

**0** **BARRAGE FIRE**

EVENT



**ATTACK.**

**Hero Action:** Exhaust a character under your control → stun or confuse up to X minions, where X is the ATK of that character.

*"Never would've thought you'd take a page from my book, Murdock... I'm impressed!" – Punisher*

AGGRESSION

**1** **BLOOD HUNT**

UPGRADE



**CONDITION.**

**Forced Response:** After you play an ally from your hand, deal 1 damage to it and heal 1 damage from your identity.

*"Who will bite it?"*

AGGRESSION

**0** **SACRIFICE**

EVENT



**Hero Action:** Discard a **PERSONA** support under your control → Draw X cards where X is 1 more than the cost of the discarded card.

*"Have you ever danced with the devil in the pale moon-light?" – Joker*

AGGRESSION

**3** **+SURGE**

NORIKO ASHIDA

ALLY



**1** THW  
**1** ATK

**X-MEN.**

Requirement (♣).

**Forced Response:** After you play a card with a printed ♣ resource, draw 1 card, deal 1 damage to an enemy and deal 1 damage to Surge.

**When Defeated:** Take 1 damage and draw 1 card.

AGGRESSION

**1** **YOU KILLED MY FAMILY!**

UPGRADE



Max 1 per deck.  
Attach to the villain.  
Your identity cannot thwart.  
Your hero's attacks gain overkill.

**Alter-Ego Action:** Spend a ♠ resource → discard this card.

AGGRESSION

**1** **3. 2. 1...**

SUPPORT



**LOCATION.**

Max 1 per deck. Uses (3 time counters).

**Forced Response:** After the player phase begins, remove 1 time counter from here.

**Response:** After the last time counter is removed from here, draw 3 cards.

BASIC

**0** **BLIND MOON THERAPY**

EVENT



**THERAPY.**

Team-Up (Daredevil and Moon Knight).

**Action:** Confuse Moon Knight and Daredevil → the controller of Moon Knight searches for an identity specific card in their discard pile and adds it to their hand. The controller of Daredevil searches for an identity specific card in their deck and adds it to their hand.

BASIC

**0** **+BOB ROSS**

SUPPORT



**PERSONA.**

**Response:** After you are forced to discard a card by an encounter card effect, exhaust Bob Ross → draw 1 card.

*"There are no mistakes. Just Happy Little Accidents"*

BASIC

**1** **DISGUISE**

UPGRADE



Temporary.

**Interrupt:** When an enemy would activate against you, change form.

BASIC



3

+

JUGGERNAUT

CAIN MARKO

ALLY

0

THW

3

ATK

MERCENARY. X-MEN.

5

**Forced Response:** After you draw this card, play it (paying its cost) or discard it.

**When Defeated:** Deal damage to your identity equal to Juggernaut's ATK.

*Juggernaut chooses when to go in.  
Juggernaut chooses when to go out.*

BASIC

1

+

KABOOM!

EVENT

ATTACK.

**Response:** After you discard an upgrade or support, deal 3 damage to an enemy. If the discarded card is 3.2.1..., choose one instead: deal 4 damage to an enemy, discard 1 card and deal 5 damage to an enemy, or discard 2 cards and deal 6 damage to an enemy.

BASIC

0

+

DEATH

SUPPORT

COSMIC ENTITY.

**Forced Interrupt:** When a character is defeated, place 1 death counter here.

*Yes, Death claimed the ones who knew too much! There were the three of them... Paul, Jerry and Roger! And now there are none! "Who am I?" You ask... "and how do I know?" Naturally I know, because I who have told you this story... I am Death!*

BASIC

1

+

LAUNCH PAD

SUPPORT

LOCATION.

**Response:** After 3. 2.1... enters play, remove 1 time counter from it.

**Response:** After you play Kaboom!, remove Launch Pad from the game → take 7 indirect damage, deal 8 damage among minions in play, deal 9 damage to the villain.

BASIC

1

+

MADE FROM VIBRANIUM

RESOURCE

After you spend this card to pay for an **ARMOR**, **ITEM** or **WEAPON** upgrade, attach this card to the upgrade.

Attached upgrade gains permanent.

BASIC

1

+

PAY IT FORWARD

UPGRADE

Play under any player's control.

Max 1 per player.

**Resource:** Exhaust Pay It Forward → generate a ★ resource. If you are the owner of this card, discard it. Otherwise, place it under the control of another player.

BASIC

2

+

REAPER'S HARVEST

EVENT

ATTACK.

**Hero Action (attack):** Deal 2 damage to an enemy. If Death is in play, heal 2 damage from your identity and deal 1 damage to you and to that enemy for each death counter on her.

BASIC

1

+

ROBIN

ALLY

0

THW

0

ATK

2

Robin is considered an identity specific card.

**Action:** Deal 1 damage to Robin → Robin gets +1 ATK and +1 THW until the end of the round.

BASIC

3

+

SURGE

NORIKO ASHIDA

ALLY

2

THW

2

ATK

3

X-MEN.

Requirement (♣).

**Hero Response:** After you play an event with a printed ♣ resource, exhaust Surge → heal 2 damage from her.

*"Well, that was a shocker... no pun intended."  
- Surge*

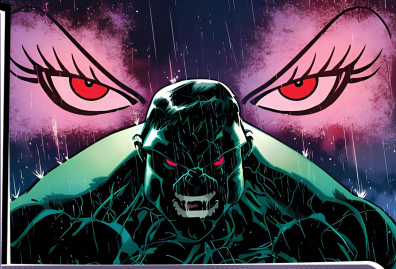
BASIC



UPGRADE

## BASIC

## ENRAGE



## DETERMINATION

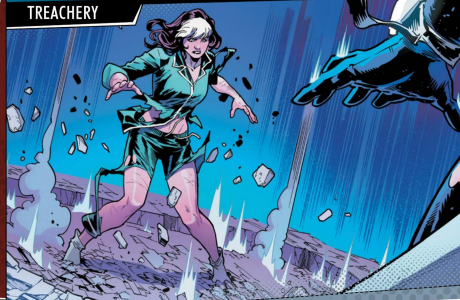
WEEKLY PROMPT SET (1/X)



**28** SCIENCE (1/5)

# GROUNDING

## TREACHERY



*"No Rogue... You are down, down..." - Graviton*

## GRAVITY (4/6)

## STRENGTH IN NUMBERS

## ENVIRONMENT



HYDRA SECRETS (1/1)

## RELEASED HYDRA FILES

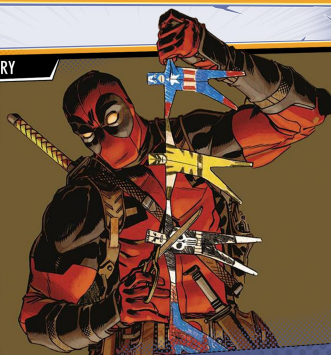
## ENVIRONMENT



HYDRA SECRETS (1/1)

# JINX

## TREACHERY



MERC WITH A MOUTH (0/00)

# THE FEAST OF HEMLOCK VALE

## SIDE SCHEME

**Forced Interrupt:** When the round ends, heal 1 damage from each character in play. Then place 2 threat and 1 day counter on this scheme. **If there are more than 3 day counters here, the players lose the game.**

ARKHAM (1/5)

22





# It's a TRAP!

TREACHERY



**When Revealed:** Discard a **PREPARATION** card under your control. Take indirect damage equal to its cost. If no damage was taken this way, this card gains surge.

"Admiral! We have enemy ships in sector 47!"  
- Captain Verrick

DEATH STAR (3/5)



2  
UPGRADE

SECOND IN COMMAND



**TITLE.**

Attach to a **S.H.I.E.L.D.** ally.

**Action:** Exhaust attached ally → ready your identity.

"That agent, that stopped the Skrulls from fighting us... Coulson. New guy. Guess he doesn't hate me yet." — Vers and Nick Fury

NICK FURY (12/16)



1  
UPGRADE

NOT TODAY



**SKILL.**

Permanent. Setup.

**Hero Interrupt:** When you would take any amount of damage, exhaust Not Today and discard an **ARROW** event from your hand → prevent up to 3 of that damage.

HAWKEYE (0/15)



2  
EVENT

BRIBE



**TACTIC.**

**Interrupt:** When an enemy would scheme, cancel that activation. Confuse an enemy for each **1** resource you overpaid for Bribe's cost.

"Welcome, my friends. Welcome to the beginning of a new era of wealth and power."

JUSTICE



1  
UPGRADE

DISTRACTED



**CONDITION. MEME.**

Attach to a minion. Max 1 per enemy.

**Hero Interrupt:** When attached enemy would activate, discard this card instead. Then, confuse that enemy.

JUSTICE



2  
UPGRADE

RED HERRING



**PREPARATION.**

Hero form only. Uses (X false lead counters) where X is equal to your THW.

**Alter-Ego Interrupt:** When a boost card is turned faceup during a scheme activation, exhaust Red Herring and remove 1 false lead counter from here → cancel that card's boost icons (Y) and "Boost" ability.

JUSTICE



2  
UPGRADE

WE NEED MORE TIME



**PREPARATION.**

**Interrupt:** When any amount of threat would be placed on the main scheme, exhaust this card → place it here instead.

**Forced Interrupt:** When this card would ready or be discarded, move all threat from this card to the main scheme.

JUSTICE



0  
EVENT

BUYING TIME



**TACTIC.**

**Hero Action:** Search your discard pile for X allies where X is equal to your DEF and add them to your hand. The villain attacks you.

"All right, you freaks — just hold it! If you really want to tangle with someone — why not try your luck against — the Wolverine!"

LEADERSHIP



1  
EVENT

COMMANDING



**TACTIC.**

**Alter-Ego Action:** Exhaust your identity → ready up to X allies and/or supports, where X is equal to your REC.

"This is S.H.I.E.L.D. Director Maria Hill! All hands — Code Cyclone 99."

LEADERSHIP





2

## COSMIC RAY FLARE

EVENT



## FANTASTIC FOUR.

**Action:** Deal 1 damage to each non-FANTASTIC FOUR character. Each FANTASTIC FOUR character gains +1 ATK and +1 THW until the end of the round.

*"Sometimes the combination can be destructive, killing whatever it touches. It can strengthen someone slightly, or be utterly ineffective."*

LEADERSHIP

X5

4

## GROUP THERAPY

SUPPORT



## THERAPY.

Uses (3 session counters).

**Action:** Exhaust Group Therapy and remove 1 session counter from here → if all your allies share a common trait, heal each ally 1 damage. If they share a common keyword, they gain stalwart until the end of the round.

LEADERSHIP

X5

2

UPGRADE

LIFE MODEL DECOY



## TECH.

Attach to an ally. Max 1 per ally.

Attached ally gets +1 ATK, +2 hit points and takes +1 consequential damage after it attacks.

**Action:** Return attached ally to your hand.

LEADERSHIP

X5

1

## OPEN THE KINGDOM

SUPPORT



Play only if your identity has the **KING** trait. Treat each **KING** friendly character text box as empty (except for **TRAITS**).

**Resource:** Exhaust Open The Kingdom → generate a ★ resource for an ally that doesn't share a trait with your identity.

LEADERSHIP

X5

1

UPGRADE



ADVANTAGE

## METAGAME.

Uses (1 point counter). Max 1 per player.

**Forced Response:** After you take damage, remove 1 point counter from here.

**Forced Response:** After you deal damage, place 1 point counter here. Then, if there are at least 4 point counters here, discard this card → deal 6 damage to an enemy.

'POOL

X5

0

## MOONDRAGON

EVENT

BRINGS DADDY TO GROUP THERAPY



## PSIONIC. THERAPY.

Team-Up (Moondragon and Drax). Max 1 per deck.

**Action:** Exhaust Moondragon and Drax → confuse each enemy in play.

*"Once he was Arthur Douglas, a so-so Jazz Musician, as I recall. He was my Father." - Heather Douglas*

'POOL

X5

1

## SECOND HAND

EVENT



**Action:** Search any player discard pile for a **VEHICLE** card and put it into play under your control. That card gains Temporary. If that card's cost is 3 or less, draw 1 card.

*"?? A '59 Dodge? My dad had one of those when I was a kid!" - She-Hulk*

'POOL

X5

2

## +INFINITY

ALLY



THW

ATK

## COSMIC ENTITY.

**Forced Response:** After you play Infinity from your hand, shuffle this card into the encounter deck (without looking).

**When Revealed:** Put Infinity into play under your control.

**Forced Response:** After Infinity takes any amount of damage, shuffle it into your deck.

PROTECTION

X5

4

UPGRADE

I AM INVINCIBLE



Uses (4 hit counters).

**Forced Interrupt:** When you would take damage from an enemy attack, remove 1 hit counter from here instead.

**Forced Interrupt:** When this card would be discarded, deal X damage to the villain where X is your remaining hit points. You are defeated.

PROTECTION

X5



0

TIME SLIP

EVENT



CONDITION. TEMPORAL.

**Interrupt:** When boost icons on an encounter card would be counted, discard the top card of the encounter deck and count the number of boost icons on that card instead.



PROTECTION

1/2