

Triggered Abilities — A triggered ability is indicated by a bold timing trigger followed by a colon and the rest of the ability text.

- A triggered ability on a player card can only be initiated if its effect could change the game on its own. This potential is assessed without taking into account the consequences of the cost payment or future responses to the effect.
- Unless prefaced by the word **"Forced"**, all interrupt and response abilities are optional.
- **"Forced"** abilities, **"When Revealed"** abilities, **"When Defeated"** abilities, and **"When Completed"** abilities are triggered by the game at the ability's appropriate timing point.
- If the bold timing trigger of an ability contains the word **"Hero"** or **"Alter-Ego,"** the ability can only be used if the player triggering the ability is in the specified form.
- If quotation marks are used around a timing trigger and colon, the quoted text is not itself a timing trigger, but is instead referring to other abilities with that trigger.

Some abilities have timing priority over other abilities. In order, the timing priority of abilities is:

1. Constant abilities.
2. **"Forced Interrupt"** abilities.
3. **"Interrupt"** abilities.
4. **"Forced Response"** abilities.
5. **"Response"** abilities.

See also: Action, Alteration Effect, **"And"**, Cancel, Delayed Effect, Forced, In Play and Out of Play, Initiating Abilities, Interrupt, Lasting Effects, Qualifiers, Replacement Effects, Resource Ability, Response, Simultaneous Resolution, Special, Then, When Defeated Abilities, When Revealed Abilities

ACCELERATION ICON (🚀)

An acceleration icon represents additional forces that are advancing the villain's nefarious plans.

During step one of the villain phase, place X additional threat on the main scheme, where X is the number of acceleration icons in play.

- An acceleration icon can be removed from play by defeating the encounter card it is printed on.

See also: Icons, Main Scheme, Threat, Villain Phase

ACCELERATION TOKEN

Acceleration tokens are functionally equivalent to acceleration icons. They are placed next to the main scheme as a reminder to add X additional threat to the main scheme during step one of the villain phase, where X is the number of acceleration tokens in play.



Acceleration tokens enter play through one of two effects:

- If the encounter deck is empty, place one acceleration token next to the main scheme.
- Card effects may instruct the players to add an acceleration token to play.

Acceleration tokens cannot be removed from play. Unlike other tokens, when a main scheme card leaves play, the acceleration token does not get discarded.

See also: Component Limitations, Encounter Deck, Main Scheme, Villain Phase

ACTION

"Action" is a type of triggered ability. Players are permitted to trigger action abilities during their turn, or by request during other players' turns.

See also: Ability, Player Turn, Triggered Ability

ACTIVATION

There are two types of enemy activations: an attack activation and a scheme activation. Whenever an enemy attacks or schemes, it is considered to have activated.

- During step two of the villain phase, the villain activates once per player, in player order. If the identity of the player resolving the activation is in hero form, the villain initiates an attack against that player's identity. If the identity of the player resolving the activation is in alter-ego form, the villain initiates a scheme.
- During step two of the villain phase, each minion engaged with a player activates against that player. If the identity of the engaged player is in hero form, the minion initiates an attack against that player's identity. If the identity of the engaged player is in alter-ego form, the minion initiates a scheme.
- Each time the villain activates, give the villain one boost card from the encounter deck for that activation.
- Some card abilities can also cause enemies to attack or scheme. These are also considered activations.
- If multiple enemies activate against you simultaneously, resolve the villain's activation first (if any) in the order of your choice, followed by minion activations in the order of your choice.
- If an activating minion leaves play, that minion's activation ends immediately and no further steps of that activation resolve.

See also: Boost, Attack (Enemy Activation), Scheme (Enemy Activation), Minion, Villain, Villain Phase

ACTIVE PLAYER

The player taking their turn during the player phase is the active player.

See also: Player, Player Turn