

GRAVITON I

VILLAIN

1 SCH
2 ATK

GENIUS. SCIENTIST.
Formidable Foe — Forced Interrupt: When Graviton would take damage that would defeat him, discard the top card of the encounter deck. Prevent X of that damage, where X is the number of boost icons (Y) on the discarded card.

GRAVITON (1/21) / HIT POINTS 14

GRAVITON II

VILLAIN

2 SCH
2 ATK

GENIUS. SCIENTIST.
When Revealed: Deal 1 damage to each exhausted ally. Exhaust each friendly character and support.
Forced Interrupt: When Graviton would take damage that would defeat him, discard the top card of the encounter deck. Prevent X of that damage, where X is 1 more than the number of boost icons (Y) on the discarded card.

GRAVITON (2/21) / HIT POINTS 16

GRAVITON III

VILLAIN

2 SCH
3 ATK

GENIUS. SCIENTIST.
When Revealed: Discard each exhausted ally and support. Exhaust each friendly character and support.
Forced Interrupt: When Graviton would take damage that would defeat him, discard the top card of the encounter deck. Prevent X of that damage, where X is 2 more than the number of boost icons (Y) on the discarded card.

GRAVITON (3/21) / HIT POINTS 18

TURNING INTO A BLACK HOLE 1A

MAIN SCHEME

After breaking free from his prison, Graviton conjures a cataclysmic black hole.

Contents: Graviton (I) and Graviton (II), Graviton (II) and Graviton (III) for expert mode, Graviton, Dark Matter and Standard encounter set. One modular encounter set (Masters of Evil).

Setup: Search the encounter deck for the Dark Matter environment and the Seismic Uprising side scheme and reveal them. (Shuffle.) Advance to stage 1B.

GRAVITON (4/21)

THE SINGULARITY 2A

MAIN SCHEME

Earth's irreversible demise looms as the singularity draws near.

When Revealed: Each player must exhaust 1 ally and 1 support they control. Deal 1 encounter card to each player. Advance to stage 2B.

GRAVITON (5/21)

SEISMIC UPRISING

SIDE SCHEME

Graviton is tearing apart his former prison.

Setup.
Forced Response: After resolving step one of the villain phase, place 1 prison counter here. If there are 4 or more prison counters here, flip this card.
When Defeated: Place 3 threat on the main scheme and remove this card from the game.

4 GRAVITON (6/21)

MOON CRASH

SIDE SCHEME

"Things down here are only gonna get worse. More meteors, gravity quakes..." — Sylvie

Forced Response: After resolving step one of the villain phase, place 1 moon counter here. Then deal X indirect damage to each player, where X is the number of moon counters here.

3 GRAVITON (7/21)

SOLAR GRAVITATIONAL FIELD

SIDE SCHEME

Graviton separated himself from Earth's gravitational field and is tuning to the Sun's gravitational field instead.

Forced Response: After your turn ends, heal 2 damage from Graviton.

3 GRAVITON (8/21)

GRAVITY PULL

TREACHERY

When Revealed: Exhaust an ally and a support you control. If no card is exhausted this way, exhaust your identity.

★ **Boost:** If this activation is an attack, the defender cannot ready until your next turn ends.

GRAVITON (9/21)

MARVEL

MARVEL

MARVEL

FLYING PRISON

ENVIRONMENT



When Revealed: In player order, each player must discard cards from the encounter deck until a **MASTERS OF EVIL** or **CRIMINAL** minion is discarded, then put it into play engaged with them.

Each friendly character without the **AERIAL** trait gets -1 THW and -1 ATK.

Hero Action: As a group, the players exhaust 2 characters → remove this card from the game.

GRAVITON (6/21)

9/18

92
THE SINGULARITY
MAIN SCHEME

★ **Forced Response:** After resolving step one of the villain phase, each player must choose to either place 2 threat here or exhaust a character they control.

Forced Interrupt: When threat is placed here, discard the top card of the encounter deck.

+12
2

GRAVITON (5/21)

9/18



2B

82
TURNING INTO A BLACK HOLE
MAIN SCHEME

★ **Forced Response:** After resolving step one of the villain phase, each player must choose to either place 1 threat here or exhaust a character they control.

Forced Interrupt: When threat is placed here, discard the top card of the encounter deck.

GRAVITON (4/21)

9/18



1B

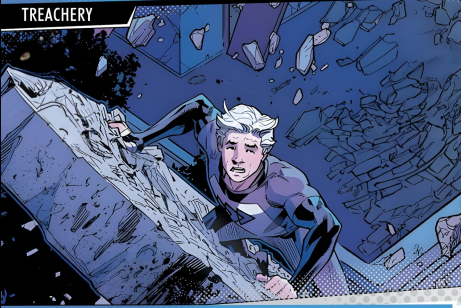
MARVEL

MARVEL

MARVEL

GRAVITY PULL

TREACHERY



When Revealed: Exhaust an ally and a support you control. If no card is exhausted this way, exhaust your identity.

★ **Boost:** If this activation is an attack, the defender cannot ready until your next turn ends.

GRAVITON (10/21)



GRAVITON BLAST

TREACHERY



When Revealed: Discard each card with a printed ☉ resource from your hand. If no card was discarded this way, take 2 indirect damage.

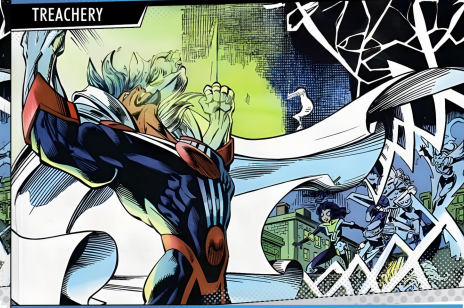
★ **Boost:** Reveal this card.

GRAVITON (11/21)



GRAVITON BLAST

TREACHERY



When Revealed: Discard each card with a printed ☉ resource from your hand. If no card was discarded this way, take 2 indirect damage.

★ **Boost:** Reveal this card.

GRAVITON (12/21)



CITY IN COLLAPSE

TREACHERY



Surge.

When Revealed: Discard X cards from the top of the encounter deck, where X is equal to the amount of threat on the main scheme. If no card was discarded this way, place 3 threat on the main scheme.

GRAVITON (13/21)



CITY IN COLLAPSE

TREACHERY



Surge.

When Revealed: Discard X cards from the top of the encounter deck, where X is equal to the amount of threat on the main scheme. If no card was discarded this way, place 3 threat on the main scheme.

GRAVITON (14/21)



GRAVITON'S REIGN

TREACHERY



Surge.

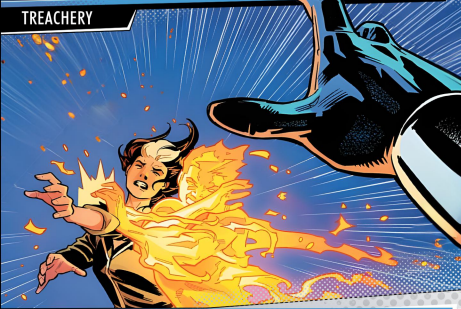
When Revealed: Place 2 threat on each scheme in play. Heal X damage from Graviton, where X is equal to the amount of threat placed this way.

GRAVITON (15/21)



GRAVITON'S GRASP

TREACHERY

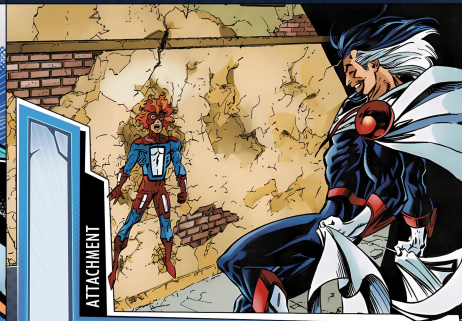


Surge.

When Revealed: Discard an exhausted ally under your control. Heal X damage from Graviton where X is equal to the printed cost of the discarded ally. If no ally was discarded this way, exhaust a character you control.

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

GRAVITON (16/21)



ATTACHMENT

GRAVITY LOCKDOWN

Attach to your identity.

Attached identity cannot make basic attacks or basic thwarts.

Hero Action: Exhaust your hero and spend a ☉ resource → discard this card.

GRAVITON (17/21)



ATTACHMENT

GRAVITY NULLIFICATION

CONDITION.

Attach to Graviton.

Reduce the damage Graviton takes from each attack from non-AERIAL characters by 1.

Hero Action: Exhaust your hero and spend a ☉ resource → discard this card.

GRAVITON (18/21)





MARVEL

MARVEL

MARVEL

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MARVEL

GRAVITON PRESENCE

ATTACHMENT

Attach to the ally you control with the most remaining hit points. If you cannot, this card gains surge.

You cannot ready the attached ally.

Hero Action: Exhaust your hero and spend a resource → discard this card.

GRAVITON (19/21)

BLACKOUT

MINION

1 SCH
2 ATK

6

MASTERS OF EVIL.

★ **Forced Response:** After Blackout attacks and damages a character, stun that character.

★ **Boost:** Stun the character you control with the highest ATK value.

GRAVITON (20/21)

MOONSTONE

MINION

2 SCH
1 ATK

6

MASTERS OF EVIL.

Reduce the damage Moonstone takes from each attack from non-AERIAL characters by 1.

★ **Boost:** Exhaust an ally you control.

GRAVITON (21/21)

DARK MATTER

ENVIRONMENT

Permanent. Setup.

Forced Response: After an ally or support enters play under your control, spend a resource or exhaust it.

It is everywhere. 85% of the matter of the Universe is dark matter.

DARK MATTER (1/6)

SELF INTERACTING DARK MATTER

SIDE SCHEME

The ever-present dark matter particles seem to flicker and interact with one another.

Hinder: 2.

Forced Response: After you ready a character, deal 1 damage to it.

2 DARK MATTER (2/6)

DARK MATTER EXCESS

MINION

1 SCH
1 ATK

1

DARK MATTER.

Dark Matter Excess cannot take damage.

★ **Boost:** Put Dark Matter Excess into play engaged with you.

Dark matter barely interacts with normal matter. It is invisible and escapes all attempts to observe it.

DARK MATTER (3/6)

DARK MATTER WIND

TREACHERY

When Revealed: Each player discards the top 3 cards of their deck. For each printed resource or resource a player discards this way, that player takes 1 indirect damage.

A strong dark matter wind is coming from the Cygnus constellation.

DARK MATTER (4/6)

DARK MATTER RESONANCE

ATTACHMENT

CONDITION.

Attach to the villain. Attached villain gains steady.

Forced Interrupt: When attached villain would be defeated, reset their hit points to 2 instead, then discard this card.

Hero Action: Exhaust your hero and spend 2 resources → discard this card.

DARK MATTER (5/6)

DARK MATTER ENTANGLEMENT

ATTACHMENT

Attach to the ally you control with the most remaining hit points. If you cannot, this card gains surge.

Forced Response: After you ready attached ally, deal 1 damage to it.

★ **Boost:** Deal 1 damage to each exhausted ally you control.

DARK MATTER (6/6)



MARVEL

MARVEL

MARVEL

MARVEL

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MARVEL