


† THE CLAIRVOYANT I

VILLAIN

2 SCH
1 ATK



CENTIPEDE.
Steady. You may defend against The Clairvoyant using THW instead of DEF.

★ **Forced Response:** After The Clairvoyant deals damage to a character, prevent that damage and place 1 acceleration token on the main scheme.

RISE OF HYDRA (1/20) / HIT POINTS 6

† JOHN GARRETT II

VILLAIN

1 SCH
3 ATK



HYDRA.
Each **HYDRA** minion gains guard.


★ **Forced Response:** After John Garrett schemes, discard 2 cards from the encounter deck. Put each minion discarded this way into play engaged with you.

RISE OF HYDRA (1/20) / HIT POINTS 18

† THE CLAIRVOYANT II

VILLAIN

3 SCH
2 ATK



CENTIPEDE.
Steady. You may defend against The Clairvoyant using THW instead of DEF.

★ **Forced Response:** After The Clairvoyant deals damage to a character, prevent that damage and place 1 acceleration token on the main scheme.

RISE OF HYDRA (2/20) / HIT POINTS 8

† JOHN GARRETT III

VILLAIN

2 SCH
3 ATK



HYDRA.
Each **HYDRA** minion gains guard.

★ **Forced Response:** After John Garrett schemes, discard 3 cards from the encounter deck. Put each minion discarded this way into play engaged with you.

RISE OF HYDRA (2/20) / HIT POINTS 24

1A

PROJECT CENTIPEDE
MAIN SCHEME

Contents: The Clairvoyant (I) (The Clairvoyant (II) instead for expert mode). Rise of Hydra and Standard encounter sets. Two modular sets (Dark Night and Hydra on the Hunt).

Setup: Set aside one modular set (Hydra on the Hunt). Put the Rising Tide side scheme and the Confusion environment (MAZE side up) into play.

RISE OF HYDRA (3/20)

1B

PROJECT CENTIPEDE
MAIN SCHEME

Hero Action: Spend a resource → discard up to 3 cards from the top of the encounter deck.

Forced Response: After The Clairvoyant is defeated, advance to stage 2A.

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

+12
12

RISE OF HYDRA (3/20)

2A

THE BEGINNING OF THE END
MAIN SCHEME

"You remember that encrypted Hydra frequency we shut down? Well, it's back up!" - Skye

When Revealed: Flip The Clairvoyant. Set John Garrett's hit point dial to his printed hit points. Flip the Confusion environment, CHAOS side up. Remove from the encounter deck and the discard pile each **CENTIPEDE** side scheme. Shuffle the set-aside modular encounter set into the encounter deck.

RISE OF HYDRA (4/20)

2B

THE BEGINNING OF THE END
MAIN SCHEME

When Revealed: In player order, each player must find 1 minion (HYDRA if able) and put it into play, engaged with them.

Forced Interrupt: When you would exhaust a non identity-specific ally, discard the top card of the encounter deck. If that card has a star icon (★) in the boost area, discard that ally, instead.

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

+12
32

RISE OF HYDRA (4/20)

CONFUSION
ENVIRONMENT



MAZE.
Setup. The Clairvoyant cannot take damage except from this card.

Forced Response: After a **CENTIPEDE** side scheme is defeated, deal 2 damage to The Clairvoyant.

Forced Interrupt: When a **CENTIPEDE** side scheme is discarded from the top of the encounter deck, reveal it instead.

RISE OF HYDRA (5/20)

CONFUSION

ENVIRONMENT



CHAOS.

Forced Interrupt: When you would deal 4 or more damage to an enemy, deal 4 damage instead and take 1 indirect damage.

Forced Interrupt: When you would remove 3 or more threat from a scheme, remove 3 threat instead and discard a card from your hand.

RISE OF HYDRA (5/20)

9/18

OBSERVANT SENTRY

SIDE SCHEME

CENTIPEDE.

When Revealed: If Deathlok is in play, he activates.

Forced Interrupt: When any amount of threat would be removed from a scheme by a card you control, take 1 indirect damage.



2

RISE OF HYDRA (8/20)

9/18

CENTIPEDE SERUM

SIDE SCHEME

CENTIPEDE.

Each **CENTIPEDE** minion gets +1 hit point.

When Revealed: Heal 2 damage from each **CENTIPEDE** minion in play.

Forced Response: When a **CENTIPEDE** minion leaves play, remove 3 threat from here.



3

RISE OF HYDRA (9/20)

9/18

EXTREMIS

SIDE SCHEME

CENTIPEDE.

Each **UNSTABLE** minion gets +1 ATK.

When Revealed: Place 2 extremis counters on each **UNSTABLE** enemy in play.

Forced Response: After an **UNSTABLE** minion leaves play, remove 3 threat from here.



3

RISE OF HYDRA (10/20)

9/18

0-8-4

SIDE SCHEME

CENTIPEDE.

When Revealed: Each player must discard an upgrade they control.

Action: Exhaust an upgrade you control → remove 1 threat from here.



3

RISE OF HYDRA (11/20)

9/18

SUPER SOLDIER

MINION

1* SCH

2* ATK



4

CENTIPEDE. UNSTABLE.

★ **Forced Interrupt:** When this minion activates, place 1 extremis counter on it. If this minion's remaining hit points are less than the number of extremis counters here, the player engaged with this minion takes 3 indirect damage. Defeat this card.

RISE OF HYDRA (12/20)

9/18

SUPER SOLDIER

MINION

1* SCH

2* ATK



4

CENTIPEDE. UNSTABLE.

★ **Forced Interrupt:** When this minion activates, place 1 extremis counter on it. If this minion's remaining hit points are less than the number of extremis counters here, the player engaged with this minion takes 3 indirect damage. Defeat this card.

RISE OF HYDRA (13/20)

9/18

RIISING TIDE

SIDE SCHEME

CENTIPEDE.

Setup.

Action: The players as a group spend X resources of any type → remove X threat from this scheme.



4

RISE OF HYDRA (6/20)

9/18

GIRL IN THE FLOWER DRESS

SIDE SCHEME

CENTIPEDE.

When Revealed: Discard the top 3 cards of the encounter deck. If no **CENTIPEDE** side scheme was discarded this way, each hero is confused.

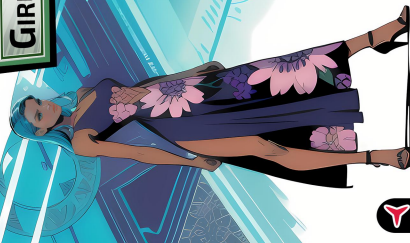
Forced Response: After the villain is stunned or confused, remove 3 threat from this scheme.



3

RISE OF HYDRA (7/20)

9/18



SUPER SOLDIER

MINION

1 SCH
2 ATK



4

CENTPEDE. UNSTABLE.

★ **Forced Interrupt:** When this minion activates, place 1 extremis counter on it. If this minion's remaining hit points are less than the number of extremis counters here, the player engaged with this minion takes 3 indirect damage. Defeat this card.

RISE OF HYDRA (14/20)

XB

SUPER SOLDIER

MINION

1 SCH
2 ATK



4

CENTPEDE. UNSTABLE.

★ **Forced Interrupt:** When this minion activates, place 1 extremis counter on it. If this minion's remaining hit points are less than the number of extremis counters here, the player engaged with this minion takes 3 indirect damage. Defeat this card.

RISE OF HYDRA (15/20)

XB

SCORCH

MINION

1 SCH
3 ATK



5

CENTPEDE. ELITE. UNSTABLE.

★ **Forced Interrupt:** When Scorch activates, place 1 extremis counter on it. If Scorch's remaining hit points are less than the number of extremis counters here, each character in play takes 2 damage. Remove this card from the game.

RISE OF HYDRA (16/20)

XB

DEATHLOK

MINION

1 SCH
3 ATK



5

CENTPEDE. ELITE.

Retaliate 1 Toughness.

★ **Forced Response:** After Deathlok attacks and damages you, discard a card from your hand.

Forced Response: After Deathlok is confused, defeat Deathlok.

RISE OF HYDRA (17/20)

XB

UNSTABLE EXTREMIS

TREACHERY



When Revealed: Place 2 extremis counters on each **UNSTABLE** enemy in play. If no counter was added this way, search the encounter deck and discard pile for an **UNSTABLE** minion, put it into play engaged with you, and place 2 extremis counters on it.

RISE OF HYDRA (18/20)

XB

UNSTABLE EXTREMIS

TREACHERY



When Revealed: Place 2 extremis counters on each **UNSTABLE** enemy in play. If no counter was added this way, search the encounter deck and discard pile for an **UNSTABLE** minion, put it into play engaged with you, and place 2 extremis counters on it.

RISE OF HYDRA (19/20)

XB

INSUFFICIENT CLEARANCE

OBLIGATION



Uses (3 missing level counters). Your characters get -1 THW.
Action: Discard a **S.H.I.E.L.D.** card you control or from your hand → discard Insufficient Clearance.
Alter-Ego Action: Spend X resources → remove X counters from here.

RISE OF HYDRA (20/20)

XB

DARK ALLEY SIDE SCHEME

When Revealed: Discard the top 3 cards of the encounter deck. Take 1 indirect damage for each minion discarded that way. Add 1 threat to the main scheme for each treachery discarded that way.

3

DARK NIGHT (1/6)

FALSE LEAD

TREACHERY



When Revealed: Discard each card with a printed resource from your hand. If no card was discarded this way, place 2 threat on the main scheme.

★ **Boost:** You are confused.

DARK NIGHT (2/6)

XB

FALSE LEAD

TREACHERY



When Revealed: Discard each card with a printed resource from your hand. If no card was discarded this way, place 2 threat on the main scheme.

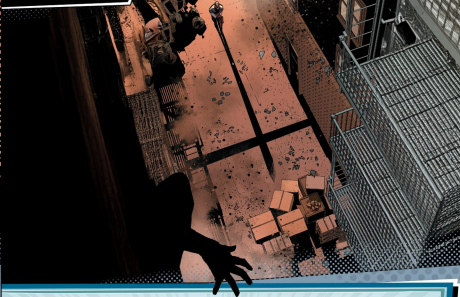
★ **Boost:** You are confused.

DARK NIGHT (3/6)



AMBUSH

TREACHERY



When Revealed: Discard 4 cards from the encounter deck. Put each minion discarded this way into play engaged with you.

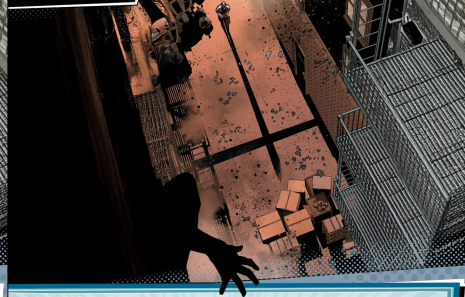
★ **Boost:** Exhaust a character you control.

DARK NIGHT (4/6)



AMBUSH

TREACHERY



When Revealed: Discard 4 cards from the encounter deck. Put each minion discarded this way into play engaged with you.

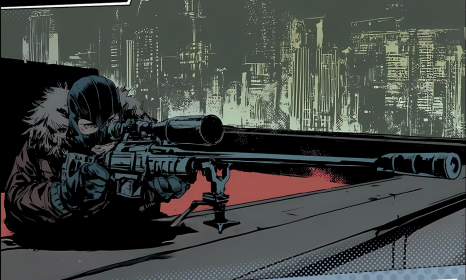
★ **Boost:** Exhaust a character you control.

DARK NIGHT (5/6)



SNIPER

TREACHERY



When Revealed: Choose to either exhaust your identity or take 4 damage.

★ **Boost:** If this activation is an attack, this attack gains piercing and ranged.

DARK NIGHT (6/6)



BETRAYAL

TREACHERY



When Revealed: Discard an ally you control. Take X indirect damage where X is the cost of the ally discarded this way.

★ **Boost:** Reveal this card.

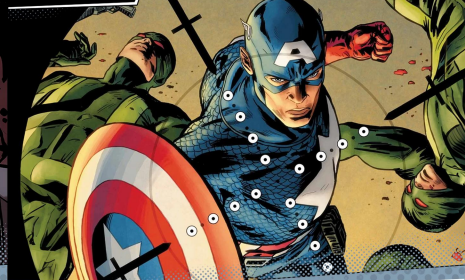
"Ward is Hydra" - Skye

HYDRA ON THE HUNT (1/8)



TARGETED

TREACHERY



When Revealed: Choose to either discard an upgrade you control or take 1 damage for each upgrade you control. If you do not control any upgrades, this card gains surge.

★ **Boost:** Reveal this card.

HYDRA ON THE HUNT (2/8)



IDENTITY REVEALED

TREACHERY



When Revealed: Choose to either discard an upgrade you control or place 1 threat on the main scheme for each upgrade you control. If you do not control any upgrades, this card gains surge.

★ **Boost:** Reveal this card.

HYDRA ON THE HUNT (3/8)



HYDRA SHOCK TROOPERS

MINION



HYDRA.

Incite 1. Quickstrike.

★ Hydra Shock Troopers' attacks gain ranged.

★ **Boost:** If this activation is an attack, this attack gains ranged.

HYDRA ON THE HUNT (4/8)



HYDRA SHOCK TROOPERS

MINION



HYDRA.

Incite 1. Quickstrike.

★ Hydra Shock Troopers' attacks gain ranged.

★ **Boost:** If this activation is an attack, this attack gains ranged.

HYDRA ON THE HUNT (5/8)



RELEASING HYDRA FILES

SIDE SCHEME

"When S.H.I.E.L.D. fell, Black Widow released Hydra files to the public. Millions of pages." - Zemo

Victory 0.

When Defeated: Look at the top 5 cards of the encounter deck. Discard 1 of them and put the others back in any order.



HYDRA ON THE HUNT (6/8)

STRENGTH IN NUMBERS

ENVIRONMENT



HYDRA.

Uses (3 squads).

HYDRA minions gain Teamwork (HYDRA).

Forced Reaction: After an HYDRA minion is defeated, remove one squad counter from here.

"Hail Hydra"

HYDRA ON THE HUNT (7/8)

HYDRA HELICARRIER

ENVIRONMENT



HYDRA.

HYDRA cards gain surge.

Hero Action: Exhaust your hero, take 2 indirect damage and spend 2 resources → discard this card.

"Your sentence has been amplified. Get on the ground. There's a clean road to your acclimation provided you do not mar the streets further."

HYDRA ON THE HUNT (8/8)

YOU ARE HYDRA

OBLIGATION



You get -1 hand size for each You are HYDRA card in play (including this one). Increase the target threat value of the main scheme by 6. During your turn, treat Confusion and the main scheme as if they were blank.

Interrupt: When a card you control would remove 1 or more threat from a scheme, place 1 threat on that scheme instead.

PVP RISE OF HYDRA (1/6)

YOU ARE HYDRA

OBLIGATION



You get -1 hand size for each You are HYDRA card in play (including this one). Increase the target threat value of the main scheme by 6. During your turn, treat Confusion and the main scheme as if they were blank.

Interrupt: When a card you control would remove 1 or more threat from a scheme, place 1 threat on that scheme instead.

PVP RISE OF HYDRA (2/6)

YOU ARE HYDRA

OBLIGATION



You get -1 hand size for each You are HYDRA card in play (including this one). Increase the target threat value of the main scheme by 6. During your turn, treat Confusion and the main scheme as if they were blank.

Interrupt: When a card you control would remove 1 or more threat from a scheme, place 1 threat on that scheme instead.

PVP RISE OF HYDRA (3/6)

YOU ARE S.H.I.E.L.D.

OBLIGATION



You get +3 hand size. You get an additional -1 hand size for each You are S.H.I.E.L.D. card in play (including this one). You and the cards you control cannot take more than 2 damage from a single attack.

PVP RISE OF HYDRA (4/6)

YOU ARE S.H.I.E.L.D.

OBLIGATION



You get +3 hand size. You get an additional -1 hand size for each You are S.H.I.E.L.D. card in play (including this one). You and the cards you control cannot take more than 2 damage from a single attack.

PVP RISE OF HYDRA (5/6)

YOU ARE S.H.I.E.L.D.

OBLIGATION



You get +3 hand size. You get an additional -1 hand size for each You are S.H.I.E.L.D. card in play (including this one). You and the cards you control cannot take more than 2 damage from a single attack.

PVP RISE OF HYDRA (6/6)