

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 moonlight?" – Joker

AGGRESSION

3 **†SURGE**

ALLY

1 THW

1 ATK

3

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

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

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

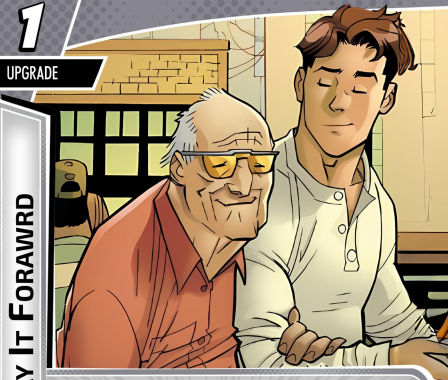
MADE FROM VIBRANIUM

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
UPGRADE

PAY IT FORWARD

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



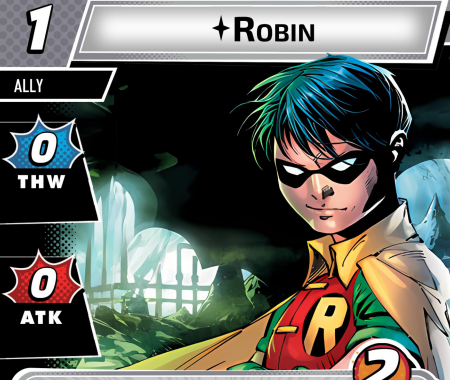
2
EVENT

REAPER'S HARVEST

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
ALLY

†ROBIN

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



0
SUPPORT

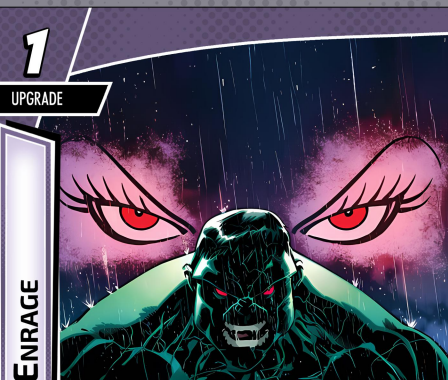
†T.A.H.I.T.I.

S.H.I.E.L.D.

Uses (2 operation counters).

Interrupt: When a S.H.I.E.L.D. ally would be placed into your discard pile, say "it's a magical place", exhaust T.A.H.I.T.I., and discard 1 operation counter from it → shuffle that card into your deck instead.

BASIC



1
UPGRADE

ENRAGE

SPELL.

Attach to a minion.

Hero Action: Exhaust Enrage and spend a ♣ resource → attached minion attacks. Then, deal X damage to an enemy, where X is the attached minion ATK.

DETERMINATION



CLIMATE CHANGE

SIDE SCHEME

You cannot thwart this scheme if there is another side scheme in play.

Forced Interrupt: When the round ends, place 1 CO₂ counter here. Place 1 ♣ threat here for each CO₂ counter here.

+

2 SCIENCE (1/5)



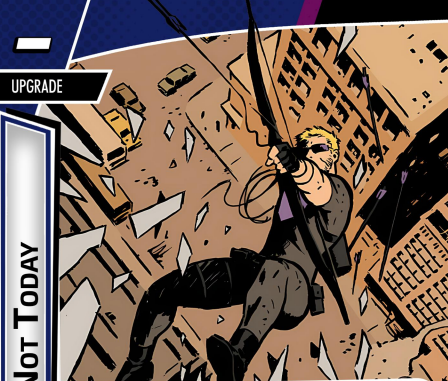
THE FEAST OF HEMLOCK VALE

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.

+

2 ARKHAM (1/5)



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)



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

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

XB

0

BUYING TIME

EVENT



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!"

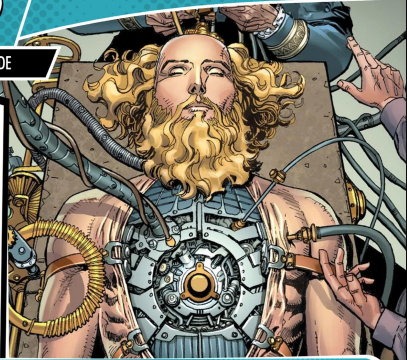
LEADERSHIP

XB

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

XB

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.

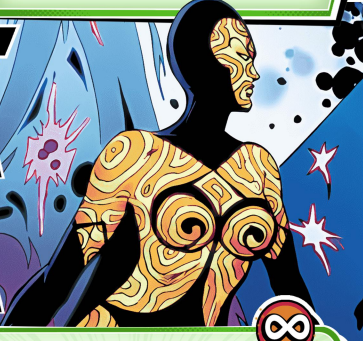
'POOL

XB

2

INFINITY

ALLY



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

XB

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

XB