1	Spider-Man (Homen-Aranha)	Hero
	Ability - Capture the Docks and all the Villains in NY	
,	Condition - If there are no Villains in NY	
2	Green Goblin (Duende Verde)	Villain
Victory Condition - If there are no Heroes in NY		
3	Kingpin (Rei do Crime)	Villain
Victory	Condition - If Spider-Man is not in NY	
4	Jackal (Chacal)	Villain
Passive Ability - Immune to Spider-Man's ability		
Victory	Condition - If there is at least one Hero in NY	
5	Dr. Octopus	Villain / Sinister Six
Victory	Condition - If there are three or more members of the S	inister Six in NY
6	Kraven	Villain / Sinister Six
Instant Ability - Name any card The nominee will immediately go to the Docks if it is played by the next player		
7	Venom	Villain
Instant Ability - Pick a card in NY (including this card) and send it to the Docks		
8	Mysterio	Villain / Sinister Six
Instant Docks	Ability - Choose as many holograms as you wish in NY	and send them to the
9	Hobgoblin (Duende Macabro)	Villain
	Ability - You can choose a card from your team in NY (ir to the Docks	ncluding this card) and
10	Rhino (Rino)	Villain
Passive Ability - Immune to the Villains' Abilities		
11	Sandman (Homen-Areia)	Villain / Sinister Six
	Ability - You may choose the card(s) to replenish your h your buy-in pile afterwards	and
12	Electro	Villain / Sinister Six
Victory	Bonus - If your Electro wins, capture the Docks as well	
13	Black Cat (Gata Negra)	Hero
	Ability - Choose a card in NY to lose the Ability and have Cat leaves NY	e initiative 17 until the
14	Vulture (Abutre)	Villain / Sinister Six
Instant Ability - Overlay this card on any Villain: The next ability that affects that Villain will affect only the Vulture and it will return to NY		
15	Lizard (Lagarto)	Villain
Passive	e Ability - Immune to Heroes' Abilities	
16	Chameleon (Camaleao)	Villain
Instant Ability - Copy the Ability from any card in NY or in discard pile		