

Hero	Alliance			
Card Name	Hero Class	Recruit Cost	Fight or Recruit Points	

Black Panther Illuminati

<u>Multifaceted Genius</u>	Tech & Brute	4	Fight 2
You get +1 fight for each multicolored card you played this turn.			
<u>Catlike Reflexes</u>	Instinct & Special Ops	3	Recruit points 1
Draw a Card			
<u>King of Wakanda</u>	Instinct & Tech	7	
Gain three sidekicks. If played Illuminati prior: Put them on top of your deck.			
<u>Stalk the Urban Jungle</u>	Brute & Special Ops	6	Fight 4
Whenever you defeat a villain on the rooftops or streets, you may KO a card.			

Dr. Strange Illuminati

<u>Trust Me, I'm a Doctor</u>	Instinct & Range	2	Recruit points 1
If played an Illuminati prior: You may KO a card from hand or discard pile. If you do, you get +1 recruit points)			
<u>Sorcerer Supreme</u>	Special Ops	7	
Reveal the top three cards of your deck. Draw any number of them and Teleport the rest.			
<u>Cloak of Levitation</u>	Range	4	Fight 2
If played Range prior: Reveal the top card of your deck. Draw it or Teleport it.			
<u>Fight the Future</u>	Instinct	5	Fight 3+
If played Instinct prior: Reveal the top card of the villain deck. If it's a villain you get +2 fight and may fight that villain this turn.			

Superior Iron Man Illuminati

<u>Armor Upgrades</u>	Tech	2	Fight 1+
If played Tech prior: You get +2 fight.			
<u>Optimized Technology</u>	Tech & Range	5	Fight 2
Draw a card.			
<u>#Humblebrag</u>	Tech	8	Fight 5
<u>Superior To Others</u>	Range	3	Recruit points 2
If played Range prior: Look at the top two cards of your deck. If one of them has a higher cost than the other, draw it. Put the rest back in any order.			

Blackbolt Illuminati

<u>Destructive Whisper</u>	Range	3	Fight 2+	
You get +1 fight if you reveal four cards with no rules text.				
<u>Speak No Words</u>	Special Ops & Range	4	Recruit points 2	Fight 1
<u>Silence Is Golden</u>	Brute	6	Fight 4+	Recruit points 0+
Choose a card you played this turn with no rules text. You get its Recruit and Fight again.				
<u>Hypersonic Scream</u>	Range	8	Fight 3	

Beast Illuminati

Upside-Down Thinking Brute & Tech 4

Wall-Crawl Patrol any city space: If it's empty, then the hero in the HQ space under it cost 3 less this turn.

Balanced Attack Brute & Tech 3 Fight 2

Reveal the top card of your deck. If it's Tech or Brute, draw it.

Doctor of Beatdown Brute & Tech 6 Fight 2+

For each other Brute card you played this turn, you get +1 fight. For each other Tech card you played this turn, you get +1 fight.

Multi-Variate Smackulus Brute & Tech 8 Fight 4

If played 2 Tech & 2 Brute prior: Draw three cards

Captain America (Falcon) Avengers

Aerial Catch Instinct 3 Recruit points 2

If played Instinct prior: Rescue a bystander.

Star-Spangled Hero Special Ops 7 Recruit points 0+ Fight 0+

You get +2 fight for each hero class you have. *Savior*: You get +2 recruit points for each hero class you have.

Winged Salvation Range 4 Fight 2+

Savior: You get +2 fight.

Flying Shield Block Tech 6 Fight 4

Once per turn, if a player would gain a wound, you may reveal this card and rescue a bystander instead.

Patriot Avengers

New Generation of Heroes Brute 2 Recruit points 0+

You get +1 recruit for each hero name among your non-Shield heroes.

Intuitive Tactician Instinct 3 Fight 0+

You get +1 fight for each hero name among your non-Shield heroes.

Lead The Young Avengers Tech 8 Fight 3

Reveal the top three cards of your deck. If you revealed at least three different hero names this way, draw those three cards. Otherwise, put them back in any order.

Divided Card:

Incredible Effort (Patriot) Avengers Special Ops 5 Fight 1+

If played Special Ops prior: You get +3 fight.

Effortless (Hawkeye) Avengers Tech 5 Recruit points 3

Hercules Avengers

Crowd Favorite Instinct 4 Fight 2

If played Instinct prior: Whenever you defeat a villain this turn, rescue a bystander.

Prince of Power Brute 5 Recruit points 3

If played Brute prior: Reveal the top card of your deck. If it costs 0, KO it.

Son Of Zeus Brute 7

Recruit points 0+ If played Avenger prior: You get +1 recruit point for each bystander in your victory pile.

Fight 0+ Rescue a bystander. Then, you get +1 fight for each bystander in your victory pile.

Divided Card:

Manly Dullard (Hercules) Brute 3 Fight 3

To play this, you must discard a card from your hand.

Boy Genius (Amadeus Cho) Avengers Tech 3 Draw a Card.

Luke Cage Avengers

Take A Bullet For The Team Brute 4 Recruit points 1 & Fight 1

If any player would gain a wound, you may discard this card instead. If you do, draw two cards.

Unbreakable Skin Brute 8 Fight 6

If played Avenger prior: *Fortify* the wound stack. While it's fortified, players can't gain wounds. At the beginning of your next turn, put this card in your discard pile.

Sweet Christmas Instinct 5 Fight 3

If played Instinct prior: Look at the top three cards of your deck. Discard them all or put them back in any order.

Divided Card:

Cautious (Luke Cage) Avengers Brute 3 Fight 2

Reckless (Jessica Jones) MK Instinct 3 Fight 3

Peter Parker Avengers

Conflicted Loyalties Tech 2 Recruit points 1 & Fight 1

If played Tech prior: Reveal the top card of your deck. If it cost 2 or less, draw it.

Spider-man Unmasked Instinct 2 Fight 1

Gain a Sidekick. If played Instinct prior: Put that sidekick on top of your deck.

Reluctant Celebrity Instinct 2 Fight 2+

If played Instinct prior: You get +1 fight for each extra card you've drawn this turn.

Divided Card:

Protect My Family (Peter Parker) Tech 2 Fight 1

Rescue a bystander

Hot Bowl Of Soup (Aunt May) Instinct 2 Recruit points 1

You may KO a wound from your hand or discard pile.

Captain America Secret Avenger Avengers

Secret Avengers Assemble! Tech 5 Fight 2+

You get +1 fight for each sidekick and other Avenger hero you played this turn.

Bold Leadership Special Ops 2 Recruit points 0+

You get +1 recruit point for each hero class you have.

Freedom Never Dies Range 7 Fight 5

Whenever you play a sidekick or another Avenger hero this turn, set that card aside.

At the end of your turn, put those cards on the bottom of your deck in random order before you draw your new hand.

Divided Card:

Inspire A Nation (Captain America) Brute 3 Gain a Sidekick

Inspire A Man (Battlestar) Instinct 3 Fight 2

Falcon Avengers

Scout The Battlefield Range 6 Fight 0+

You get +1 fight for each card in the HQ with a fight icon.

Rapid Reinforcements Tech 3 Recruit points 2+

Put a hero from the HQ on the bottom of the hero deck. If you played Tech prior: If that Hero had a recruit icon, you get +1 recruit point.

Fly In A Friend Instinct 7 Fight 4+

If played an Avenger prior: You get + fight equal to the printed fight of a hero in HQ.

Divided Card:

Talk With Birds (Falcon) Range 4

If played a Range prior: Gain a Sidekick.

Squawk Back (Redwing) Instinct 4

Look at the top three cards of your deck. Draw one. Put the rest back in any order.

Captain America 1941 Avengers

Storm The Beachhead Tech 5 Fight 0+

You get +1 fight for each hero class you have. *Man Out of Time*

Devoted Patriot Brute 3 Draw a card

If played Brute prior: *Man Out of Time*

Liberate The Prisoners Special Ops 6 Fight 3

If played an Avenger prior: Rescue a bystander. *Savior*: Draw a card.

Punch Evil In The Face Instinct 8 Fight 5

Savior: *Man Out of Time*

The Captain And The Devil Avengers

Jurassic America Brute & Tech 2 Recruit Points 1+

Spectrum: You get +2 recruit points

Feeding Grounds Special Ops 6 Fight 3

Patrol the Streets: If it's empty, you may KO a card from your hand or discard pile.

Patriotic Chomp Instinct 4 Fight 2+

Spectrum: You get +2 fight.

Dino-Roar Of Triumph Range 8 Fight 6

Whenever you defeat a villain this turn, each villain and mastermind adjacent to it gets -2 fight this turn.

Goliath Avengers

Growth Industry Tech 5* Fight 2

Size-Changing: Tech If played Tech prior: Draw a card.

Enormous Implications Brute 8* Fight 0+

Size-Changing: Brute You get + fight equal to the cost of another card you played this turn.

Being Big Is Best Brute 6* Fight 3+

Size-Changing: Brute You get +1 fight for each other card you played this turn that costs 4 or more.

Divided Card:

Brilliant Biochemist (Goliath) Tech 4* Recruit Points 2

Size-Changing: Tech

Massive Warrior (Goliath) Brute 4* Fight 2

Size-Changing: Brute

Hulking Avengers

Cellular Regeneration Brute 5* Fight 2+

Size-Changing: Brute You may KO a wound from your hand or discard pile. If you do, you get +1 fight.

Impersonate Special Ops 6*

Size-Changing: Special Ops Play this card as a copy of another hero you played this turn.

This card is both Special Ops and the class and color you copy.

Enormous Shapeshifter Special Ops 8* Fight 4+

Size-Changing: Special Ops If you played Special Ops prior: You get +4 fight

Divided Card:

Half-Kree (Hulking) Brute 4* Recruit Points 3

Size-Changing: Brute Gain a Wound.

Half-Skrull (Hulking) Special Ops 4* Fight 2

Size-Changing: Special Ops

Cloak & Dagger Avengers

Divided Card:

Darkness (Cloak) Special Ops 6 Fight 3

If played Special Ops prior: Reveal the top card of your deck. If it cost 0, KO it.

Light (Dagger) Range 6 Recruit Points 3

If played Range prior: Reveal the top card of your deck. If it costs 1 or more, draw it.

Divided Card:

Flee (Cloak) Special Ops 4 Recruit Points 2+
Phasing If played Range prior: You get +1 recruit points.
Fight (Dagger) Range 4 Fight 2+
If played Range prior: You get +1 fight.

Divided Card:

Above (Cloak) Special Ops 3 Fight 2
Below (Dagger) Range 3 Recruit Points 0+
You get +3 recruit points usable only to recruit heroes in the HQ space under the sewers.

Penumbra (Cloak & Dagger) Range 7 Fight 4

Whenever you play a Divided Card this turn, play both sides as if they were two different cards.

Captain Marvel Avengers

Marvelous Strength Brute 5 Fight 3+
If played Brute prior: For each other Brute hero you have played this turn, you get +1 fight.
Absorb Energies Range 3 Recruit Points 2+
If played Range prior: For each other Range hero you have played this turn, you get +1 recruit point.
Supersonic Flight Brute & Range 3 Fight 1 Draw a Card
Cosmic Energies Range 7 Fight 5+
If played 2 Brutes and 2 Ranges prior: You get +6 fight.

Wiccan Avengers

Sorcerous Illusions Special Ops 2 Recruit Points 1+
Phasing If played Special Ops prior: You get +2 recruit points.
Astral Projection Range 4 Fight 2+
Phasing Choose a number, and then reveal the top card of your deck. If that card is that cost, then you get +1 fight.
Clairvoyance Range 7 Fight 3
Choose a number, and then reveal the top card of your deck. If that card is that cost, draw it and draw another card.

Divided Card:

Supersonic Spells Range 4 Fight 2
If played Range prior: Draw a card.
Supersonic Speed Special Ops 4 Draw a card.
If played Special Ops prior: Draw another card.

Tigra Avengers

Mystic Talisman Special Ops 7 Recruit Points 0+ & Fight 0+
Recruit a Hero from the HQ for free. If played an Avenger prior: You get that Hero's printed recruit points and fight.

Can't Surprise A Cat Special Ops 5 Fight 2

If an ambush effect would occur, you may discard this card to cancel that effect and draw two cards.

Supernatural Senses Instinct 3 Fight 2

Look at the top card of your deck. Discard it or put it back. If you played 2 Instinct cards prior: You may KO the card you discarded this way.

Divided Card:

Friendship (Tigra) Special Ops 2 Recruit Points 1

If played Special Ops prior: Gain a Sidekick.

Ferocity (Tigra) Instinct 2 Fight 1

If played Instinct prior: Draw a card.

Captain America Avengers

Diving Block Tech 6 Fight 4

If you would gain a Wound, you may reveal this card and draw a card instead.

A Day Unlike Any Other Special Ops 7 Fight 3+

If played an Avenger prior: You get +3 fight for each other Avenger Hero you played this turn.

Avengers Assemble! Instinct 3 Recruit Points 0+

You get +1 recruit points for each color of hero you have.

Perfect Teamwork Brute 4 Fight 0+

You get +1 fight for each color of hero you have.

Thor Avengers

Odinson Brute 3 Recruit Points 2+

If played Brute card prior: You get +2 recruit points.

Call Lightning Range 6 Fight 3+

If played Range card prior: You get +3 fight.

Surge Of Power Range 4 Recruit Points 2 & Fight 0+

If you made 8 or more recruit points this turn, you get +3 fight.

God Of Thunder Range 8 Recruit Points 5 & Fight 0+

You can use recruit points and fight this turn.

Lady Thor Avengers

Heir To The Hammer Brute & Range 6 Fight 4+

If played Brute & Range cards prior: You get +2 fight.

Chosen By Asgard Brute 4 Recruit Points 2 & Fight 0+

Once per turn, if you made at least 6 recruit points this turn, you get +2 fight.

Mysterious Origin Range 3 Recruit Points 2

Once per turn, if you made at least 6 recruit points this turn, draw a card.

Living Thunderstorm Brute 8 Recruit Points 4 & Fight 0+

Once per turn, if you made at least 6 recruit points, you get +6 fight.

Daredevil Avengers

Roundhouse Side Kick Special Ops 4 Fight 2

Choose a number, then reveal the top card of your deck. If that card is that cost, gain a Sidekick.

Dual Existence Instinct 2

Look at the top two cards of your deck. Draw one and put the other back.

Master Of Martial Arts Special Ops 8 Fight 4+

If played an Avenger card prior: Discard the top two cards of your deck. If they have different costs, you get +2 fight, then repeat this process.

Divided Cards:

Hidden Identity (Daredevil) Instinct 6 Recruit Points 3

The next Hero you recruit this turn goes on top of your deck.

Revealed Identity (Iron Fist) Brute 6 Fight 0+

You get +1 fight for each different cost of Hero you have.

Black Widow Avengers

Dangerous Rescue Special Ops 3 Fight 2

If played Special Ops prior: You may KO a card from your hand or discard pile. If you do, rescue a Bystander.

Silent Sniper Special Ops 7 Fight 4

Defeat a Villain or Mastermind that has a Bystander.

Mission Accomplished Tech 2 Draw a card.

If played Tech card prior: Rescue a Bystander.

Covert Operation Special Ops 4 Fight 0+

You get +1 fight for each Bystander in your Victory Pile.

Hawkeye Avengers

Team Player Tech 4 Fight 2+

If played an Avenger prior: You get +1 fight.

Quick Draw Instinct 3 Fight 1

Draw a card.

Covering Fire Tech 5 Fight 3

If played Tech card prior: Choose one: each other player draws a card or each other player discards a card.

Impossible Trick Shot Tech 7 Fight 5

Whenever you defeat a Villain or Mastermind this turn, rescue three Bystanders.

Hulk Avengers

Crazed Rampage Brute 5 Fight 4

Each player gains a Wound.

Growing Anger Brute 3 Fight 2+

If played Brute prior: You get +1 fight.

Unstoppable Hulk Instinct 4 Fight 2+
 You may KO a Wound from your hand or discard pile. If you do, you get +2 fight.
Hulk Smash! Brute 8 Fight 5+
 If played Brute prior: You get +5 fight.

Vision Avengers

Solar Energy Range 3 Fight 1+
Phasing If played Range prior: You get +2 fight
Through Solid Objects Tech 4 Recruit Points 2
Phasing Choose a Hero Class. Reveal the top card of your deck. If it's the Hero Class you named, then draw it.
Insubstantial Accomplishments Tech 7 Fight 4
Phasing When you play this, you may swap a card from your hand with the top two cards of your deck.

Divided Card:

Lighter Than Air (Vision) Range 6* Recruit Points 3
Size-Changing: Range Phasing
Harder Than Diamond (Vision) Tech 6* Fight 3
Size-Changing: Tech Phasing

Agent X-13 S.H.I.E.L.D.

Sniper Squad Range 3 Recruit Points 1 Fight 1
 If played 4 shield cards prior: *Woman Out Of Time*
Spy Network Special Ops 4 Fight 0+
 Choose one: Gain a S.H.I.E.L.D. Officer, or you get +2 fight. If played Special Ops card prior: *Woman Out Of Time*.
Paramilitary Ops Tech 4 Fight 2+
 You get +1 fight for each other S.H.I.E.L.D. Hero you played this turn that costs 1 or more.
Mobilize For War Instinct 7 Fight 4+
 KO up to two S.H.I.E.L.D. Heroes from your hand and/or discard pile.
Savior: For each card KO'd this way, you get +1 fight.

Steve Rogers Director of S.H.I.E.L.D. S.H.I.E.L.D.

International Strike Force Brute 3 Recruit Points 0+ Fight 0+
 You get +1 recruit point for each Hero Class you have. *Savior:* You get +1 fight for each Hero Class you have.
Shadow Of Wars Past Special Ops 4 Fight 2
Savior: Man Out Of Time
Reassign To Civilian Duty Instinct 5 Fight 2
 If played 3 S.H.I.E.L.D. Heroes: You may KO a S.H.I.E.L.D. Hero that you played this turn. If you do rescue a Bystander.

Save The World Tech 8 Fight 4+
Rescue a Bystander. *Savior*: You get +3 fight.

Nick Fury S.H.I.E.L.D.

High Tech Weaponry Tech 3 Fight 2
If played Tech prior: You get +1 fight.
Battlefield Promotion Special Ops 4
You may KO a S.H.I.E.L.D. Hero from your hand or discard pile. If you do, you may gain a S.H.I.E.L.D. Officer to your hand.

Legendary Commander Brute 6 Fight 1+
You get +1 fight for each other S.H.I.E.L.D. Hero you played this turn.
Pure Fury Tech 8
Defeat any Villain or Mastermind whose fight is less than the number of S.H.I.E.L.D. Heroes in the KO pile.

Elsa Bloodstone S.H.I.E.L.D.

Monster Hunter Special Ops & Tech 3 Fight 2
Patrol the Sewers: If it's empty, rescue a Bystander.
Bloodstone Pendant Instinct 5 Recruit Points 2+
Spectrum: You may KO a card from your hand or discard pile. If you do, you get +1 recruit point.
Defend The S.H.I.E.L.D. Wall Range 6 Fight 0+
Wall-Crawl You get +1 fight for each other S.H.I.E.L.D. Hero you played this turn.
Prodigy Of Ulysses Bloodstone Brute 8 Fight 6+
Spectrum: You get +3 fight.

Arkon The Magnificent no alliance

Quiver Of Thunderbolts Range 3 Fight 2
Spectrum: Draw a card.
All-Terrain Barbarian Brute & Special Ops 3 Recruit Points 2+
Wall-Crawl *Patrol the Sewers*: If it's empty, you get +1 recruit point.
Warlord Of Open Spaces Instinct 5 Fight 3+
Patrol two adjacent city spaces: If they're both empty, you get +1 fight.
Lord Of Dragons Instinct 7 Recruit Points 0+ Fight 0+
Patrol the Rooftops: If it's empty, you get +4 recruit points and +4 fight. If it's not, defeat the Villain there for free.

Winter Soldier no alliance

Bionic Arm Brute 3 Fight 2
If played a Tech card prior: *Man Out of Time*
Sniper Nest Tech 4 Recruit Points 1
Draw a card. If played a Tech card prior: *Man Out of Time*

KGB Training

Special Ops 5

Fight 3+

If you played at least 7 other cards this turn, you get +2 fight.

2 > 4

Tech 7

Fight 4

A Hero in your hand gains *Man Out of Time* this turn. If you played Tech prior: Another Hero in your hand gains *Man Out of Time* this time.

Speedball**New Wonder****Reckless Rescue Attempt**

Range 3

Recruit Points 2

If played Range prior: Reveal the top card of the Villain deck. If it's a Villain rescue a Bystander. Otherwise, KO a Bystander from the Bystander stack.

Bounce Around

Special Ops 4

Fight 2+

If played Special Ops prior: If there are any Bystanders in the city or KO pile, you get +2 fight.

Kinetic Force Field

Range 7

Fight 5

If a Master Strike would occur, you may reveal this card to KO that Master Strike, cancel its effects, and draw a card.

Divided Card:

Double Down (Speedball)

Range 5

Draw two cards.

Double Up (Namorha)

Special Ops 5

Fight 0+

You get +3 fight usable only against Villains on the bridge or against the Mastermind.

Domino**X-Force****Lucky Break**

Tech 1

Recruit Points 0+ Fight 0+

Draw a card. If played X-Force prior: *Versatile* 1

Ready For Anything

Instinct 3

Recruit Points 0+ Fight 0+

Versatile 2

Specialized Ammunition

Tech 5

Recruit Points 0+ Fight 0+

You may discard a card from your hand. If that card had a recruit points icon, you get +4 recruit points. If that card had a fight icon, you get +4 fight.

Against All Odds

Special Ops 7

Recruit Points 0+ Fight 0+

Versatile 5 If played X-Force prior: This card and each other *Versatile* ability you use for the rest of this turn produce both Recruit Points and Fight.

Cable**X-Force****Disaster Survivalist**

Tech 3

Recruit Points 2

When a Master Strike is played, before it takes effect, you may discard this card. If you do, draw three extra cards at the end of this turn.

Strike At the Heart Of Evil

Range 4

Fight 2+

You get +2 fight only when fighting Masterminds.

Rapid Response Force

Special Ops 6

Fight 3+

Teleport If played X-Force prior: You get +1 fight for each other X-Force Hero you played this turn.

Army Of One Range 8 Fight 5+
KO any number of cards from your hand. You get +1 fight for each card KO'd this way.

Wolverine X-Force

Animal Instincts Instinct 2 Fight 0+
Draw a card. If played Instinct prior: You get +2 fight.
No Mercy Brute 4 Draw a card.
You may KO a card from your hand or discard pile.
Sudden Ambush Special Ops 4 Fight 2+
If you draw any extra cards this turn, you get +2 fight.
Reckless Abandon Special Ops 7 Fight 3
Count the number of extra cards you draw this turn. Draw that many cards.

Colossus X-Force

Draw Their Fire Brute 1 Fight 3
You gain a wound.
Invulnerability Brute 3 Recruit Points 2
If you would gain a wound, you may discard this card instead. If you do, draw two cards.
Silent Statue Special Ops 6 Fight 4+
If you played Brute prior: You get +2 fight.
Russian Heavy Tank Brute 8 Fight 6
If another player would gain a wound, you may reveal this card to gain that wound and draw a card.

Forge X-Force

Dirty Work Tech 3 Fight 2
If you played a Tech prior: Any Villain you fight in the Sewers this turn gets -2 fight.
Reboot Tech 4 Recruit Points 2
If you played a Tech prior: You may discard a card. If you do, draw two cards.
Overdrive Tech 5 Recruit 0+ Fight 0+
Versatile 3
B.F.G. Tech 7 Fight 5
If you played 2 Techs prior: Defeat the Mastermind for free.

Gambit X-Men

Stack The Deck Special Ops 2 Draw two cards.
The put a card from your hand on top of your deck.
Hypnotic Charm Instinct 3 Recruit Points 2
Reveal the top card of your deck. Discard it or put it back.
If played Instinct prior: Do the same thing to each other player's deck.
Card Shark Range 4 Fight 2
Reveal the top card of your deck. If it's an X-Men Hero, draw it.

High Stakes Jackpot Instinct 7 Fight 4+
Reveal the top card of your deck. You get + fight equal to that card's cost.

Cyclops X-Men

Determination Brute 2 Recruit Points 3

To play this card, you must discard a card from your hand.

Optic Blast Range 3 Fight 3

To play this card, you must discard a card from your hand.

Unending Energy Range 6 Fight 4

If a card effect makes you discard this card, you may return this card to your hand.

X-Men United Range 8 Fight 6+

If you played an X-Men prior: You get +2 fight for each other X-Men Hero you played this turn.

Rogue X-Men

Energy Drain Special Ops 3 Recruit Points 2+

If you played a Special Ops prior: You may KO a card from your hand or discard pile. If you do, you get +1 recruit point.

Borrowed Brawn Brute 4 Fight 1+

If you played a Brute prior: You get +3 fight.

Copy Powers Special Ops 5

Play this card as a copy of another Hero you played this turn. This card is both Special Ops and the color you copy.

Steal Abilities Brute 8 Fight 4

Each player discards the top card of their deck. Play a copy of each of those cards.

Soulsword Colossus X-Men

Invade The Inferno Special Ops 3 Recruit Points 2

If you played Special Ops prior: Once this turn, you may fight the top card of the Bystander Stack as if it were a 3 Fight Demon Villain with "Fight: KO one of your Heroes."

Steel Interception Brute & Special Ops 4 Fight 2

If a player would gain a wound, you may discard this card instead. If you do, draw two cards.

Possessed By The Soulsword Brute 6 Fight 3+

If you played Brute prior: *Cross-Dimensional Colossus Rampage*. You get +2 fight if at least one other player didn't reveal a Colossus card.

Rescue My Family From Hell Instinct 7 Fight 5

If you played an X-Men prior: You may gain an X-Men Hero from the HQ or the KO pile to your hand.

Wolverine X-Men

Keen Senses Instinct 2 Fight 1

If you played Instinct prior: Draw a card.

Healing Factor Instinct 3 Fight 2

You may KO a wound from your hand or discard pile. If you do, draw a card.

Frenzied Slashing

Instinct 5

Fight 2

If you played Instinct prior: Draw two cards.

Berserker Rage

Instinct 8

Fight 0+

Draw three cards. If you played Instinct prior: You get +1 fight for each extra card you've drawn this turn.

Time-Traveling Jean Grey X-Men

Throw Over The Railing

Special Ops 3

Fight 2

If you played Special Ops prior: Choose a Villain on the rooftops or bridge. It gets -2 fight this turn.

Bridge To A Better Future

Instinct 4

Patrol the Bridge:

If it's empty, then when you draw a new hand of cards at the end of this turn, draw an extra card.

Telekinesis

Special Ops & Range 5

Fight 3

You may move a Villain to an adjacent city space. If another Villain is already there, swap them.

Change History

Special Ops 7

Fight 5

If you played an X-Men prior: *Patrol any city space:* If it's empty, gain the Hero in the HQ space under it. Put that Hero on top of your deck.

Bishop

X-Men

Whatever The Cost

Range 2

Draw a card.

If you played a Special Ops prior: You may KO a card from your hand or discard pile.

Absorb Energies

Special Ops 3

Recruit Points 0+ Fight 2

Whenever a card you own is KO'd this turn, you get +2 recruit points.

Concussive Blast

Range 5

Fight 3+

If you played 2 Range Heroes prior: You get +3 fight.

Firepower From The Future

Tech 7

Fight 4+

Discard the top four cards of your deck. You get + fight equal to those cards printed fight.

If you played an X-Men prior: KO any number of those cards.

Phoenix Force Cyclops

X-Men

Reincarnate

Special Ops 3

KO this card.

Gain a Hero from the S.H.I.E.L.D. Officer stack or HQ that costs 4 or less and put it into your hand.

Burn Out

Range 4

Fight 2+

You may KO this card. If you do, you get +2 fight.

Rise From The Ashes

Instinct & Range 6

Fight 3

Gain a Hero that was KO'd this turn.

Destruction Is Creation

Range 8

Fight 4

KO up to three cards from your hand. Draw that many cards.

Emma Frost

X-Men

Mental Discipline

Range 3

Recruit Points 1

Draw a card.

Psychic Link

Instinct 5

Fight 3

Each player may reveal another X-Men Hero. Each player who does draws a card.

Shadowed Thought

Special Ops 4

Fight 2

If you played Special Ops prior: You may play the top card of the Villain Deck. If you do, you get +2 fight.

Diamond Form

Brute 7

Fight 5

Whenever you defeat a Villain or Mastermind this turn, you get +3 Recruit Points.

Magik

X-Men

Rally The New Mutants

Special Ops 2

Gain a Sidekick

If you played Special Ops prior: Gain another Sidekick

Travel Through Limbo

Range 3

Fight 1+

Teleport If you played Range prior: You get +2 fight.

Dimensional Portal

Special Ops & Range 5

Fight 2+

Teleport For each Sidekick you played this turn, you get +1 fight

Wield The Soulsword

Special Ops 7

Fight 2+

Teleport Choose a Villain or Mastermind in your victory pile. You get + fight equal to its printed VP.

Nightcrawler

X-Men

Bamf!

Instinct 3

Recruit Points 2

Teleport

Blend Into Shadows

Special Ops 4

Fight 2

Teleport

Swashbuckler

Instinct 5

Fight 3+

If played an Instinct and Special Ops prior: You get +3 fight.

Along For The Ride

Special Ops 7

Fight 5

Teleport When you play or Teleport this card, you may also Teleport up to three other cards from your hand.

Professor X

X-Men

Psionic Astral Form

Range 2

Fight 1+

If you played an X-Men Hero prior: You get +2 fight.

Class Dismissed

Instinct 3

Recruit Points 2

You may put a Hero from the HQ on the bottom of the Hero deck.

If you played Instinct prior: You may KO a card from your hand or discard pile.

Telepathic Probe

Range 5

Fight 3

Reveal the top card of the Villain deck. If it's a Bystander, you may rescue it. If it's a Villain, you may fight it this turn.

Mind Control

Special Ops 8

Fight 6

Whenever you defeat a Villain this turn, you may gain it. It becomes a grey Hero with no text that gives + fight equal to its fight.

Iceman**X-Men**Deep Freeze

Range

2

Recruit Points 0+

Draw a card. If you played Range prior: You get +1 recruit point for each other Range Hero you played this turn.

Ice Slide

Range

4

Fight 2+

If you played Range prior: You get +1 fight for each other Range Hero you played this turn.

Frost Spike Armor

Brute

5

Fight 3

If you played Range prior: Draw a card for each Range Hero you played this turn.

Impenetrable Ice Wall

Range

8

Fight 7

If a Villain, Master Strike, or Mastermind Tactic would cause you to gain any wounds or discard any cards, you may reveal this card instead.

Phoenix**X-Men**Life & Death Incarnate

Brute

3

Recruit Points 3

KO this card. You may KO a card from your hand or discard pile.

Obliterating Fire

Range

4

Piercing Energy 4

Soaring Flight *Piercing Energy* KO this card.

Reincarnating Phoenix

Special Ops

6

Draw two cards.

You may put a Hero that was KO'd this turn into your discard pile.

Driven Mad By Power

Brute

9

Fight 6+

Berserk, Berserk, Berserk, Berserk KO all the cards you Berserked. If this card makes at least 13 fight, then the Phoenix Force becomes corrupted by power and devours the Earth. You win, Evil wins, and all other players lose.

Ruby Summers**X-Men**Guerrilla Warfare

Range

3

Fight 2

When a card effect causes you to discard this card, if it is your turn, *Teleport* it instead. If it is not your turn set it aside and add it to your hand at the end of this turn.

Heir To Legends

Brute & Range

5

Recruit Points 2 Fight 2

To play this card, you must discard a card from your hand.

Form Of Solid Ruby

Brute

6

Recruit Points 0+ Fight 4

If you played an X-Men prior: Whenever you defeat a Villain or Mastermind this turn, you get +2 recruit points.

Extinction Blast

Range

8

Fight 10

To play this card, you must discard three cards from your hand.

Storm**X-Men**Gathering Stormclouds

Range

3

Recruit Points 2

If you played Range prior: Draw a card.

Lightning Bolt

Range

4

Fight 2

Any Villain you fight on the rooftops this turn gets -2 fight.

Spinning Cyclone

Special Ops 6

Fight 4

You may move a Villain to a new city space. Rescue any Bystanders captured by that Villain. (If you move a Villain to a city space that already has a Villain, swap them.)

Tidal Wave

Range 7

Fight 5

Any Villain you fight on the Bridge this turn gets -2 fight. If you played a Range prior: The Mastermind gets -2 fight this turn.

Angel

X-Men

High-Speed Chase

Special Ops 3

Draw two cards, then discard a card.

Diving Catch

Brute 4

Recruit Points 2

When a card effect causes you to discard this card, rescue a Bystander and draw two cards.

Drop Off A Friend

Instinct 5

Fight 2+

You may discard a card. You get + fight equal to that card's cost.

Strength Of Spirit

Brute 7

Fight 4

Discard any number of cards. Draw that many cards.

Jean Grey

X-Men

Psychic Search

Range 3

Fight 2

If you played an X-Men Hero prior: Rescue a Bystander.

Read Your Thoughts

Special Ops 5

Recruit Points 3+

Whenever you rescue a Bystander this turn, you get +1 recruit point.

Mind Over Matter

Special Ops 6

Fight 4

Whenever you rescue a Bystander this turn, draw a card.

Telekinetic Mastery

Range 7

Fight 5+

Whenever you rescue a Bystander this turn, you get +1 fight. If you played an X-Men Hero prior: Rescue a Bystander for each other X-Men Hero you played this turn.

Old Man Logan

X-Men

Last Survivor

Instinct 3

Fight 2

If you played Instinct prior: You may KO a card from your hand or discard pile. If you KO a wound this way, draw a card.

Loner

Instinct & Special Ops 5

Fight 2+

If you don't recruit any Heroes this turn, you get +2 fight.

Rage Out

Instinct 6

Fight 3+

If you played Instinct prior: *Cross-Dimensional Wolverine Rampage* For each other player who gained a wound this way, you get +1 fight.

No More Heroes

Instinct 7

Fight 5+

Reveal your hand. You get +5 fight if you haven't played any S.H.I.E.L.D. or Hydra cards this turn and don't have any in your hand.

Apocalyptic Kitty Pryde**X-Men**Infiltrate HQ

Tech

3

Recruit Points 2

You may put a Hero from the HQ on the bottom of the Hero deck. The Hero that replaces it in the HQ costs 1 less during this turn.

Phase Out

Special Ops

4

Fight 2+

If you played Special Ops prior: You may KO a card from your hand or discard pile. If you do, you get +1 fight.

Disrupt Circuits

Special Ops & Tech

5

Fight 2+

You get +1 fight for each Tech Hero in the HQ.

Untouchable

Special Ops

7

Recruit Points 5

When any player defeats a Villain or Mastermind with a "Fight" effect, you may discard this card to cancel that Fight effect. If you do, draw three cards.

Elektra**Marvel Knights**First Strike

Special Ops

1

Fight 1+

If this is the first card you played this turn, you get +1 fight.

Ninjitsu

Instinct

2

Recruit Points 0+

Draw a card. If you played Special Ops prior: You get +2 recruit points.

Saibladess

Instinct

6

Fight 4+

You get +1 fight for each Hero you played this turn that costs 1 recruit point or 2 recruit points.

Silent Meditation

Instinct

7

Recruit Points 5+

When you play Silent Meditation, the next Hero you recruit this turn goes into your hand.

If you played a Marvel Knight prior: You get +2 recruit points.

Punisher**Marvel Knights**Boom Goes The Dynamite

Tech

2

Reveal the top card of your deck. If it costs 0 recruit points, KO it. If you played Tech prior: Draw a card.

Hostile Interrogation

Brute

3

Recruit Points 2+

If you played Brute prior: Each other player reveals the top card of their deck. If that card costs 4 recruit points or more, discard it. You get +1 recruit point for each card discarded this way.

Hail Of Bullets

Tech

5

Fight 2+

Reveal the top card of the Villain Deck. If it's a Villain, you get + fight equal to its printed victory points. If you played 2 Techs prior: You may defeat that Villain for free.

The Punisher

Tech

8

Fight 4+

Reveal cards from the Hero deck until you have revealed two cards with the same cost. You get +1 fight for each card revealed this way. Put them on the bottom of the Hero deck in random order.

Dr. Punisher The Soldier Supreme**Marvel Knights**Sweep The Streets Of Trash

Tech & Range

2

Recruit Point 1

Patrol the Streets: If it's empty, draw a card.

Ice Magic

Range 3

Fight 2+

Reveal the top card of the Villain deck. If it's a Villain, you may fight it this turn. If you played 2 Range Heroes prior: You get + fight equal to that Villain's printed victory points.

You're A Slow Learner

Tech 4

Fight 2+

If you played a Tech prior: Reveal the top card of your deck. If it costs 0, KO it and you get +1 fight.

Calm Before The Storm

Range 7

Fight 5+

Patrol every city space: For each space that's empty, you get +1 fight.

Iron Fist**Marvel Knights**Ancient Legacy

Brute 1

Recruit Points 0+ Fight 0+

Draw a card. If you played 2 Brutes prior: *Versatile 2*

Focus Chi

Instinct 3

Recruit Points 0+

You get +1 recruit point for each Hero with a different recruit cost you have.

Wield The Iron Fist

Brute 4

Fight 0+

You get +1 fight for each Hero with a different recruit cost you have.

Living Weapon

Brute 9

Fight 8

Reveal cards from your deck until you have revealed two cards with the same recruit cost. Draw all the cards you have revealed.

Ghost Rider**Marvel Knights**Infernal Chains

Brute 2

Draw a card

If you played Brute prior: Defeat a Villain of 3 fight or less for free.

Hell On Wheels

Tech 3

Recruit Points 2+

If you played a MK Hero prior: You get +2 recruit points.

Blazing Hellfire

Range 5

Fight 2+

You may KO a Villain from your Victory pile. If you do, you get +3 fight.

Penance Stare

Range 8

Fight 3+

Each player KOs a Villain from their Victory pile. You get +1 fight for each Villain KO'd this way. If you played a MK Hero prior: Put one of those Villains into your Victory pile.

Moon Knight**Marvel Knights**Lunar Communion

Instinct 3

Fight 2

Wall-Crawl Whenever you defeat a Villain on the Rooftops this turn, you may KO one of your cards or a card from your discard pile.

Climbing Claws

Tech 3

Recruit Points 2+

Wall-Crawl If you played Instinct prior: You get +1 recruit point.

Crescent Moon Darts

Tech 5

Fight 3

Reveal the top card of your deck. If it's Instinct or Tech, draw it.

Golden Ankh Of Khonshu

Instinct 8

Fight 6

Whenever you defeat a Villain on the Rooftops this turn, rescue Bystanders equal to that Villain's printed victory points. If you played Tech prior: You may move a Villain to the Rooftops. If another Villain is already there, swap them.

Daredevil**Marvel Knights**Backflip

Brute 3

Recruit Points 2

When you play Backflip, the next Hero you recruit this turn goes on top of your deck.

Radar Sense

Instinct 4

Fight 2+

Choose a number, then reveal the top card of your deck. If the card is that recruit cost, you get +2 fight.

Blind Justice

Special Ops 6

Fight 4

Choose a number, then reveal the top card of your deck. If the card is that recruit cost, draw it.

The Man Without Fear

Instinct 8

Fight 7

Choose a number, then reveal the top card of your deck. If the card is that recruit cost, draw it and repeat this process.

Spider-Woman**Spider-man Friends**Radioactive Spider

Brute 2

Recruit Points 3

To play this card, you must put a card from your hand on top of your deck.

Bioelectric Shock

Range 4

Fight 2

Wall-Crawl Reveal the top card of your deck. If that card has a fight icon, draw it.

Venom Blast

Range 6

Fight 3

Wall-Crawl Reveal the top card of your deck. If that card has a recruit point icon, draw it.

Arachno Pheromones

Special Ops 7

Recruit a Hero from the HQ for free. If you played a Spider-man Friends card prior: Put that Hero on top of your deck.

Blade**Marvel Knights**Stalk The Prey

Special Ops 3

Fight 2

You may move a Villain to an adjacent city space. If another Villain is already there, swap them.

Night Hunter

Brute 4

Recruit Points 0+ Fight 2

Whenever you defeat a Villain in the Sewers or Rooftops this turn, you get +2 recruit points.

Nowhere To Hide

Tech 6

Fight 3

Whenever you defeat a Villain in the Sewers or Rooftops this turn, draw two cards.

Vampiric Surge

Instinct 7

Fight 0+

You get +1 fight for each Villain in your Victory Pile.

Agent Venom**Spider-man Friends**Multi-Gun

Tech 2

Recruit Points 1+ Fight 1+

Spectrum: You get +1 recruit point and +1 fight.

Government Payroll

Brute & Instinct 3

Recruit Points 0+ Fight 0+

Wall-Crawl Patrol the Bank: If it's empty, you get +2 recruit points. If it's not, you get +2 fight.

Big Slimeportunity

Instinct 6

Recruit Points 2 Fight 2

Wall-Crawl Patrol the Sewers: If it's empty, draw a card.

Shapeshifting Symbiote Brute 7 Recruit Points 0+ Fight 0+
Wall-Crawl For each other card you played this turn with a recruit point icon, you get +1 recruit point. For each other card you played this turn with a fight icon, you get +1 fight. (If another card has both recruit point and fight icons, then you get both bonuses.)

Spider Gwen

Spiderman Friends

First Adventure Brute 2 Fight 1+
Wall-Crawl *Patrol the Bank:* If it's empty, you get +1 fight. *Patrol your Victory Pile:* If it's empty, you get +1 fight.

Fateful Bridge Instinct & Tech 2 Fight 2
Patrol the Bridge: If it's empty, reveal the top card of your deck. If that card costs 2 or less, draw it.

Save The Day Tech 2 Fight 1+
Patrol the Rooftops: If it's empty, rescue a Bystander, and then you get +1 fight for every two Bystanders in your Victory Pile.

Intertwining Webs Special Ops 2 Fight 0+
Wall-Crawl Reveal the top three cards of your deck, then put them back in any order. You get +1 fight for each card you revealed that costs 2 or less.

Black Cat

Spider-man Friends

Pickpocket Special Ops 1 Fight 0+
Wall-Crawl Reveal the top card of any player's deck. You get + fight equal to that card's printed recruit points plus its printed fight.

Casual Bank Robbery Special Ops 4 Recruit Points 2+
Wall-Crawl You get another +1 recruit point usable only to recruit the Hero in the HQ space under the Bank.

Jinx Instinct 5 Fight 3
Each player reveals the top card of their deck. Choose any number of those cards to be discarded.

Cat Burglar Special Ops 8 Fight 5+
Each other player reveals a Special Ops Hero or chooses a Bystander from their Victory pile. You rescue those Bystanders. If you played a Spider-man Friends prior: You get +1 fight for each Bystander you rescued this turn.

Silk

Spider-man Friends

Cascading Maneuver Brute & Instinct 2 Fight 1
Wall-Crawl *Spectrum:* Draw a card.

Long-Range Spider-Sense Range 2 Fight 2
Spectrum: Reveal the top card of your deck. If it costs 2 or less, draw it.

Silk Stalking Special Ops 2 Fight 1
If you played a Spider-man Friends prior: Reveal the top card of your deck. If it costs 0, KO it. If it costs 1 or 2, draw it.

Borrowed Cloaking Device Tech 2 Fight 1
Wall-Crawl Spectrum: Reveal the top four cards of your deck. Put any combination of those cards with a total cost of 2 or less into your hand. Put the rest back in any order.

Spider-man

Spider-man Friends

Great Responsibility Instinct 2 Fight 1
 Reveal the top card of your deck. If that card costs 2 recruit points or less, draw it.
Astonishing Strength Brute 2 Recruit Points 1
 Reveal the top card of your deck. If that card costs 2 recruit points or less, draw it.

Web-Shooters Tech 2
 Rescue a Bystander. Reveal the top card of your deck. If that card costs 2 recruit points or less, draw it.

The Amazing Spider-man Special Ops 2
 Reveal the top three cards of your deck. Put any that cost 2 recruit points or less into your hand. Put the rest back in any order.

Ultimate Spider-man

Spider-man Friends

Leaping Spider Brute 2 Fight 0+
 Reveal the top card of your deck. If it costs 2 or less, draw it. If you played Brute prior: You get +2 fight.

Hero From Another Dimension Special Ops 2 Fight 0+
 You get +2 fight for each other card you have played this turn that costs 1 or 2.

Marvel Team-Up Brute & Instinct 2 Gain a Sidekick
 Reveal the top card of your deck. If it costs 2 or less, draw it.

Web-Slinger Tech 2 Fight 0+
 You get +2 fight, usable only against the Mastermind or Villains on the Rooftops or Bridge. Reveal the top card of your deck. If it costs 2 or less, draw it.

Symbiote Spider-man

Spider-man Friends

Spider-Sense Tingling Instinct 2
 Reveal the top two cards of your deck. Put any that cost 2 recruit points or less into your hand. Put the rest back in any order.

Shadowed Spider Special Ops 2 Fight 1+
Wall-Crawl You get +1 fight for each other Hero you played this turn that costs 1 or 2 recruit points.

Dark Strength Brute 2 Fight 1+
Wall-Crawl Reveal the top card of your deck. If it costs 1 or 2 recruit points, you get +2 fight.

Thwip! Range 2 Fight 4
 To play this card, you must put two cards from your hand on top of your deck.

Spider-man Noir

Spider-man Friends

Web of Darkness Range 2 Fight 1+
 If you played Range prior: You get +2 fight.

<u>Gumshoe's Revolver</u>	Tech	2	Fight 1
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Investigate for a card that costs 2 or less.

<u>Solve The Crime</u>	Instinct	2	Fight 2
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If you played Instinct prior: *Investigate* the Bystander stack for a Bystander and rescue it.

<u>Spider-Totem's Chosen</u>	Brute	2	Fight 1
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If you played Spider-man Friends Hero prior: *Investigate* each player's deck for a card that costs 2 or less, play a copy of that card, then put it into their discard pile.

Daredevil Noir

Marvel Knights

<u>Balancing Act</u>	Special Ops	3	Recruit Points 1	Fight 1
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The next hero you recruit this turn goes on top of your deck.

<u>Listen For Heartbeats</u>	Instinct	4	Fight 2
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Choose a number 1 or more. *Investigate* for a card of that cost.

<u>Discover The Bodies</u>	Special Ops	5	Recruit Points 3
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If you played Special Ops prior: *Investigate* for a card that costs 0. KO that card.

<u>Hitting Rock Bottom</u>	Instinct	7	Fight 3+
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Discard a card from the top or bottom of your deck. If it costs 0, you get +1 fight and repeat this process. If your deck runs out, stop.

Angel Noir

X-Men

<u>Impetuous Dive</u>	Instinct	3	Fight 2+
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If you played Instinct prior: You get +1 fight.

<u>Multitalented</u>	Brute	4	Recruit Points 1	Fight 1
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Choose a Hero Class. *Investigate* for a card of that Hero Class.

<u>Identical Twin Brother</u>	Instinct	5	Recruit Points 0+	Fight 0+
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You get the printed Recruit Points and Fight of a Hero in the HQ. Then put that Hero on the bottom of the Hero Deck.

<u>Missing Person Case</u>	Special Ops	8	Fight 3
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Investigate the Hero deck for any card and put that card in your hand.

Luke Cage Noir

Marvel Knight

<u>Follow Big Leads</u>	Brute	4	Recruit Points 2+
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You get +1 recruit point for each other card you played this turn that costs 4 or more.

<u>Private Investigations</u>	Special Ops	4	Fight 2
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Investigate for a card that costs 4 or more.

<u>Unbreakable Cage</u>	Brute	6	Fight 4
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Once per turn, if a player would gain a wound, you may reveal this card and *Investigate* for any card instead.

<u>Weight Of The World</u>	Brute	8	Fight 5+
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You get +2 fight for each other card you played this turn that costs 4 or more.

Iron Man Noir**Avengers**Steam-Powered Arsenal

Range

3

Fight 3

To play this, you must put another card from your hand on top of your deck.

Mechanized Plate Mail

Tech

4

Recruit Points 2

Investigate for a Tech card.

Learn From Enemies

Tech

6

Fight 3

If played Tech prior: You may use the “Fight” ability of a Villain worth 1 victory point in your victory pile.

Adventurers Assemble!

Tech

7

Fight 4

Whenever you *Investigate* this turn, look at three cards instead of two. Choose recruit points or fight. *Investigate* for a card with that icon.

Polaris**X-Men**Ride The Magnetic Waves

Special Ops

3

Recruit Points 2

Soaring Flight If you played Special Ops prior: When you draw a new hand of cards at the end of this turn, draw an extra card.

Electromagnetic Pulse

Range

4

Piercing Energy 2

Piercing Energy If you played Range prior: Draw a card.

Subtle Attunement

Special Ops

6

Fight 2

Soaring Flight If you played Special Ops prior: Look at the top two cards of your deck. You may KO one of them. Put the rest back in any order.

Reverse Polarity

Special Ops

8

Recruit Points 4

Soaring Flight *X-Gene* *X-Men*: You can use Recruit Points as Fight this turn, and vice versa.

Dazzler**X-Men**Convert Sound To Light

Instinct

3

Recruit Points 1 Piercing Energy 0+

Piercing Energy *Lightshow*: You get +1 Piercing Energy for each Lightshow card you played this turn.

Dazzling Glamour

Range

4

Fight 2+

Lightshow: You get +2 fight.

Citywide Mega-Concert

Tech

5

Fight 3

Lightshow: When you draw a new hand of cards at the end of this turn, draw two extra cards.

Inspire The World

Range

7

Fight 5

Lightshow: Put a Hero from the HQ on top of your deck.

Jubilee**X-Men**Light A Spark

Special Ops

2

Recruit Points 0+

Draw a card. *Lightshow*: You get +1 recruit point for each Lightshow card you played this turn.

Blasting Fireworks

Range

4

Fight 1+

Draw a card. *Lightshow*: You get +1 fight for each Lightshow card you played this turn.

Unexpected Explosion

Instinct

5

Fight 3

Lightshow: Look at the top card of your deck. If it costs 0, KO it.

Prismatic Cascade Special Ops 7 Recruit Points 0+ Fight 5+
Lightshow: You get +1 recruit point and +1 fight for each Lightshow card you played this turn.

Stature

Avengers

Shrink To Nothing Tech 2* Fight 0+
Size-Changing: Tech Draw a card. If you played Tech prior: You get +1 fight.
Growing Confidence Brute 6* Fight 2+
Size-Changing: Brute If you played Brute prior: You get +1 fight for each Villain in your victory pile that has printed fight 3 or less.
Trample The Tiny Brute 8* Fight 5
Size-Changing: Brute If you played Brute prior: Defeat each Villain that has 4 fight or less.

Divided Card:

Crush Ants (Stature) Brute 5* Fight 2
Size-Changing: Brute If you played Brute prior: Defeat a Villain that has 3 fight or less.
Crush File Sizes (Iron Lad) Tech 5* Recruit Points 2
Size-Changing: Tech If you played Tech prior: Draw a card.

Psylocke

X-Men

Psychic Knife Instinct 2 Piercing Energy 0+
 Draw a card. *Piercing Energy* If you played Instinct prior: You get +1 Piercing Energy.
Precognition Special Ops 3 Recruit Points 2
 Reveal the top card of the Hero deck. You may recruit it this turn. If you do, draw a card.
Butterfly Effect Special Ops 5 Piercing Energy 2+
Piercing Energy X-Gen Special Ops: You get +1 Piercing Energy.
Telepathic Ninjutsu Instinct 7 Piercing Energy 3
Piercing Energy Reveal the top card of the Hero deck. The player of your choice puts it in their hand.

Longshot

X-Men

Fortune Favors The Bold Instinct 3 Fight 3
 To play this card, you must put a card from your hand on top of your deck.
Flurry Of Blades Tech 4 Fight 2+
Berserk If you played Tech prior: *Berserk*
Make My Own Luck Special Ops 6 Fight 3
 Look at the top card of your deck. Discard it or put it back. If you played Special Ops prior: You may KO the card you discarded this way.
Escape From Mojo World Tech 7 Fight 5+
 Reveal the top card of the Villain deck. If it's a Villain, you may put it on the bottom of that deck. If you played an X-Men prior: You get + fight equal to the printed Victory Points of the card you revealed.

Colossus & Wolverine**X-Men**

Fastball Special Brute 4 Fight 2+
Soaring Flight *X-Gene Instinct: Berserk*
Insane Disregard For Danger Instinct 6 Fight 4+
Berserk If you have a wound in your hand or discard pile, KO it. Otherwise, gain a wound.
Uncanny X-Men Brute 7 Fight 3+
Berserk, Berserk, Berserk Then, draw a card for each X-Men card you Berserked.

Divided Card:

Reliable (Colossus) Brute 3 Recruit Points 2
Unpredictable (Wolverine) Instinct 3 Fight 1+
Berserk, Berserk

Banshee**X-Men**

Sonar Detection Special Ops 2 Piercing Energy 0+
 Draw a card. *Piercing Energy* *X-Gene Special Ops: You get +1 Piercing Energy.*
Speed Of Sound Range 3 Piercing Energy 2
Soaring Flight *Piercing Energy*
Sonic Blastwave Range 5 Recruit Points 3 Piercing Energy 0+
Piercing Energy If you played Range prior: You may have this card produce Piercing Energy instead of Recruit Points.
Bone-Shattering Howl Range 8 Piercing Energy 4
Piercing Energy If you played Range & Special Ops prior: You may use fight as if it were Piercing Energy this turn.

Shang-Chi**Marvel Knights**

Shuffling Footwork Instinct 3 Recruit Points 2
 If you played Instinct prior: You may shuffle your discard pile into your deck.
Acrobatic Kung-Fu Instinct & Special Ops 4 Fight 2+
Wall-Crawl *Patrol the Rooftops: If it's empty, you get +1 fight.*
Seek The Empty Mind Special Ops 5 Fight 3+
Patrol your discard pile: If it's empty, you get +2 fight.
Muscle Memory Instinct 7 Fight 5
Wall-Crawl Any time you are shuffling your deck with this card in it, you may set this card aside and put it on top of your deck at the end of the shuffle.

Havok**X-Men**

Blinding Burst Range 3 Recruit Points 2 Fight 0+
Lightshow: You get +3 fight usable only against the Mastermind.
Unleash Havok Range 4 Fight 2+
 To play this card, you must discard a card from your hand. *Berserk, Berserk*
Concussive Plasma Range 5 Fight 2+
X-Gene Range: You get +1 fight for each Range card in your discard pile.

<u>Radiation Focus Array</u>	Tech	7	Fight 3+
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Berserk *X-Gene Range:* You get the total printed fight of all the Range cards in your discard pile.

Deadpool

Deadpool Friends

<u>Nighttime Is The Right Time</u>	Tech	3	Recruit Points 0+ Fight 0+
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If it's between 8 p.m. and midnight, you get +2 fight. Otherwise, you get +2 recruit points.

If you played Tech prior: Screw it, just take both!

<u>It'll Grow Back</u>	Instinct	4	Fight 2 ½ +
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If you have a wound in your hand or discard pile, KO it and you get +1 fight. Otherwise, gain a wound. These days, getting wounded mostly just pisses me off.

<u>Running Commentary</u>	Special Ops	5	Fight 3 ½ +
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You get + ½ fight for each other card with flavor text you played this turn. Now maybe you'll stop telling me to shut up.

<u>Deadpool Rage!</u>	Brute	7	Fight 5
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Excessive Violence: Take another turn after this one. But don't use this ability more than once per game - trilogies are stupid.

Kitty Pryde

X-Men

<u>Intangible Qualities</u>	Instinct	3	Recruit Points 0+ Fight 0+
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Put a card from the HQ on the bottom of the Hero deck. If that card had a Recruit Point icon, you get +2 recruit points. If that card had a Fight icon, you get +2 fight. (If both, get both.)

<u>Going Through A Phase</u>	Special Ops	4	Recruit Points 1 Fight 1
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X-Gene X-Men: Draw a card.

<u>Ghost In The Machine</u>	Tech	6	Fight 0+
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You get +1 fight for each different cost among the Heroes in the HQ.

<u>Lockheed, Kitty's Dragon</u>	Range	8	Fight 0+
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Soaring Flight Put a card from the HQ on the bottom of the Hero deck. You get + fight equal to its cost.

Totally Awesome Hulk

Champions

<u>Incredible Mind, Awesome Body</u>	Tech	4*	Recruit Points 1
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Size-Changing: Tech Draw a card. *Cheering Crowds*

<u>Beloved Behemoth</u>	Brute	4*	Fight 2
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Size-Changing: Brute If you played Brute prior: The first time you defeat a Villain this turn, rescue a Bystander.

<u>Growing Pains</u>	Brute	5*	Fight 2+
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Size-Changing: Brute If you have a wound in your hand or discard pile, KO it and you get +2 fight. Otherwise, gain a wound.

<u>Smartest Man In the World</u>	Tech	9*	Fight 5+
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Size-Changing: Tech, Brute You get +1 fight for each extra card you draw this turn.

Beast	X-Men			
<u>Captivating Conundrum</u>	Tech	2		Fight 1
<i>X-Gene Tech:</i> Draw a card.				
<u>Furry Fury</u>	Brute	4		Fight 2+
<i>Berserk</i>	<i>X-Gene Brute:</i>	<i>Berserk</i>		
<u>Calculated Rage</u>	Tech	5		Fight 3+
Look at the top card of your deck. Discard it or put it back. <i>Berserk</i>				
<u>Recursive Pummeling</u>	Tech	8		Fight 3+
<i>Berserk</i> <i>X-Gene X-Men:</i> You may return a 0-cost, 3-cost, and 4-cost card from your discard pile to your hand.				

Iron Man	Avengers			
<u>Endless Invention</u>	Tech	3		Draw a card.
If you played Tech prior: Draw another card.				
<u>Repulsor Rays</u>	Range	3		Fight 2+
If you played Range prior: You get +1 fight.				
<u>Arc Reactor</u>	Tech	5		Fight 3+
If you played Tech prior: You get +1 fight for each other Tech Hero you played this turn.				
<u>Quantum Breakthrough</u>	Tech	7		Draw two cards.
If you played Tech prior: Draw two more cards.				

Nova	Champions			
<u>Space Cop</u>	Brute	2	Recruit Points 0+	Fight 0+
<i>Versatile 1</i>	If you played a Champion prior: Rescue a Bystander.			
<u>Interstellar Hero</u>	Range	4	Recruit Points 0+	Fight 0+
<i>Versatile 2</i>	<i>Cheering Crowds</i>			
<u>Holographic Projection</u>	Range	5	Recruit Points 0+	Fight 2+
If you played Range prior: <i>Versatile 3</i>				
<u>Growing Nova Force</u>	Range	9*	Recruit Points 0+	Fight 0+
<i>Size-Changing: Range, Brute</i> For each other card you played this turn with a Recruit Point icon, you get +1 recruit point. For each other card you played this turn with a Fight icon, you get +1 fight.				

Viv Vision	Champions			
<u>Walking Wi-Fi</u>	Tech	3	Recruit Points 2	
If you played Tech prior: Whenever you recruit a Hero from the HQ this turn, rescue a Bystander.				
<u>Expanding Neural Network</u>	Tech	4*		Fight 2
<i>Size-Changing: Tech</i> If you played Tech prior: When you draw a new hand of cards at the end of this turn, draw an extra card.				
<u>Crowdsourcing</u>	Range	6	Recruit Points 0+	Fight 0+
<i>Versatile 3</i>	<i>Cheering Crowds</i>			

Alter Molecular Density Tech 9* Recruit Points 5 Fight 0+
Size-Changing: Tech, Range Whenever you recruit a Hero this turn, you get +2 fight.

Ms. Marvel

Long Arm Of The Law Special Ops 3* Draw a card.
Size-Changing: Special Ops If you played Special Ops prior: Rescue a Bystander.
Big Impact Brute 4* Recruit Points 0+ Fight 0+
Size-Changing: Brute Versatile 2
Need To Stretch My Legs Special Ops 6* Fight 2
Size-Changing: Special Ops If you played Champions prior: You may KO a card from your hand or discard pile. *Cheering Crowds*
Rising Hope Brute 9* Recruit Points 0+ Fight 0+
Size-Changing: Brute, Special Ops Versatile 4 Cheering Crowds

Scarlet Spider

Flip Out Brute 2 Recruit Points 1
Wall-Crawl If you played Spider-man Friends prior: Draw a card.
Perfect Hunter Instinct 4 Fight 1
Wall-Crawl Draw a card.
Leap From Above Special Ops 6 Fight 3+
Wall-Crawl If you played Instinct prior: You get +2 fight.
Sting Of The Spider Brute 7 Fight 5
 Whenever you put a card on top of your deck this turn, you may draw that card.

Cannonball

Kinetic Blast Field Instinct 3 Fight 1+
Soaring Flight If you played Instinct prior: You get +2 fight.
Carry To The Air Brute 4 Recruit Points 2
Soaring Flight If you played Brute prior: The next Hero you recruit this turn has *Soaring Flight*.
Natural Leader Brute 6 Fight 3
Soaring Flight If you played Brute prior: Return a S.H.I.E.L.D. Hero from your discard pile to your hand.
Human Cannon Brute 8 Fight 4+
Soaring Flight If you played at least 6 other cards this turn, you get +2 fight.

Legion

Bend Steel Brute 2 Fight 1+
Berserk
Bend Light Special Ops 2 Recruit Points 1+
Lightshow: You get +2 recruit points.

Divided Card

<u>Split Personality</u>	Tech	3	Fight 2
<u>Split Eardrums</u>	Range	3	Piercing Energy 2

Divided Card

<u>Channel Time</u>	Instinct	5	Draw two cards.
<u>Channel Fire</u>	Tech	5	Fight 0+

You get +1 fight for each different Hero Class in your discard pile.

<u>Maelstrom Of Clashing Powers</u>	Special Ops	8	Fight 3+
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Soaring Flight Reveal the top three cards of the Hero deck. You get their total printed fight. Put them on the bottom of the Hero deck.

Stingray

Deadpool Friends

<u>Superpowered Swimsuit</u>	Tech	2	Fight ½+
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Draw a card. If you played Tech prior: You get +2 fight usable only against Villains in the Sewers or Bridge or the Mastermind.

<u>Deck Chairs On The Titanic</u>	Tech	4	Fight 1 1/2
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Draw a card. You may move a Villain to an adjacent city space. If another Villain is already there, swap them.

<u>Sting Of The Stingray's Sting</u>	Range	5	Recruit Points 3
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Excessive Violence: You may KO one of your cards or a card from your discard pile.

<u>PhD In Oceanography</u>	Tech	8	Fight 4+
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You may KO a card from your hand or discard pile. If you played a Deadpool Friends prior: You get + ½ fight for each Hero in the KO pile.

X-23

X-Men

<u>Adamantium Foot Claws</u>	Tech	3	Fight 2
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X-Gene Instinct: Draw a card.

<u>Healing Factor Genome</u>	Instinct	4	Fight 2+
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Berserk You may KO a wound from your hand or discard pile.

<u>Bioengineered Assassin</u>	Special Ops	6	Fight 2+
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Berserk X-Gene Instinct: You may KO a card from your hand or discard pile.

<u>Heir To Wolverine</u>	Instinct	7	Fight 3+
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Berserk, Berserk X-Gene Instinct: Count the Instinct cards in your discard pile. *Berserk* that many times.

Gwenpool

Champions

<u>Come On, Nobody Reads Card Names</u>	Special Ops	2	Recruit Points 0+ Fight 0+
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Versatile 1 If you played Special Ops prior: Instead, *Versatile 3*.

<u>I'll Rescue You If I Feel Like It</u>	Instinct	3	Fight 2
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Reveal the top card of the Bystander deck. If it's a Special Bystander, rescue it. Otherwise, put it on the bottom of that deck.

I Heard Keywords Are Powerful Instinct 6* Fight 2
Size-Changing: Instinct If you played Instinct prior: Draw a card. *Cheering Crowds*
I'm The Best At Board Games Instinct 7 Fight 5
Demolish each other player. For each player that discards a card this way, draw a card.

Aurora & Northstar **X-Men**
Northern Lights Special Ops 3 Fight 2
Soaring Flight *Lightshow:* Draw a card.
Twin Blast Range 5 Fight 2+
Soaring Flight *Lightshow:* You get +3 fight.
Mach 10 Instinct 7 Recruit Points 4 Fight 0+
Soaring Flight All Heroes you recruit this turn have *Soaring Flight*. *Lightshow:* You get +2 fight for each Lightshow card you played this turn.

Divided Card
Blazing Flare (Aurora) Range 4 Recruit Points 2+
Lightshow: You get +2 recruit points.
Blazing Fists (Northstar) Brute 4 Fight 2+
Berserk

VILLAINS

Murderworld

Animatronic Killer Clown Fight 4 Victory Points 2 *Ambush:* Animatronic Killer Clown captures a *Human Shield*

Miss Locke Fight 2* Victory Points 2 *Ambush:* Miss Locke captures 2 *Human Shields*. Then reveal the top card of the Villain deck. If it's a Trap or Master Strike, play it.

Trap - Murderworld

Monstrous Pinball Machine Victory Points 3 *By End Of Turn:* Pay any amount of Recruit Points. Then you must reveal the top card of the Hero deck. If you paid enough, recruit that Hero and put this Trap in your Victory Pile. *Or Suffer:* KO that Hero. Play two extra cards from the Villain deck next turn.

Guillotine Roller Coaster Victory Points 3 *By End of Turn:* Have at least four different costs of Heroes in the HQ. *Or Suffer:* After you draw your new hand at the end of this turn, each player reveals their hand and discards each card with the same cost as the cards in the HQ.

Animatronic Killer Clowns Victory Points 2 *By End of Turn:* Recruit two Heroes. *Or Suffer:* This Trap enters the city as a 3 fight "Animatronic Killer Clown" Villain that captures a *Human Shield*.

Sulfuric Acid Water Slide Victory Points 2 *Ambush:* Play another card from the Villain deck. *By End of Turn:* Have no Villains in the Sewers. *Or Suffer:* Each player gains a wound.

Hellfire Club

Phoenix Force Fight 6 Victory Points 3 *Ambush:* Phoenix Force *Dominates* all the Heroes in the HQ that cost 6 or less.

Harry Leland (Black Bishop) Fight 5 Victory Points 3 *Ambush:* Heroes cost 1 more to recruit this turn. *Escape:* Same effect.

Emma Frost (White Queen) Fight 4+ Victory Points 4 *Ambush:* Each player chooses an X-Men Hero from their discard pile. Emma Frost *Dominates* those Heroes.

Mastermind (Jason Wyngarde) Fight 8+ Victory Points 6 *Ambush:* This Villain ascends to become a new Mastermind. He gains the ability "Master Strike: Each player simultaneously reveals a non-grey Hero." Mastermind *Dominates* the revealed Hero with the highest cost (and tied for highest).

Sebastian Shaw (Black King) Fight 3+ Victory Points 4 Sebastian Shaw has +1 fight for each card you've played from your hand this turn. *Escape:* Each player gains a wound.

Trap - Hellfire Club

Corrupt The Phoenix Force Victory Points 3 *By End of Turn:* Have no Hellfire Villains in the city. *Or Suffer:* This Trap becomes a 6 fight "Phoenix Force" Villain that enters the city and *Dominates* all the Heroes in the HQ that cost 6 or less.

Shadow-X

Dark Angel Fight 4 (no Victory Points) *Fight:* Gain this as a Hero.

Dark Angel Hero X-Men Instinct Fight 2 *X-Gene Instinct:* The next Hero you recruit this turn has *Soaring Flight*.

Dark Iceman Fight 5 (no Victory Points) *Fight:* Gain this as a Hero.

Dark Iceman Hero X-Men Brute Fight 2 *X-Gene Brute:* Draw a card.

Dark Beast Fight 5 (no Victory Points) *Fight:* Gain this as a Hero.

Dark Beast Hero X-Men Tech Fight 2 *X-Gene Tech:* You may KO a card from your hand or discard pile.

Dark Marvel Girl Fight 4+ (no Victory Points) *Ambush:* Dark Marvel Girl *Dominates* each X-Men Hero that costs 4 or less from the HQ. *Fight:* Gain this as a Hero.

Dark Marvel Girl Hero X-Men Special Ops Fight 2 *X-Gene Special Ops:* Rescue a Bystander.

Dark Cyclops Fight 7 (no Victory Points) *Ambush:* Each player reveals a Range Hero or discards a card. *Fight:* Gain this as a Hero.

Dark Cyclops Hero X-Men Range Fight 3 *X-Gene Range:* Return a Range Hero from your discard pile to your hand.

Trap-Shadow-X

Betrayal Of The Shadow Victory Points 4 *By End of Turn:* You may pay 6 Recruit Points. *Or Suffer:* Each player reveals their hand. Then, each player chooses a Shadow-X card from their hand or discard pile to enter the city as a Villain.

Shi'ar Battlecruiser Fight 7 Victory Points 5

Mojoverse

Warwolves Fight 3* Victory Points 2 *Ambush:* These Warwolves capture a *Human Shield*. *Fight:* KO one of your Heroes.

Spiral Fight 6 Victory Points 4 *Ambush:* Each player reveals a Special Ops Hero or discards their hand. Each player who discarded their hand this way draws 5 cards. *Escape:* Same effect.

Major Domo Fight 4* Victory Points 3 *Ambush:* Major Domo captures a *Human Shield*. *Escape:* Each player simultaneously reveals a card from their hand. Whoever reveals the highest-costing card (or tied for highest) gains a wound.

Minor Domo Fight 2* Victory Points 2 *Ambush:* Minor Domo captures 2 *Human Shields*. *Escape:* Each player simultaneously reveals a card from their hand. Whoever revealed the lowest-cost card (or tied for lowest) gains a wound.

Trap-Mojoverse

Mindwarping TV Broadcast Victory Points 3 *Ambush:* A Villain captures a Bystander. *By End of Turn:* Have no Bystanders in the city captured by Villains. *Or Suffer:* After you draw your new hand at end of turn, each player discards down to four cards in hand.

The Brood Henchman Villain Fight 1+ Victory Points 1

This Villain gets +1 fight for each Bystander in the KO pile. *Fight:* KO one of your Heroes. Then KO a Bystander from the Bystander stack.

Shi'ar Imperial Guard

Oracle Fight 4+ Victory Points 4 *Ambush:* Each player discards the top four cards of their deck and chooses one of those cards that costs 1 to 4. Oracle *Dominates* those Heroes.

Blackthorn Fight 5 Victory Points 3 *Fight:* If you fought Blackthorn in the Sewers or Streets, each other player gains a wound. *Escape:* Each player gains a wound.

Smasher Fight 5 Victory Points 3 *Ambush:* Each player reveals a Brute Hero or discards a card. *Fight:* KO a card from your discard pile.

Gladiator Fight 7 Victory Points 5 *Ambush:* Each player discards an X-Men Hero or gains a wound. *Escape:* Same effect.

Trap- Shi'ar Imperial Guard

Shi'ar Trial By Combat Victory Points 2 *Ambush:* If the Bridge is empty, reveal the top card of the Villain deck. If it's a Villain, put it on the Bridge. *By End of Turn:* Have no Villains on the Bridge. *Or Suffer:* After you draw your new hand at end of turn, each player KO's a non-grey Hero from their discard pile.

Kree Starforce

Supremor Fight 3 Victory Points 2 *Ambush:* Supremor and the Mastermind each gain a Shard.

Korath The Pursuer Fight 5 Victory Points 3 *Ambush:* Each player may draw a card. Korath gains a Shard for each card drawn this way. *Escape:* If Korath had any Shards, each player gains a wound.

Captain Atlas Fight 6+ Victory Points 4 Captain Atlas gets +1 fight for each Shard on the Mastermind. *Escape:* Each player loses a Shard. Each player that cannot do so gains a wound.

Dr. Minerva Fight 5 Victory Points 3 *Ambush:* Each Kree Villain in the city gains a Shard (including this Villain).

Ronan The Accuser Fight 7 Victory Points 5 *Ambush:* Each player simultaneously points their finger to accuse another player. Each player who was accused the most gains a wound. *Escape:* Same effect.

Demon Druid Fight 5 Victory Points 3 *Ambush:* Another Villain in the city gains two Shards.

Shatterax Fight 5 Victory Points 3 *Fight:* Put a Shard on each Hero in the HQ. When a player gains that Hero, they gain that Shard. If that Hero leaves the HQ some other way, return that Shard to the supply.

Heralds Of Galactus

Firelord Fight 9* Victory Points 4 *Cosmic Threat: Range* *Fight:* Each player reveals a Range Hero or gains a wound. *Escape:* Same effect.

Stardust Fight 10* Victory Points 5 *Cosmic Threat: Special Ops* *Fight:* Choose one of your Special Ops Heroes. When you draw a new hand of cards at the end of this turn, add that Hero to your hand as a seventh card.

Terrax The Tamer Fight 11* Victory Points 5 *Cosmic Threat: Brute* *Ambush:* For each Brute Hero in the HQ, Terrax captures a Bystander.

Morg Fight 12* Victory Points 6 *Cosmic Threat: Instinct* *Ambush:* Put each non-Instinct Hero from the HQ on the bottom of the Hero deck.

Shi'ar Patrol Craft Henchman Villain Fight 3 Victory Points 1

Fight: The next Hero you recruit this turn has *Soaring Flight*.

Shi'ar Death Commandos Henchman Villain Fight 2* Victory Points 1

Ambush: This Villain captures a *Human Shield*. *Fight:* KO one of your Heroes.

Sapien League Henchman Villain Fight 3 Victory Points 1

Fight: KO one of your Heroes. Then reveal the top card of the Villain deck. If it's a Henchman Villain, play it.

Sisterhood of Mutants

Typhoid Mary Fight 3+ Victory Points 3 *Ambush:* Each player reveals their hand and chooses a 3-cost Hero from it. Typhoid Mary *Dominates* those Heroes.

Lady Deathstrike Fight 6 Victory Points 4 *Fight:* KO one of your Heroes. *Escape:* Each player reveals an Instinct Hero or gains a wound.

Lady Mastermind Fight 7+ Victory Points 5 *Ambush:* This Villain ascends to become a new Mastermind. She gains the ability "Master Strike: Each player simultaneously reveals a non-grey Hero." Lady Mastermind *Dominates* the revealed Hero with the lowest cost (and tied for lowest).

Selene Fight 3+ Victory Points 3 *Ambush:* Selene *Dominates* all the 0-cost Heroes from the KO pile. *Fight:* KO all the Heroes Dominated by Selene. *Escape:* Put one Hero Dominated by Selene into each player's discard pile.

Trap-Sisterhood of Mutants

Resurrect Madelyne Pryor (no victory points) *By End of Turn:* You may pay 3 recruit points. If you do, shuffle this Trap back into the Villain deck, then play a card from the Villain deck. *Or Suffer:* This Trap becomes a Scheme Twist that takes effect immediately.

Dark Descendants

Fatale Fight 5 Victory Points 3 *Fight:* KO one of your Heroes. *Escape:* The Mastermind *Dominates* the top card of the Hero deck.

Havok, Brainwashed Fight 6 (no victory points) *Fight:* Gain this as a Hero. *Escape:* Havok becomes a Hero *Dominated* by the Mastermind.

Havok, Brainwashed Hero X-Men Range Fight 2+ *X-Gene Range:* You get +2 fight.

Random Fight 4+ Victory Points 3 *Ambush:* Random *Dominates* the top card of the Hero deck. Then, each player reveals their hand and chooses one of their Heroes with that same cost. Random *Dominates* those Heroes.

Nemesis Fight 5+ Victory Points 5 *Ambush:* Each player reveals their hand and chooses one of their non-grey Heroes. Nemesis *Dominates* those Heroes.

Trap-Dark Descendants

Psychic Subjugation Victory Points 3 *By End of Turn:* Recruit the left-most and right-most Heroes in the HQ. *Or Suffer:* Each of those Heroes you didn't recruit enters the city as a Villain with fight equal to that Hero's cost. When you fight one, you gain it.

Domain Of Apocalypse

Apocalyptic Rogue Fight 6 Victory Points 4 *Fight:* Reveal the top card of the Hero deck. The player of your choice gains it. *Escape:* Reveal the top card of the Hero deck. Each player reveals their hand and discards a card of that class.

Apocalyptic Blink Fight 5 Victory Points 3 *Fight:* Reveal the top card of your deck. Draw it or *Teleport* it.

Apocalyptic Weapon X Fight 7 Victory Points 5 *Fight*: KO one of your Heroes.

Escape: *Cross-Dimensional Wolverine Rampage*

Apocalyptic Magneto Fight 8 Victory Points 6 *Fight*: Gain an X-Men Hero from the HQ for free. *Escape*: Magneto ascends to become a new Mastermind. He gains the ability "Master Strike: Each player reveals an X-Men Hero or discards own to 4 cards."

Hellfire Cult Henchman Villain Fight 3 Victory Points 1 *Fight*: Reveal the top card of your deck. If it costs 0, KO it. Otherwise, you get +1 recruit point.

Monsters Unleashed

Orrgo Fight 2* Victory Points 2 You can't fight Orrgo unless you have already defeated another Villain this turn.

Tim Boo Ba Fight 12* Victory Points 5 *Size-Changing*: Brute, Instinct, Special Ops, Tech, Range *Fight*: All Heroes currently in the HQ cost 1 less this turn.

ZZutak Fight 9* Victory Points 5 *Size-Changing*: Range, Instinct

Escape: *Demolish* each player.

Trull The Unhuman Fight 8* Victory Points 4 *Size-Changing*: Special Ops, Tech

Ambush: Trull captures a Bystander. Then *Demolish* each player.

Goom Fight 6 Victory Points 4 *Ambush*: Goom captures a Bystander.

Fight: KO one of your Heroes.

Monsteroso Fight 5* Victory Points 2 *Size-Changing*: Brute, Instinct

Fight: When you draw a new hand of cards at the end of this turn, draw an extra card.

Sporr Fight 7* Victory Points 3 *Size-Changing*: Tech, Range

Fight: A Hero in the HQ gains *Size-Changing*: Tech, Range this turn.

Groot From The Planet X Fight 6* Victory Points 2 *Size-Changing*: Brute, Special Ops

Fight: Two Bystanders from the Bystander stack enter the city as 3 Fight "Splintered Half-Groot" Villains. When you fight one, rescue it as a Bystander.

Goblin's Freak Show

Kraven, Animal Trainer Fight * Victory Points 4 *Ambush*: For each Hero in the HQ that costs 7 or more. Kraven captures a *Hidden Witness*. Kraven's fight is equal to the cost of the highest-cost Hero in the HQ.

Fancy Dan Fight 1* Victory Points 2 *Ambush*: Fancy Dan captures 3 *Hidden Witnesses*. *Fight*: KO one of your Heroes.

The Chameleon Fight 4* Victory Points 2 *Ambush*: Chameleon captures a *Hidden Witness*. *Fight*: Reveal the top card of the Villain Deck. If it's a Villain, it enters the city space where The Chameleon was.

The Vulture, Carnival Cannibal Fight 5* Victory Points 3 *Ambush*: The Vulture captures 2 *Hidden Witnesses*. *Fight*: Each other player KOs a Bystander from their Victory pile or gains a wound. *Escape*: Each player gains a wound.

Ox Fight 5* Victory Points 3 *Ambush*: Each player reveals a Brute Hero or Ox captures a random Bystander from their Victory pile as a *Hidden Witness*.

Montana Fight 4* Victory Points 2 *Ambush:* Each Goblin's Freak Show Villain captures a *Hidden Witness*.

Wrecking Crew

The Wrecker Fight 7 Victory Points 5 *Ambush:* For each Wrecking Crew Villain in the city (including this one). *Demolish* each player.

Bulldozer Fight 4 Victory Points 2 *Ambush:* Bulldozer moves an extra space forward. If this pushes any Villains forward, *Demolish* each player.

Piledriver Fight 6 Victory Points 4 *Fight:* KO one of your Heroes. *Escape:* *Demolish* each player.

Thunderball Fight 5 Victory Points 3 *Fight:* If you fight Thunderball in the Sewers or Bank, *Demolish* each other player.

Bob, Agent of Hydra

Hydra

Hydra Half-Wit

Tech

2

Fight 1 ½

Reveal the top card of your deck. If it's Hydra or S.H.I.E.L.D. Agent, draw it.

Bullets Flying, Bob Hiding

Special Ops

3

Recruit Points 2 ½

Excessive Violence: Draw a card.

How Do I Get Out Of Here?

Special Ops

6

Fight 4

If you played Special Ops prior: Look at the top card of another player's deck. Ask them a yes or no question about it. If they guess right, then they draw that card. If not, then you draw a card.

Epic, Middle Manager

Special Ops

8

Fight 5

Excessive Violence: KO up to two Hydra and/or S.H.I.E.L.D. Heroes from your discard pile. Draw a card for each Hero KO'd this way.

Slapstick

Deadpool Friends

Saturday Morning Harpoons

Range

3

Fight 2 ½

Excessive Violence: Rescue a Bystander.

Napoleon Complex

Range

4

Recruit Points 2+

If you played Range prior: If any other players are taller than you, draw a card. If any other players are shorter than you, you get +1 Recruit Point. If both, get both!

Surprise Chainsaw

Brute

6

Fight 4 ½

Excessive Violence: When you draw a new hand of cards at the end of this turn, draw an extra card.

Electroplasmic Insanity

Range

8

Fight 5

Excessive Violence: Recruit a Hero from the HQ for free. Then, you may shuffle your discard pile into your deck.

Deadpool (no alliances)

Hey, Can I Get A Do-Over? Instinct 3 Fight 2

If this is the first Hero you played this turn, you may discard the rest of your hand and draw four cards.

Here, Hold This For A Second Tech 3 Recruit Points 2

A Villain of your choice captures a Bystander.

Oddball Special Ops 5 Fight 2+

You get +1 fight for each other Hero with an odd-numbered cost you played this turn.

Random Acts Of Unkindness Instinct 7 Fight 6

You may gain a wound to your hand. Then each player passes a card from their hand to the player on their left.

Kingpin

Pull The Strings Special Ops 3 Gain a New Recruit.

Whenever a card effect causes you to gain a New Recruit this turn, put that New Recruit into your hand.

Recruitment Day Brute 3 Recruit Points 2

If you played Brute prior: Gain a New Recruit

Import Illegal Weapons Tech 5 Fight 3+

You get +1 fight for each New Recruit you played this turn.

Endless Underlings Brute 8 Gain three New Recruits.

If you played 2 : If you would return a New Recruit to the New Recruit stack this turn, put it on the bottom of your deck instead.

Bullseye

Fulfill The Contract Instinct 2 Recruit Points 0+

Dodge Choose an Adversary Group. You get +1 Recruit Point for each Adversary in your Victory Pile from that Adversary Group.

Everything's A Weapon Range 3 Fight 2

If you played Instinct prior: Draw a card.

Specialist Assassin Special Ops 6 Fight 3

Choose an Adversary. It gets -1 fight for each Adversary in your Victory Pile from that Adversary Group.

Perfect Aim Range 7 Fight 5+

You get +5 fight for each Commander Tactic in your Victory Pile.

Ultron (no alliances)

Encephalo-Ray Tech 2 Fight 0+

Dodge If you played Tech prior: You get +1 fight for each other Tech Ally you played this turn.

Army of Ultrons Tech 3 Recruit Points 2

Reveal a Hydra card from your hand. That card is Tech instead of its normal color this turn.

Genetic Experimentation

Tech 6

Fight 3

If you played Tech prior: Kidnap a Bystander for each other Tech Ally you played this turn.

Molecular Rearrangement

Tech 8

Fight 5+

Each other player reveals a Tech Ally or discards their hand. Each player who discarded their hand this way draws 5 cards. If you played Tech prior: You get +3 fight for each Ally discarded this way that costs 7 recruit points or more.

Kraven

Sinister 6

Ceaseless Tracker

Instinct 2

Recruit Points 1+

Dodge If you played Sinister 6 prior: You get +2 recruit points.

Corner The Prey

Special Ops 4

Fight 2

Choose an Adversary. If there are no empty city spaces adjacent to that Adversary, it gets -1 fight this turn.

Hunt Down

Brute 5

Fight 2+

Choose an Adversary and a direction. Move that Adversary as many adjacent, empty spaces as you can in that direction. You get +1 fight for each space it moved.

He's The Best Around

Instinct 8

Fight 0+

You get + fight equal to the cost of the highest cost Ally in the Lair.

Electro

Sinister 6

Electroshock Therapy

Range 2

Dodge Reveal the top card of your deck. You may KO it.

Shocking Robbery

Range 3

Fight 0+

Dodge You get +3 fight usable only against Adversaries in the Bank. If you played Range prior: Instead you may get +3 fight usable only against the Commander.

Supercharge

Instinct 5

Fight 2+

You get +1 Fight for each card you discarded this turn.

Anti-Matter

Range 7

Fight 4

All Adversaries and the Commander get -1 fight this turn. If you played 2 Sinister 6 prior: Same effect.

Venom

Sinister 6

Symbiote Takeover

Brute 3

Recruit Points 2

If you played Brute prior: Kidnap a Bystander.

Devour

Instinct 4

Fight 2+

You may KO a Bystander from your Victory pile. If you do, you get +2 fight.

Horror The Populace

Brute 6

Fight 4

Each Adversary with 4 fight or more guards a Bystander.

Ravenous Greed

Instinct 7

Recruit Points 0+ Fight 5

Each other player reveals an Instinct Ally or KOs a Bystander from their Victory pile.

If you played Instinct prior: Kidnap all Bystanders that were KO'd this turn. Then you get +1 Recruit Point for each Bystander you kidnapped this turn.

Green Goblin**Sinister 6**Pumpkin Bombs

Tech 3

Fight 1+

Dodge If you discarded any cards this turn, you get +2 fight.Goblin Glider

Tech 4

Fight 2

Dodge When you play or Dodge with this card, another Hydra Ally in your hand gains Dodge this turn.Unstable Kidnapper

Instinct 5

Recruit Points 3

Dodge If you discarded any cards this turn, kidnap a Bystander.Experimental Goblin Serum

Tech 7

Fight 4

Return from your discard pile to your hand all the cards you discarded this turn.

Dr. Octopus**Sinister 6**Brilliant Research

Tech 3

Recruit Points 2

If you played Tech prior: When you draw a new hand of cards at the end of this turn, draw an extra card.

Crazed Experiments

Tech 5

Fight 2

Draw a card.

Eighth Time's A Charm

Brute 6

Fight 4+

If this is the eighth card you played this turn, you get +2 fight.

Octo-Pulverize

Tech 8

Fight 0+

Discard cards from the top of your deck until your deck runs out or you have discarded 8 cards (don't shuffle). Then you get +1 fight for each card you discarded this turn.

Mysterio**Sinister 6**Psychedelic Mist

Range 2

Fight 1+

Dodge If you played Special Ops prior: You get +2 fight.Shifting Decoy

Special Ops 3

Recruit Points 0+ Fight 0+

Put a card from the Lair on the bottom of the Ally Deck. If that card had a Recruit Points icon, you get +2 recruit points. If that card had a Fight icon, you get +2 fight.

Holographic Illusion

Tech 5

Fight 0+

You get +1 fight for each color of Ally in the Lair.

False Reflection

Instinct 7

Recruit Points 0+ Fight 0+

Put a card from the Lair on the bottom of the Ally deck. You get + recruit points equal to that card's printed Recruit Points and + fight equal to its printed Fight.

If you played Sinister 6 Ally prior: Then for each other Sinister 6 Ally you played this turn, do the same effect.

Enchantress**Enemies Of Asgard**Enchant The Senses

Range 3

Fight 2

If you played Range prior: Whenever you defeat an Adversary this turn, you gain a New Recruit.

Soul Sacrifice Special Ops 4 Recruit Points 1+
You may KO a card from your hand or discard pile. You get + Recruit Points equal to that card's cost.

Irresistible Bribe Special Ops 6 Recruit Points 3
Choose an Adversary. You can spend any combination of Recruit Points and Fight to fight that Adversary this turn. If you played 2 Special Ops prior: You can also spend any combination of Recruit Points and Fight to fight the Commander this turn.

Unending Anguish Special Ops 7 Draw three cards.
If you played Enemies of Asgard prior: Then put Unending Anguish on the bottom of your deck.

Skirn, Breaker Of Men

Enemies Of Asgard

Titanic Bludgeon Range 2 *Thrown Artifact*
When you throw this, you get +1 fight for each card you've drawn this turn. (This doesn't count the six cards you draw at the end of your turn.)

Towering Leader Instinct 3 Gain two New Recruits.
If you played Instinct prior: Gain a third New Recruit.

Underhanded Dealings Special Ops 4 Fight 2
Look at the bottom card of your deck. Discard it or put it back. If you played Special Ops prior: Draw a card from the bottom of your deck.

Break Your Hopes Brute 7 Fight 4
Each player reveals a Special Ops Ally or discards a card. For each card discarded this way, you draw a card.

Loki

Enemies Of Asgard

All Humans Are Expendable Special Ops 3 Fight 2
If you played Special Ops prior: You may KO a card from your hand or discard pile. If you do, gain a New Recruit.

Illusionary Bindings Range 4 Recruit Points 2+
If you played Range prior: Each other player reveals a Range Ally or gains a Bindings. If any number of players gained a Bindings this way, you get +1 Recruit Point.

Father Of Lies Special Ops 5 Fight 3
Look at the top two cards of another player's deck. Without revealing those cards, call one of them "Good" and one "Bad." That player puts one of those cards into their discard pile and the other into your discard pile.

God Of Mischief Special Ops 8 Fight 6
Each player reveals a Enemies of Asgard Ally or reveals their hand. For each player that revealed their hand, you may swap a card from that hand with a card in the Lair of the same cost.

Nerkkod, Breaker Of OceansPull Of The Tides**Enemies Of Asgard**

Brute

3

Recruit Points 2

You may move an Adversary to an adjacent city space. If another Adversary is already there, swap them.

Feed My Undersea Legions

Special Ops

4

Fight 2

Whenever you defeat an Adversary on the Bridge this turn, you may KO one of your cards or a card from your discard pile. If you do, gain a New Recruit.

Cudgel Of The Deep

Range

5

Thrown Artifact

When you throw this, you get +3 fight, usable only against Adversaries on the Bridge or the Commander.

Break Their Loyalties

Instinct

7

Fight 5

If you played Enemies of Asgard prior: Each other player reveals their hand. Choose a New Recruit or Madame HYDRA from each of those player's hands and put them into your hand.

Greithoth, Breaker Of Wills**Enemies Of Asgard**Absorb Metal

Special Ops

3

Fight 1+

If you control an Artifact, you get +2 fight.

Mace Of Chains

Instinct

3

Thrown Artifact

When you throw this, you get +2 Recruit Points.

Break The Will To Resist

Brute

5

Fight 3+

If you played Special Ops prior: Each player discards the bottom card of their deck. For each non-grey card discarded this way you get +1 fight.

Body Of Uru

Special Ops

7

Fight 4+

You get + Fight equal to the total number of Artifacts controlled by players and Artifacts in the Lair.

Kuurth, Breaker Of Stone**Enemies Of Asgard**Reach For Power

Brute

4

Recruit Points 2+

Reveal the top or bottom card of your deck. If it costs 4 or more, you get +2 Recruit Points.

Unstoppable Sledge

Range

4

Thrown Artifact

When you throw this, you get +2 fight.

Contest Of Strength

Brute

5

Fight 3+

If you played Enemies of Asgard prior: Discard the top card of any player's deck. Then reveal the top or bottom card of your deck. If the card you revealed has an equal or higher cost, you get +2 fight.

Break Every Bone

Brute

7

Fight 0+

Reveal a card from your hand, the top card of your deck, and the bottom card of your deck. You get + Fight equal to their total costs.

Nul, Breaker Of WorldsDemolition Derby

Brute 3

Recruit Points 2

If you played Brute prior: Choose a player and *demolish* them. If that player discards a card this way, draw a card.

Otherworldly Maul

Instinct 4

Thrown Artifact

When you throw this, you get +2 fight for each Brute Ally you played this turn.

Nul Smash!

Brute 6

Fight 4

Say "NUL SMASH!" Then each player slaps a palm on the table. The last other player to slap a palm on the table gains a Bindings.

Break The World

Brute 8

Fight 6

KO up to two cards from your hand and/or discard pile. For each Bindings you KO this way *demolish* each other player.

SabretoothStealthy Predator

Special Ops 2

Reveal the top three cards of your deck. Draw one of them, discard one, and put the other back on top of your deck.

Leap Of The Tiger

Instinct 3

Fight 2+

Reveal the top card of your deck, then put it back on top of your deck or into your discard pile. If that card was an Instinct Ally, you get +2 Fight.

Take One For The Team

Instinct 4

Recruit Points 1

Reveal the top card of your deck. If it's a Brotherhood Ally, you may draw it. Otherwise, you may KO it.

Upper Hand

Brute 7

Fight 4+

Each player reveals an Instinct Ally or reveals the top card of their deck. Choose any number of those revealed top cards to be KO'd. If you played Instinct prior: You get +1 Fight for each card KO'd this turn.

Magneto**The Brotherhood**Magnetic Levitation

Range 3

Fight 1+

Dodge You may choose a Bindings from your hand or discard pile and have another player gain that Bindings. If you do, you get +2 Fight.

Mutants Will Rule

Brute 4

Recruit Points 2+

Dodge If you played Brute prior: Choose a player. That player reveals a Brotherhood Ally or gains a Bindings. If a Bindings is gained this way, you get +1 Recruit Points.

Weapons From Scrap Metal

Range 5

Fight 3

If you discarded any cards this turn, draw a card.

Master Of Magnetism

Range 7

Fight 4+

If you played Brotherhood prior: For each other Brotherhood Ally you played this turn, choose a player to gain a Bindings. Then you get +2 Fight for each Bindings gained this turn.

Juggernaut

The Brotherhood

Crimson Gem Of Cyttorak

Brute 4

Recruit Points 2+

If you played Brute prior: Each other player reveals the top card of their deck, and if it costs 1 recruit point, 2 recruit points, or 3 recruit points, discard it. You get +1 Recruit Point for each card discarded this way.

Size Matters

Brute 4

Fight 2+

You get +1 Fight for each other card you played this turn that costs 4 Recruit Points or more.

Runaway Train

Brute 5

Fight 4

To play this card, you must discard a card from your hand.

Unstoppable Force

Brute 8

Fight 5+

Choose one. Each player KO's two cards from their hand, or each player KO's two cards from their discard pile. Then you get +1 Fight for each non-grey Ally KO'd this turn.

Mystique

The Brotherhood

Show Your True Colors

Special Ops 3

Recruit Points 2

Dodge As you play this card, you may choose a class. This card is that class instead of Special Ops this turn.

Turn The Tide

Instinct 4

Reveal the top card of the Ally deck. You may play a copy of that card this turn. When you do, put that card on the bottom of the Ally deck.

Hidden Weapons

Tech 4

Fight 2+

If you played Instinct & Tech prior: You get +3 Fight.

Spy Games

Special Ops 7

Fight 0+

Reveal the top five cards of the Ally deck. You get + Fight equal to their total printed Fight. Then put them back in any order.

Black Swan

Apocalyptic Vision

Range 3

Fight 2+

If you played Range prior: Reveal the top card of the Villain deck. If it is a Scheme Twist you get +2 Fight. Otherwise, put it back on the top or bottom.

Witness The End

Instinct 5

Recruit Points 2

If you played Instinct prior: You may KO a card from your hand or discard pile. If you do, draw a card.

Dark Foretelling

Instinct & Range 6

Fight 4

Reveal the top three cards of the Villain deck. Rescue any Bystanders you revealed, then put the rest back in any order.

Telepathic Control

Special Ops 7

Fight 0+

Reveal the top five cards of the Villain deck. You get + Fight equal to the printed Victory Points of one of those cards. If you played prior: Instead, you get + Fight for two of those cards.

Maximus

Mental Domination Special Ops 3 Recruit Points 2

If you played Special Ops prior: Defeat a Henchman Villain for free.

Enslave The Will Tech 4 Fight 2

If you played Tech prior: Whenever you defeat a Villain this turn, you gain a Sidekick.

Pieces On A Chessboard Special Ops & Tech 5 Fight 3

You may have a Henchman Villain from your Victory pile enter the city. If you do, draw a card.

Inhuman Mastery Tech 7 Fight 4+

Each other player reveals a Tech Hero or chooses a Henchman Villain from their Victory pile. You defeat all those Henchman for free. If you played prior: You get +1 Fight for each Henchman you defeated this turn.

Namor, The Sub-Mariner

Lead The Armies Of Atlantis Instinct 3 Recruit Points 2

If you played Instinct prior: Gain a Sidekick.

Ruler Of The Seas Brute 4 Fight 2+

If you played Brute prior: You get +2 Fight, usable only against Villains on the Bridge or the Mastermind.

Feed The Sharks Brute & Instinct 6 Fight 2

You may KO a card from your hand or discard pile. If you do, draw a card.

Imperius Rex Brute 7 Defeat a Villain for free.

If you played 2 Brutes & 2 Instincts prior: Instead, defeat the Mastermind once for free.

Proxima Midnight

Inspiration Through Power Instinct & Special Ops 2 Recruit Points 1 Fight 1

Master Combatant Instinct 4 Recruit Points 0+ Fight 0+

If the most recent Hero you have played this turn has a Recruit Points icon, you get +2 Recruit Points. If it has an Fight icon, you get +2 Fight.

General Of The Black Order Special Ops 5 Recruit Points 0+ Fight 3

If you played Instinct prior: You get +3 Recruit Points.

Supernova Spear Instinct 8 Recruit Points 4+ Fight 4+

If you played Special Ops prior: You get +4 Recruit Points and +4 Fight.

Corvus Glaive

Let None Escape You Brute & Instinct 2 Recruit Points 0+ Fight 0+

Patrol The Escape Pile: If there are Bystanders in it, you get +2 Fight. Otherwise, you get +2 Recruit Points.

Culling Blade Instinct 3 Fight 2

KO a Bystander from the Bystander deck. If it is a Special Bystander, you may use it's rescue effect.

Rictus Grin Brute 6 Fight 3+
If you played prior: KO a Bystander from the Bystander Stack. Then you get +1 Fight for every four Bystanders in the KO pile.

Atom-Splitting Glaive Tech 8 Fight 6+
If you played prior: You may KO a Bystander from the Escape pile and from each player's Victory pile. You get +1 Fight for each Bystander KO'd this way.

Thanos

Revel In Destruction Brute & Range 3 Recruit Points 2+
If you played prior: KO a Bystander from the Bystander Stack. Then, you get +1 Recruit Point for every three Bystanders in the KO pile.

Transdimensional Overlord Brute 5 Fight 2+
Teleport You may KO a Bystander from your Victory pile. If you do, you get +2 Fight.

Galactic Domination Range 6 Fight 4
If you played Range prior: Each other player reveals a Range Hero or chooses a Bystander from their Victory Pile. You "rescue" those Bystanders.

Utter Annihilation Range 8
KO six Bystanders from the Bystander Stack. Then, defeat any Villain or Mastermind whose Fight is less than the number of Bystanders in the KO pile.

Skadi

HYDRA

Dark Prophecy Tech 3 Recruit Points 2
If you played Tech prior: Gain a Madame HYDRA.

Ancient Oath Of HYDRA Tech 5 Fight 1
You may discard a HYDRA Ally. If you do, draw two cards.

Hammer Of The Serpent Brute 5 *Thrown Artifact*
When you throw this, you get +2 Fight for each card you discarded this turn. (Throwing an Artifact does not count as "discarding" it.)

War Banner Of HYDRA Special Ops 7 *Thrown Artifact*
When you throw this, you get +1 Fight for each other HYDRA Ally you played this turn.

Thing

Fantastic Four

It Started on Yancy Street Instinct 3 Recruit Points 2+
If you played Fantastic Four prior: You get +2 Recruit Points.

Knuckle Sandwich Brute 5 Recruit Points 3 Fight 0+
Focus 3 Recruit Points You get +2 Fight.

Crime Stopper Brute 6 Fight 4
Whenever you defeat a Villain in the Bank this turn, rescue a Bystander. *Focus* 1
Recruit Point -- Move a Villain to an adjacent city space. If another Villain is already there, swap them.

It's Clobberin' Time! Brute 8 Fight 5+
If you played Brute prior: You get +3 Fight for each other Brute card you played this turn.

Human Torch**Fantastic Four**Call For Backup

Instinct

3

Recruit Points 2+

You may KO a Wound from your hand or discard pile. If you do, you get +1 Recruit Point.

Hothead

Range

4

Fight 4

You gain a Wound.

Flame On!

Range

6

Fight 4+

Focus 6 Recruit Points -- You get +4 Fight.

Nova Flame

Range

8

Fight 6+

If you played Fantastic Four prior: You get +1 Fight for each city space that contains a Villain.

Mr. Fantastic**Fantastic Four**Twisting Equations

Tech

3

Recruit Points 2

Focus 2 Recruit Points: When you draw a new hand of cards at the end of this turn, draw an extra card.

One Gigantic Hand

Instinct

5

Fight 1+

If you played Fantastic Four prior: You get +1 Fight for each card in your hand.

Unstable Molecules

Tech

5

Draw two cards.

Ultimate Nullifier

Tech

7

Fight 4+

If an enemy you fight this turn would have a fight effect, you may cancel that effect instead.

Focus 1 Recruit Point -- You get +1 Fight usable only against the Mastermind.

Invisible Woman**Fantastic Four**Four Of A Kind

Range

4

Fight 2+

If you played any other cards that cost 4 Recruit Points this turn, you get +2 Fight.

Disappearing Act

Special Ops

4

Recruit Points 2

Focus 2 Recruit Points -- You may KO a card from your hand or discard pile.

Unseen Rescue

Special Ops

4

Fight 2

Focus 2 Recruit Points -- Rescue a Bystander. You may only use this ability up to four times this turn.

Invisible Barrier

Special Ops

7

Fight 5

If an ambush effect would occur, you may reveal this card and draw two cards instead.

Silver Surfer**(no alliance)**Warp Speed

Special Ops

3

Recruit Points 2

Focus 2 Recruit Points -- Draw a card.

Epic Destiny

Brute

4

Recruit Points 2

Focus 6 Recruit Points -- Defeat a Villain of 5 Fight or 6 Fight.

The Power Cosmic

Range

6

Recruit Points 3 Fight 0+

Focus 9 Recruit Points -- You get +9 Fight.

Energy Surge

Range

7

Double the Recruit Points you have.

Rocket Raccoon**Guardians Of The Galaxy**Gitty Scavenger

Tech

3

Recruit Points 2

You may discard a card. If you do, draw a card.

Incoming Detector

Instinct

4

Artifact

Whenever a Master Strike or a Villain's Ambush ability is completed, you may gain a Shard.

Trigger Happy

Range

4

Fight 2

If you played Guardians Of The Galaxy prior: You gain a Shard for each other Guardians Hero you played this turn.

Vengeance Is Rocket

Tech

7

Fight 5+

If you played Tech prior: You get +1 Fight for each Master Strike in the KO pile and/or stacked next to the Mastermind.

Groot**Guardians Of The Galaxy**Surviving Sprig

Brute

3

Fight 1

When you draw a new hand of cards at the end of this turn, draw an extra card.

Prune The Growths

Brute

4

Fight 2

If you played Brute prior: You may KO a card from your hand or discard pile. If you do, gain a Shard.

Groot And The Branches

Special Ops

4

Gain two Shards.

You may spend Shards to get Recruit Points this turn. If you played Special Ops prior: You may choose another player. That player gains a Shard.

I Am Groot

Brute

8

Recruit Points 5

When you recruit your next Hero this turn, you gain Shards equal to that Hero's cost.

Star-Lord**Guardians Of The Galaxy**Legendary Outlaw

Special Ops

4

Recruit Points 2

Choose an Artifact any player controls with a "once per turn" ability. Play a copy of one of those abilities.

Element Guns

Range

4

Artifact

Once per turn, gain a Shard.

Implanted Memory Chip

Tech

6

Artifact

Once per turn, draw a card.

Sentient Starship

Range

8

Artifact

Once per turn, gain a Shard for each Artifact you control.

Drax The Destroyer**Guardians Of The Galaxy**Interstellar Tracker

Instinct

3

Recruit Points 2

Look at the top card of your deck. Discard it or put it back. If you played Instinct prior: You may KO the card you discarded this way.

Knives Of The Hunter

Brute

3

Artifact

Once per turn, you get +1 Fight.

The Destroyer

Instinct 6

Fight 4

If you played Guardians Of The Galaxy prior: Each other player reveals an Instinct Hero or discards an Artifact they control. For each Artifact discarded this way, you gain a Shard.

Avatar Of Destruction

Instinct 7

Double the Fight you have.

Gamora

Guardians Of The Galaxy

Bounty Hunter

Special Ops 2

Recruit Points 2

A Villain gains a Shard.

Deadliest Woman In The Universe

Instinct 3

Gain two Shards.

If you played Special Ops prior: Gain another Shard.

Galactic Assassin

Special Ops 5

Fight 3

A Villain of your choice gets no Fight from Shards this turn. If you played 2 Special Ops prior: The Mastermind get no Fight from Shards this turn.

Godslayer Blade

Special Ops 8

Artifact

Once per turn, gain two Shards. Once per turn, you may spend 5 Shards to get +10 Fight.

MASTERMINDS

Onslaught

Fight 10* Victory Points 7 Each player's hand is 1 less.

Always Leads: Dark Descendents

Master Strike: KO all Heroes *Dominated* by Onslaught. Then each player reveals their hand and chooses one of their non-grey Heroes. Onslaught *Dominates* those Heroes.

Epic Pagliacci Fight 11 Victory Points 6

Always Leads: Wrecking Crew

Master Strike 1, 3, 5: This card becomes a Scheme Twist that takes effect immediately.

Master Strike 2, 4: *Demolish* each player.

Mojo Fight 6* Victory Points 5 *Start of Game:* Mojo captures 3 *Human*

Shields. All Bystanders in Victory Piles are worth 3 Victory points.

Always Leads: Mojoverse

Master Strike: Mojo captures a *Human Shield*. Each player reveals a Tech Hero or discards a card at random.

Spider-Queen Fight 8* Victory Points 6 Spider-Queen gets +1 Fight for each

Bystander in the Escape pile. *Always Leads:* Spider-Infected

Master Strike: Each player puts a Spider-Infected from their Victory pile into an empty city space. Any player who cannot do so gains a wound.

Mephisto Fight 10 Victory Points 6 Whenever a player gains a wound, put it on top of that player's deck. *Always Leads:* Underworld
Master Strike: Each player reveals a Marvel Knights Hero or gains a wound.

Shadow King Fight 7* Victory Points 6
Always Leads: Shadow-X *Master Strike:* KO all Heroes *Dominated* by Shadow King. Then each player chooses a non-grey Hero from their discard pile. Shadow King *Dominates* those Heroes.

Dark Phoenix Fight 13 Victory Points 7 *Always Leads:* Hellfire Club
Master Strike: KO the top card of the Hero deck and each card in the Hero deck that shares a color with it. Shuffle the Hero deck. *Dark Phoenix Wins:* When the Hero deck is empty.

Deathbird Fight 8+ Victory Points 6 Deathbird gets +1 Fight for each Shi'ar Villain in the city and Escape pile.
Always Leads: Shi'ar Imperial Guard and a Shi'ar Henchman Group
Master Strike: If there are already any Shi'ar Villains in the city, each player gains a wound. Then this Strike enters the city as a "Shi'ar Battlecruiser" Villain with 7 Fight worth 5 Victory Points.

Arcade Fight 3* Victory Points 5 *Start of Game:* Arcade captures 5 Human Shields. *Always Leads:* Murderworld
Master Strike: Arcade captures a random Bystander from each player's Victory pile as a Human Shield. Each player who didn't have a Bystander gains a wound instead.

Fin Fang Foom *Size-Changing:* Brute, Instinct, Special Ops, Tech, Range
Always Leads: Monsters Unleashed
Master Strike: *Demolish* each player, then do it again for each Monsters Unleashed Villain in the city and Escape pile.

The Goblin, Underworld Boss Fight 10* Victory Points 6 *Start of Game:* The Goblin captures 2 Hidden Witnesses. *Always Leads:* Goblin's Freak Show
Master Strike: Two random Bystanders from each player's Victory pile become Hidden Witnesses held by The Goblin. Any player who didn't have two Bystanders gains a wound instead.

Charles Xavier, Professor Of Crime Fight 8+ Victory Points 6
Charles Xavier gets +1 Fight for each Bystander in the HQ and city.
Always Leads: X-Men Noir *Master Strike:* Four Heroes in the HQ capture Hidden Witnesses.

