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 (⟡) 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 (⟡) 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 (⟡) on the discarded card.

GRAVITON (3/21) / HIT POINTS 18

1A — Turning Into a Black Hole

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)

1B — Turning Into a Black Hole

MAIN SCHEME

8

+1 / 1

★ **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)

2A — The Singularity

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)

2B — The Singularity

MAIN SCHEME

9

+1 / 2

★ **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.

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

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)

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)

MOON CRASH
SIDE SCHEME

GRAVITON (7/21)

"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🦶

SOLAR GRAVITATIONAL FIELD
SIDE SCHEME

GRAVITON (8/21)

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🦶

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)

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.
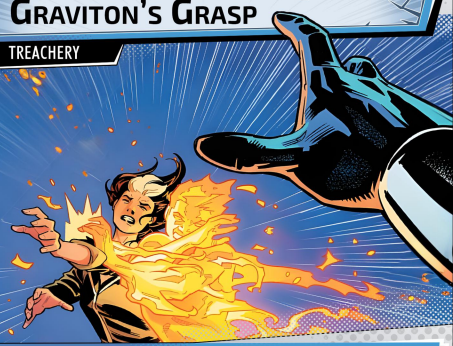
GRAVITON (15/21)

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)

GRAVITY LOCKDOWN

ATTACHMENT

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)

GRAVITY NULLIFICATION

ATTACHMENT

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)
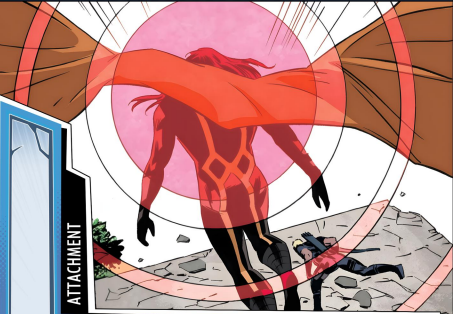
GRAVITON PRESENCE

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

SCH 1
ATK 2★

6

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

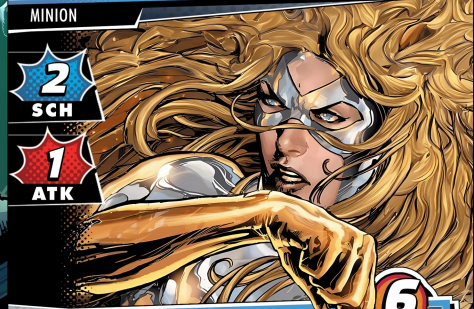★**Boost:** Stun the character you control with the highest ATK value.

GRAVITON (20/21)

✦MOONSTONE

MINION

SCH 2
ATK 1

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

SCH —
ATK 1

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 ⚡ or 🔨 resource a player discards this way, that player takes 1 indirect damage.

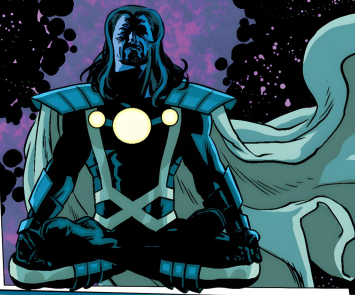*A strong dark matter wind is coming from the Cygnus constellation.*

DARK MATTER (4/6)

XB

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 ⚡ 🔨 resources → discard this card.

DARK MATTER (5/6)

XB

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)

XB