



DC  
COMICS™

## DECK - BUILDING GAME

# CRISIS

EXPANSION  
PACK 1

### CRISIS MODE

- When you buy or gain a Villain from the Line-Up, destroy it.
- When you defeat a Super-Villain, remove it from the game.
- **Instead of refilling the Line-Up in between turns...** After each player's turn has ended, add the top card of the main deck to the Line-Up.
- Before a Crisis can be beaten, your team must remove all Villains from the Line-Up.
- Before a Super-Villain can be defeated, your team must beat the current Crisis.
- If a Crisis requires each player to take action to beat it, those actions must all be done simultaneously.
- You may only attempt to beat a Crisis once per turn.

### OBJECT OF THE GAME

Beat each Crisis and defeat all of the Super-Villains before time runs out. If you do, your team wins! If you need to add a card from the main deck to the Line-Up and cannot, your team loses the game.

### IF YOU ARE PLAYING WITH IMPOSSIBLE SUPER-VILLAINS

- When a Weakness is destroyed, return it to the stack.
- If you need to add a card from the main deck to the Line-Up and cannot, your team loses the game.

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## OVERVIEW

Whether you want to increase the danger in your competitive games or work with your fellow players to overcome obstacles and Super-Villains, this is the expansion for you. What's more, you can mix and match many of the different components in this expansion to customize the experience towards your own skill and desired difficulty level.

## CONTENTS

- 14 Oversized Super Heroes
- 12 Impossible Super-Villains
- 1 Crisis-Only Super-Villain
- 15 Crisis Cards
- 32 New Main Deck Cards

Since this is the Crisis Expansion, you probably want to jump right into to a Crisis Mode game. Let's set up for that now.

## CRISIS MODE SET-UP



Crisis Mode is a co-operative game experience where the players work together to beat a host of Super-Villains and some world-altering Crisis events. Typically, players will want to use the Crisis Super Heroes to play this mode, as they allow players to help each other. That can become important when the world is about to end. See page 6 for a list of variants that can increase or decrease the difficulty of Crisis Mode.

### Players

1 or 2  
3  
4  
5

### Super-Villains

11 +Ra's al Ghul & Anti-Monitor  
9 +Ra's al Ghul & Anti-Monitor  
7 +Ra's al Ghul & Anti-Monitor  
5 +Ra's al Ghul & Anti-Monitor

### Crisis Cards

12 +Arkham Breakout  
10 +Arkham Breakout  
8 +Arkham Breakout  
6 +Arkham Breakout

## Crisis Mode is meant to be played with the Impossible Super-Villains.

Instead of always using the typical eight Super-Villains, Crisis Mode bases your Super-Villain count on how many players are in the game. Each Super-Villain brings with him a Crisis, so you will play with an equal number of Crisis cards and Super-Villains.

### To create your Super-Villain stack:

- 1) Place Crisis Anti-Monitor face down. He is the last Super-Villain you will face in Crisis Mode. The back of his card is different from the rest, as he is only ever used in Crisis Mode.
- 2) Set aside Impossible Ra's al Ghul.
- 3) Shuffle the remaining Impossible Super-Villain cards.
- 4) Count out a number of cards equal to the number of Super-Villains, less two, based on the chart at the bottom of page 2.
- 5) Place those cards face down on top of Anti-Monitor.
- 6) Put Impossible Ra's al Ghul face up on top of that stack. He is the first Super-Villain you will face in Crisis Mode.
- 7) Place the Super-Villain stack next to the Kick stack.

*Example: In a four-player game, place seven random Super-Villains on top of Anti-Monitor before placing Ra's face up on the stack, for a total of nine Super-Villains.*



### To create your Crisis card stack:

- 1) Set aside the Crisis card Arkham Breakout.
- 2) Shuffle the remaining Crisis cards.
- 3) Count out a number of cards equal to the number of Super-Villains, less one, based on the chart at the bottom of page 2.
- 4) Place those cards face down.
- 5) Then put Arkham Breakout face up on top of that stack.
- 6) Place the Crisis stack next to the Super-Villain stack.

*Example: In a four-player game, make a stack of eight random Crisis cards, and then place Arkham Breakout face up on the stack, for a total of nine Crisis cards.*

The Crisis cards after **Arkham Breakout** are randomized, so you never know what is coming next. It is recommended that you don't read the rest of the Crisis cards before playing your first game. Return all additional Super-Villains and Crisis cards to the box. Now start the game as usual by shuffling the main deck and placing the top five cards into the Line-Up.

**Note:** Any Attack abilities on those initial five cards will hit all players due to the Arkham Breakout!

## CRISIS MODE RULES OF PLAY

### Object of Crisis Mode:

Defeat all of the Super-Villains in the stack before time runs out. Do this, and your team wins! If you need to add a card from the main deck to the Line-Up and cannot, time has run out and your team loses the game. Win or lose, Victory Points are never counted.

The biggest change in Crisis Mode involves buying and gaining Villains and Super-Villains:

**When you buy or gain a Villain from the Line-Up, destroy it.  
When you defeat a Super-Villain, remove it from the game.**

If you gain a Villain from the top of the main deck or from the destroyed pile, it is not destroyed. "Removed from game" means back in the box. You cannot interact with cards removed from game like you can with destroyed cards, which are still a part of the game.

The second biggest change involves refilling the Line-Up between turns. Instead of filling each empty slot in the Line-Up during the end of turn procedure...

**After each player's turn has ended, add the top card of the main deck to the Line-Up.**

One card is added to the Line-Up between turns, no matter how many cards are in the Line-Up. The Line-Up might grow to 7 or 8 cards, or even shrink to 2 or 3. This puts a clock on the players. You can't wait forever to make your move. The time to act is now!

## CRISIS CARDS

Most Crisis cards have an **Ongoing** ability that will hinder your team. Many have an effect at the start or end of each player's turn, so be sure to read the Crisis card as you start your turn. If a Crisis effect happens at the start of your turn, this is before you can play any cards or attempt to beat the Crisis. These effects are not attacks that can be avoided. Each Crisis card will feature a "To Beat:" at the bottom of the text box. See page 8 for help with specific cards. It is highly advised that you avoid reading that page before you start playing, as it's more fun if you don't know what's coming!

**Before a Crisis can be beaten, your team must remove all Villains from the Line-Up.  
Before a Super-Villain can be defeated, your team must beat the current Crisis.**

Some Crisis cards go away after certain conditions have been met. If those conditions have been met, but Villains are still in the Line-Up, the Crisis does not end. It continues to function as before. As soon as the last Villain is removed from the Line-Up, the Crisis goes away if the condition is still met.

Most Crisis cards require each player to participate in beating the Crisis. Since this is a co-operative game, it's a good idea to discuss when players are ready to help beat a Crisis. You cannot attempt to beat a Crisis while there are Villains in the Line-Up. When no Villains are in the Line-Up, you may attempt to beat a Crisis.

**If a Crisis requires each player to take action to beat it, those actions must all be done simultaneously.**

***Example:** If each player must discard a card with cost 5+ to beat a Crisis, no player may delay discarding his own card with cost 5+. If a player doesn't have a card with cost 5+ in his hand, he should mention this to the group. No one should discard a card until all players can. Return discarded cards to hand if anyone acted too quickly.*

**You may only attempt to beat a Crisis once per turn.**

Where coordinated actions are required of the players to beat a Crisis, those actions may only be attempted by the team once during each player's turn. Suppose a player has ended his turn and drawn a new hand of five cards. The next time you may attempt to beat a Crisis would be during the next player's turn. You cannot attempt to beat a Crisis in-between turns.

When a Crisis is beaten, remove it from the stack, but do not flip over the next Crisis in the stack. Now the way has been paved to defeat the current Super-Villain. A Super-Villain may be defeated while there are Villains in the Line-Up. Only Crisis cards are concerned with Villains in the Line-Up.

When you defeat the current Super-Villain, remove it from the game. During the end-of-turn procedure, flip up a new Crisis, and then reveal the next Super-Villain. It is important to flip up the Crisis first, as it could impact the First Appearance – Attack of the Super-Villain.

## CRISIS SOLO PLAY

You can play solo! There are a few cards that need to change, as you don't have anyone with whom to coordinate your actions. Keep in mind you can only do the actions described if there are no Villains in the Line-Up.

**Arkham Breakout-To Beat:** At the start of your turn, discard your hand. Remove this Crisis if each of the cards have different names.

**Wave of Terror-To Beat:** At the the start of your turn, discard the top 3 cards of your deck. Remove this Crisis if each of those cards has cost 1 or greater.

**Crisis Anti-Monitor:** Add **"Ongoing:** Add the top card of the main deck to the Line-Up."

**Impossible The Joker First Appearance — Attack:** Discard a random card. If its cost is 0, gain a Weakness and repeat this.



## SETTING YOUR CRISIS DIFFICULTY

Since there are several ways to mix and match the cards in this expansion, you can customize your Crisis Mode game difficulty to your liking with a few minor changes.

**Harder:** *(Check these off when you win!)*

- Don't use Crisis Super Heroes.
- Don't use Arkham Breakout as the first Crisis. Randomize it!
- Don't add the 32 new cards to the main deck.
- Shuffle the remaining Crisis cards into the main deck. When they enter the Line-Up, are gained, or are destroyed while in the main deck, place them face up next to the Crisis card stack instead. You may have multiple Crisis cards affecting your team at once now. Attempts to beat them are made in the order of your choosing. You must beat them all before you may defeat the current Super-Villain.
- Leave Arkham Breakout in play even after beating it. For the rest of the game, Villains with Attacks that enter the Line-Up are treated as First Appearance — Attacks against all players. You do not have to beat this Crisis again to defeat Super-Villains.
- Play with any two of the above at the same time.
- Play with ALL of the above hindrances at the same time. Check this box and your team has mastered the expansion!

**Easier:** *(Check these off when you win! When you have them both checked, you are ready for the standard difficulty.)*

- Use regular Super-Villains instead of Impossible Super-Villains.
- Play with 8 Super-Villains, no matter how many players are in the game.

## IMPOSSIBLE SUPER-VILLAINS

These Super-Villains are upgrades of the original Super-Villains from the DC Deck-building Game. You will find that their First Appearance – Attacks are more dangerous, and their play abilities are a bit stronger. They are also tougher to defeat. Crisis Mode should use Impossible Super-Villains. They are also well-suited for competitive play. Since Anti-Monitor is the final Super-Villain of Crisis Mode, there is one new surprise Super-Villain in the mix!

## Rule Changes When Using Impossible Super-Villains:

**When a Weakness is destroyed, return it to the stack.  
If you need to add a card from the main deck to the Line-Up and cannot,  
everyone loses.**

Some Impossible Super-Villains have Ongoing effects while they are on the stack. These are called "Stack Ongoing" abilities. They are only in effect while the card is face up on the Super-Villain stack. When played, Stack Ongoing effects are not applicable.

## NEW SUPER HEROES

The six new Super Heroes in this expansion (Green Arrow, Robin, Constantine, Swamp Thing, Animal Man, and Zatanna Zatara) are great for competitive play, but may also be used in Crisis Mode. Any Super Hero from any set can be used in Crisis Mode, but it can make it more difficult.

## COMPETITIVE PLAY

Shuffle the 32 new cards into your DC Comics Deck-building Game or Heroes Unite main deck and start playing. The new Super Heroes and Impossible Super-Villains can also spice up your games quite nicely. Some Crisis Super Heroes are best left out of competitive games, however, as their abilities only help other players or are way too powerful (Cyborg). Where a Super Hero may choose "a player" or "any player" when using his ability, you can always choose yourself if you wish.

Competitive players are encouraged to use the Impossible Mode Super-Villains. But the Crisis Anti-Monitor should be left solely for Crisis Mode. For added difficulty, don't add the new 32 cards, or remove 32 random ones before starting the game. Or for the ultimate challenge, customize your very own main deck using 25 cards per player!

## NEW MAIN DECK CARDS

There are 32 new main deck cards in this expansion. These can be shuffled right in to any main deck you want. For your first Crisis Mode game, it is recommended that you add in these new cards. The cards have a set tag on the bottom of the card so it is easy to remove them from a main deck should you want to.



## SPECIFIC CARD CLARIFICATIONS

**“Foes” in Crisis Mode:** Several cards use the word “foe.” In Crisis Mode, “foe” simply means “each other player.”

### Super Heroes

**Animal Man:** Starter counts as a card type. Super-Villains are just Villains.

**Constantine:** If you play the top card of your deck, it is destroyed at the end of your turn no matter where it is at the time. You might even have to look through your deck to find it. Yes, you can use Magic on the card you played from the top of your deck, and it will again have the additional +1 Power.

**Crisis Aquaman:** You may give Weakness cards you gain during your turn to your fellow players. It is recommended that you ask permission first.

**Crisis Wonder Woman:** Remember that you destroy all Villains you buy or gain from the Line-Up, but your Super Hero ability still happens.

**Green Arrow:** If you use his ability, Villains with cost 1 or 2 are free.

**Robin:** If you draw multiple cards from a single effect (“Draw two cards”), you replace only the first card draw. Put an Equipment from your discard pile into your hand, and then draw the second card.

If you reveal a card from your deck and then have the ability to draw it, you may replace this draw. If you do, the card you revealed goes back on top of your deck. With John Constantine, you do not get to destroy both cards you did not draw.



### New Main Deck Cards

**Flight:** You may put the Flight you discarded to avoid the Attack on top of your deck if you wish. The discard happens first, and then the reward happens afterward.

**Killer Frost:** If there are no Locations in play, or if each foe with Locations avoids this Attack, you draw a card. The draw text is not part of the Attack. A player who does not have a Location in play may still use a Defense to avoid this Attack.

**Psycho Pirate:** Attack example- A player reveals a hand with 3 Punches, 1 Kick, and 1 Supergirl. He must discard 2 Punches, and then he will have no duplicates in hand.

**Magic:** If you play this card, you must choose another card to play again and destroy it. If you don't wish to destroy a card, leave this card in your hand and discard it at the end of your turn.

**Quiver of Arrows, Magician's Corset:** You do not have to choose all players. Those chosen must perform the action designated on the card. Don't forget to choose yourself! In Crisis Mode, it is best to ask which players would like to be included.

## Impossible Super-Villains

**Captain Cold:** If you are the player defeating him, you will need to keep a spare card in your hand if you wish to flip your Super Hero face up.

**The Joker:** If a player puts a card with cost 0 into an opponent's discard pile, only that player repeats the process. If a player avoids this First Appearance – Attack, he is not given any cards. If you are the only player who did not avoid the Attack, you discard a card into your own discard pile.

**Crisis Anti-Monitor:** Players who have already defeated this card continue to take their turns as usual, but they can't defeat him a second time.

## Crisis Cards

**Alternate Reality, Final Countdown:** To beat one of these Crisis cards, the team acts together and chooses which cards to destroy. The burden is on the collective team, so each player does not destroy their own set of cards to beat the Crisis. For Alternate Reality, you don't have to destroy exactly 12 cost worth of Heroes to beat it.

**Arkham Breakout:** Villains that enter the Line-Up during initial game set-up do cause Attacks. Cards that Ra's al Ghul puts into the Line-Up can also cause Attacks.

**Collapsing Parallel Worlds:** Villains that players buy or gain from the Line-Up are placed under this card instead of destroyed. If one or more Villains are in the Line-Up when the 10th card is placed under this card, cards continue to be placed under this until the last Villain in the Line-Up is bought or gained. That last Villain goes under this card before a player destroys his deck and discard pile. When you receive the new deck, shuffle the cards.

**Electromagnetic Pulse, Kryptonite Meteor, Legion of Doom:** The cards that these Crises modify have all of their game text replaced with just "+1 Power." This effect is not just during your own turn, so Defense cards of that type will not avoid Attacks. Cards retain their card type, name, cost, and VP value. Cards in the Line-Up also lose their game text.

**Final Countdown:** Note that you cannot destroy any Villains of those costs, as you cannot attempt to beat a Crisis until there are no Villains in the Line-Up. This Crisis card allows you to destroy the cards in the Line-Up when you are ready to beat it.

**Identity Crisis:** You don't have to discard exactly +6 Power to beat it. To discard +6 Power, a player must discard cards with printed +Power, as in the +2 Power of a Kick. Conditional Power bonuses do not count if that condition is not met.

**Example:** *High-Tech Hero* – If it is not your turn, you can't have played a Super Power or Equipment this turn, so discarding him gives you +1 Power.

**Example:** *Swamp Thing* – If you control a Location, discarding him is worth +5 Power whether it is your turn or not.

**Example:** *Signature Trenchcoat* gives +2 Power if you choose not to gain a Hero from the destroyed pile. If it is not your turn, or this card is in your hand (unplayed), you cannot make that choice, so it has no Power. After you make the choice, it can have +2 Power, but then it isn't in your hand anymore.

**Rise of the Rot:** If the Weakness stack runs out, remove this Crisis only if no Villains are in the Line-Up.

**Wave of Terror:** If your hand contains cards with costs of 4, 4, 5, 5, and 7, you would discard both 4's at the start of your turn.

## FAQ

**Q:** How does X-Ray Vision work in Crisis Mode?

**A:** Consider your teammates as foes for the purposes of this card. The word "foe" was used to save space on the cards as shorthand for "each other player."

**Q:** Will Attacks I play hit my teammates in Crisis Mode?

**A:** Yes. If you end up with Villain Attacks in your deck, they will hit your fellow players in Crisis Mode. If you don't wish to attack your friends, leave the card in your hand and discard it at the end of your turn.

**Q:** Why are there more Crisis cards and Super-Villains depending on the number of players in the game? The normal game rules don't make that distinction.

**A:** In a two-player game, each player gets a lot more turns to increase his deck's potency, and it is much easier to coordinate actions to beat Crisis cards. The differences maintain game balance no matter how many players participate.

**Q:** Do I have to buy or gain a card each turn?

**A:** No. A card is added to the Line-Up each turn whether you acquire any cards or not.



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