- **Modular Encounter Sets** - Reality Stone (The Mad Titan's Shadow), Seven (7) random Modular Encounter Sets*

(None of the four (4) used in the previous scenario)

- **Campaign Restrictions** - Adam Warlock is Unavailable due to him trying to seal the power of the Infinity Stone

- **Setup Instructions** - Follow all setup rules found in The Hood rule booklet. Place Reality Stone to the side

- **Special Scenario Rules** - When Scheme is advanced to Phase two (2B) after Modular Encounter is added to the deck, attach Reality Stone to Villain in play permanently.

- During Main Scheme (2B + 3B) if any Ally, Upgrade or Support is discarded three (3) times, it's considered erased from Reality. Set them in a pile to the side of the play area to be resolved at the end of the scenario. (*Space will be provided in Campaign Log to track card discards or a sheet of paper would help keep track*)

- **Victory Instructions** - Any items that would be removed from the game (*In the set aside pile*), return half (*rounded up*) to your hand. The remaining cards are considered to have been erased from Reality and removed from the game for the rest of the campaign. Return those cards to the box.

- ***If The Hood is beaten in Main Scheme 2*** : Each player may record the name of any card from their deck up to power 3 to add to their hand at the start of the next Scenario.

- ***If The Hood is beaten in Main Scheme 3*** : Each player may record the name of any card from their deck up to power 2 to add to their hand at the start of the next Scenario.

The Hood falls to the ground, the multitudes of villains he summoned to help him with the power of the Reality Stone slowly fade away as Reality reasserts itself. He fixes you with a baleful glare :

"It's all thanks to that Warlock that I was beat! My plan was fool-proof! He promised me this exact outcome wouldn't happ-"

His eyes grow wide as he sweeps his trademark hood back. In his outstretched hand, the Reality Infinity Stone slowly vanishes into thin air. Adam Warlock starts to lunge when he's thrown to the side by a sudden blast of energy from behind you. You quickly turn to see Kang the Conqueror. Sitting on his floating golden hover throne, smoking laser pistol in his hand and a dark smirk on his face. Adam Warlock slumps over whispering :

"I never guessed Kang was the monster behind this plan…"

"I knew that mystic fool would wear himself out trying to seal off the Stones and make my job so much easier. Him getting help didn't help his cause at all! With the power of the Time Stone adding its limitless power to my own, I will travel back and gather all the Infinity Stones! After I take care of you heroes, I will be powerful enough to topple Thanos and rule the Multiverse!"

With a wave of his hand, you're brought back to where you first started this adventure. Kang sneers at you.

"You have no Mystic help from that lapdog of the Universe. Do you think yourself strong enough to challenge the Master of Time Itself?!"

With a glint of rebellion in your eye, you give a grin and say :

"Yup!"

"Let's see what an insignificant ant can do in a tornado."

• **Scenario 3** - Kang the Conqueror

• **Villain Deck** - Kang (The Conqueror)(I), Kang (Immortus)(II), Kang (Iron Lad)(II), Kang (Rama-Tut)(II), Kang (Scarlet Centurion)(II), Kang (The Conqueror)(III)

(*For Expert Campaign use : Expert Kang (The Conqueror)(I), Expert Kang (Immortus)(II), Expert Kang (Iron Lad)(II), Expert Kang (Rama-Tut)(II), Expert Kang (Scarlet Centurion)(II), Expert Kang (The Conqueror)(III)*)

• **Main Scheme** - Kang's Arrival, The Master of Time, The Chronopolis, Inexorable Fate, the Realm of Rama-Tut, The Present Future War, Kang's Wrath

• **Modular Encounter Sets** - Temporal (The Once and Future Kang Scenario Pack), Character Obligation Sets, The Infinity Gauntlet (The Mad Titan's Shadow), (If they haven't been removed in scenario 1) Mind Stone (The Mad Titan's Shadow), Power Stone (The Mad Titan's Shadow), Reality Stone (The Mad Titan's Shadow), Soul Stone (The Mad Titan's Shadow), Space Stone (The Mad Titan's Shadow), Time Stone (The Mad Titan's Shadow)

• **Setup Instructions** - At the start of Main Scheme 1, attach Time Stone to Kang (The Conqueror)(I).

• **Special Scenario Rules** - At the start of Main Scheme 2, shuffle all Infinity Stones and assign one to each Instance of Kang (II) in play if possible. (*See Campaign Log to see which Stones are still in play*)

• At the start of Main Scheme 3, Kang (The Conqueror)(III) starts equipped with the Infinity Gauntlet and ALL available Infinity Stones (*See Campaign Log for which Stones are still in pla*y)

• **Campaign Restrictions** - Due to being incapacitated, Adam Warlock is Unplayable.

• **Victory Instructions** - If the Players manage to bring down Kang the Conqueror with the power of the Infinity Gauntlet and Infinity Stones **_- CONGRATS!_** You rock! I hope you enjoyed my campaign and have some great battle reports! I appreciate your time! ~ *Nick* <3