Card 1 — Hive I

HIVE — I

VILLAIN

1 SCH
2 ATK

HYDRA.

Awe *(when you initiate an attack, you must target an enemy with the awe keyword, if able).*

THE ANCIENT ONE (1/15) / HIT POINTS 14

Card 2 — Hive II

HIVE — II

VILLAIN

1 SCH
3 ATK

HYDRA.

Awe *(when you initiate an attack, you must target an enemy with the awe keyword, if able).*

Forced Interrupt: When Hive would be defeated, discard a minion instead. Then set Hive's hit point dial to the sum of the SCH, ATK and printed hit points of the card discarded this way.

THE ANCIENT ONE (2/15) / HIT POINTS 16

Card 3 — Hive III

HIVE — III

VILLAIN

2 SCH
3 ATK

HYDRA.

Awe. Steady.

Forced Interrupt: When Hive would be defeated, discard a minion or an ally instead. Then set Hive's hit point dial to the sum of the SCH, THW, ATK, printed hit points, cost and number of icons (★ and ⅄) in the boost area of the card discarded this way.

THE ANCIENT ONE (3/15) / HIT POINTS 18

Card 4 — Maveth (1A)

1A

MAVETH

MAIN SCHEME

Buried for centuries on the desolate world of Maveth, Hive awakens — ancient, insidious, and determined to return to Earth to complete his conquest.

Contents: Hive (I) (Hive (II) instead for expert mode). The Ancient One, Inhumans and Standard encounter sets. One modular encounter set (Baron of Hydra).

Setup: Put into play the Awakening environment.

THE ANCIENT ONE (4/15)

Card 5 — Maveth (1B)

1B

+1 / 2

MAVETH

MAIN SCHEME

6

Interrupt: When you reveal a minion, spend 1 resource of any type → cancel the effects of that card and discard it. Then, reveal another card from the encounter deck.

As an additional cost for a player to play a card, that player must spend 1 resource of any type.

THE ANCIENT ONE (4/15)

Card 6 — An Army of Inhumans (2A)

2A

AN ARMY OF INHUMANS

MAIN SCHEME

Hive has returned from the void — and with each Terrigen-infected soul, his army grows, bound by a hive mind and loyal only to him.

When Revealed: Place 3 power counters on Awakening. In player order, each player not engaged with a minion must discard 3 cards from the encounter deck and put the first minion they discarded this way into play engaged with them.

THE ANCIENT ONE (5/15)

Card 7 — An Army of Inhumans (2B)

2B

+1 / 2

AN ARMY OF INHUMANS

MAIN SCHEME

9

The target threat value of this scheme is reduced by 1 for each inhuman counter here.

Forced Interrupt: When the villain phase starts, remove 1 threat from here → place 1 inhuman counter here.

If this scheme is completed, the players lose the game.

THE ANCIENT ONE (5/15)

Card 8 — Awakening

AWAKENING

ENVIRONMENT

Permanent. Setup.

Hive cannot deal more damage in a single attack than the number of power counters on this card.

Forced Response: At the end of the round, place 1 power counter here. If there are 5 or more power counters here, remove this card from the game.

THE ANCIENT ONE (6/15)

Card 9 — Conclave

CONCLAVE

SIDE SCHEME

When Defeated: Discard 3 cards from the top of the encounter deck. Deal each *HYDRA* card discarded this way to the player who defeated this scheme as a facedown encounter card.

2

THE ANCIENT ONE (7/15)

ARMY BREEDING
SIDE SCHEME

Forced Response: After the villain phase ends, deal the first player a facedown encounter card.

When Defeated: Deal each player a facedown encounter card.

2

THE ANCIENT ONE (8/15)


BACK FROM THE DEAD
TREACHERY

When Revealed: Reveal the topmost minion from the discard pile. If no card was revealed this way, this card gains surge.

★ **Boost**: Heal 1 damage from each enemy in play.

THE ANCIENT ONE (9/15)

BACK FROM THE DEAD
TREACHERY

When Revealed: Reveal the topmost minion from the discard pile. If no card was revealed this way, this card gains surge.

★ **Boost**: Heal 1 damage from each enemy in play.

THE ANCIENT ONE (10/15)

YOU ARE MINE!
TREACHERY
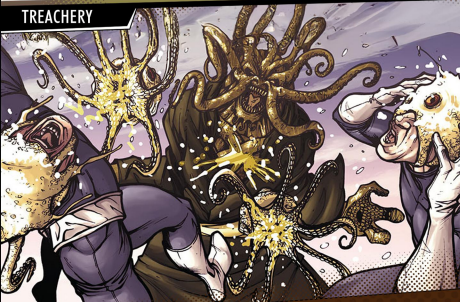
When Revealed: Discard each stunned or confused ally under your control. Stun and confuse each ally under your control. If no ally was stunned or confused this way, stun and confuse your identity.

THE ANCIENT ONE (11/15)

YOU ARE MINE!
TREACHERY

When Revealed: Discard each stunned or confused ally under your control. Stun and confuse each ally under your control. If no ally was stunned or confused this way, stun and confuse your identity.

THE ANCIENT ONE (12/15)

INHUMANS
MINION
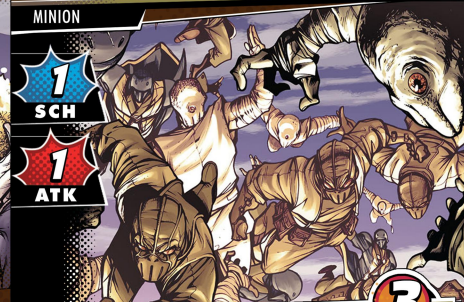
1 SCH
1 ATK

3

INHUMAN.

Teamwork (*INHUMAN*).

When Defeated: Discard 3 cards from the top of the encounter deck. Deal each *INHUMAN* minion discarded this way to the first player as a facedown encounter card.

THE ANCIENT ONE (13/15)

INHUMANS
MINION

1 SCH
1 ATK

3

INHUMAN.

Teamwork (*INHUMAN*).

When Defeated: Discard 3 cards from the top of the encounter deck. Deal each *INHUMAN* minion discarded this way to the first player as a facedown encounter card.

THE ANCIENT ONE (14/15)

INHUMANS
MINION
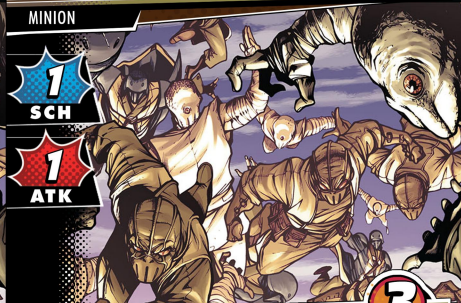
1 SCH
1 ATK

3

INHUMAN.

Teamwork (*INHUMAN*).

When Defeated: Discard 3 cards from the top of the encounter deck. Deal each *INHUMAN* minion discarded this way to the first player as a facedown encounter card.

THE ANCIENT ONE (15/15)

✦BARON VON STRUCKER
MINION

2 SCH
1 ATK

6

HYDRA.

Forced Interrupt: When Baron von Strucker would take any amount of damage, deal it to another *HYDRA* minion in play, if able.

★ **Boost**: If this activation is a scheme, you are confused.

BARON OF HYDRA (1/7)

HYDRA TROOPERS

MINION

1 SCH

2 ATK

4

HYDRA.

Teamwork (*HYDRA*).

When Defeated: Discard 3 cards from the top of the encounter deck. Take 2 indirect damage for each *HYDRA* minion discarded this way.

BARON OF HYDRA (2/7)

HYDRA TROOPERS

MINION

1 SCH

2 ATK

4

HYDRA.

Teamwork (*HYDRA*).

When Defeated: Discard 3 cards from the top of the encounter deck. Take 2 indirect damage for each *HYDRA* minion discarded this way.

BARON OF HYDRA (3/7)

REINFORCEMENTS

TREACHERY

When Revealed: Reveal the topmost *HYDRA* minion from the discard pile. If no card was revealed this way, search the encounter deck for an *HYDRA* minion and put it into play engaged with you.

BARON OF HYDRA (4/7)

ALL AT ONCE

SIDE SCHEME

When Revealed: Discard 3 cards from the top of the encounter deck. Place 1 threat here for each boost icon (Y) on an *HYDRA* card discarded this way. Take 1 damage for each *HYDRA* card discarded this way with a star icon (★) in its boost area.

2

BARON OF HYDRA (5/7)

CAPTURED BY HYDRA

ATTACHMENT

Attach to your identity card.

Attached character cannot ready or change form.

Action: Spend ⚡⚫ resources or take 3 damage → discard this card.

BARON OF HYDRA (6/7)

CHAOS CLAW

ATTACHMENT

Attach to the *HYDRA* minion with the highest printed health. Otherwise, attach to the villain.

Attached enemy's attacks gain overkill and piercing.

Hero Response: After your hero defends against an attack from attached enemy and takes no damage → discard this card.

+2 ATK

BARON OF HYDRA (7/7)

QUAKE

MINION

1 SCH

2★ ATK

5
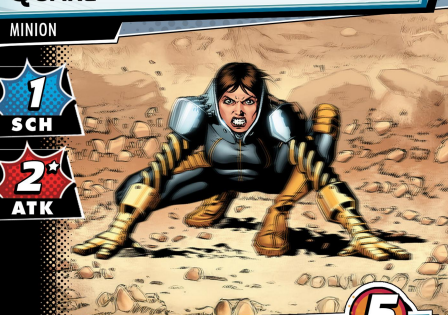
INHUMAN.

When revealed: Discard each ally in play named Quake. This card gains unique.

★ Quake's attacks deal indirect damage.

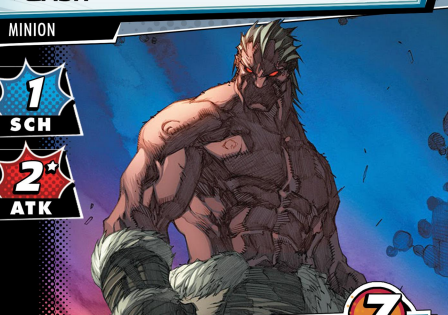**★ Boost**: If this activation is an attack, this attack deals indirect damage.

INHUMANS (1/10)

LASH

MINION

1 SCH

2★ ATK

7

INHUMAN.

Toughness.

★ After Lash attacks and damages you, heal 2 damage from Lash.

★ Boost: If this activation is an attack, this attack gets overkill.

INHUMANS (2/10)

INFERNO

MINION

1 SCH

2★ ATK

5

INHUMAN.

Retaliate 1.

★ Forced Response: After Inferno makes an undefended attack against you, discard a support you control.

INHUMANS (3/10)

Lineage

MINION

INHUMAN.

2 SCH

0★ ATK

4

★ **Forced Response:** After Lineage makes an undefended attack against you, discard a card from your hand. Place an amount of theat on the main scheme equals to the cost of the card discarded this way.
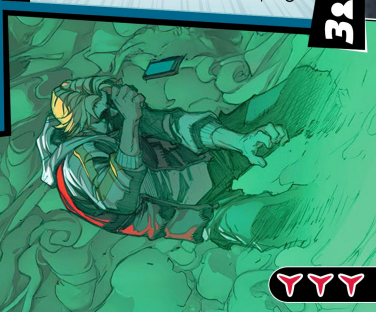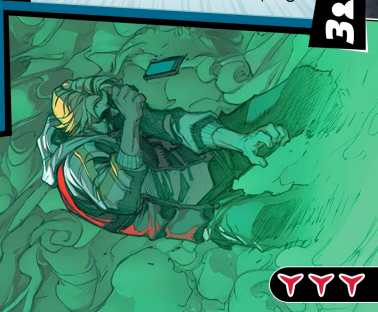
INHUMANS (4/10)

Terrigen Mist

SIDE SCHEME

3⚡

You cannot thwart this scheme.

Forced Response: After your turn ends, take 2 indirect damage. If an ally is defeated this way, attach a set-aside Inhuman card to that ally instead, if able. Attached ally engages its controller. Remove X threat from this scheme where X is the cost of that ally. (*Limit once per turn.*)
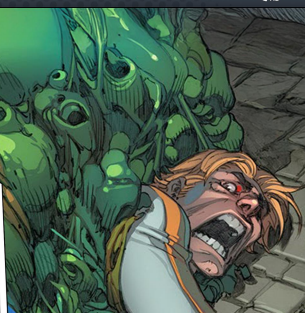
INHUMANS (5/10)

⍦⍦⍦

Terrigen Mist

SIDE SCHEME

3⚡

You cannot thwart this scheme.

Forced Response: After your turn ends, take 2 indirect damage. If an ally is defeated this way, attach a set-aside Inhuman card to that ally instead, if able. Attached ally engages its controller. Remove X threat from this scheme where X is the cost of that ally. (*Limit once per turn.*)

INHUMANS (6/10)

⍦⍦⍦

Inhuman

ATTACHMENT

CONDITION.

Linked (Terrigen Mist).

Treat attached ally as an *INHUMAN* minion with a blank text box. Attached minion's SCH is equal to its printed THW and it does not take consequential damage.

Forced Response: After attached ally leaves play, set this card aside.

+1 SCH

+1 ATK

INHUMANS (7/10)

Inhuman

ATTACHMENT

CONDITION.

Linked (Terrigen Mist).

Treat attached ally as an *INHUMAN* minion with a blank text box. Attached minion's SCH is equal to its printed THW and it does not take consequential damage.

Forced Response: After attached ally leaves play, set this card aside.

+1 SCH

+1 ATK

INHUMANS (8/10)

Inhuman

ATTACHMENT

CONDITION.

Linked (Terrigen Mist).

Treat attached ally as an *INHUMAN* minion with a blank text box. Attached minion's SCH is equal to its printed THW and it does not take consequential damage.

Forced Response: After attached ally leaves play, set this card aside.
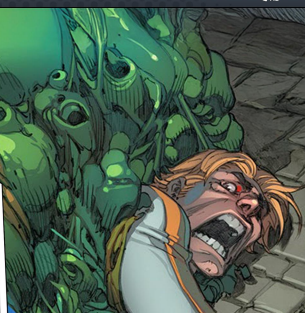
+1 SCH

+1 ATK

INHUMANS (9/10)

Inhuman

ATTACHMENT

CONDITION.

Linked (Terrigen Mist).

Treat attached ally as an *INHUMAN* minion with a blank text box. Attached minion's SCH is equal to its printed THW and it does not take consequential damage.

Forced Response: After attached ally leaves play, set this card aside.

+1 SCH

+1 ATK

INHUMANS (10/10)