




A House Divided


The classic Marvel Comics story “Civil War” starts with a tragedy. The brash New Warriors foolishly cause the supervillain Nitro to explode, killing hundreds of civilians. Shortly afterwards, the government demands that all superhumans register, reveal their secret identities, and work for the authorities. Iron Man and a host of Heroes support and enforce the Superhuman Registration Act.

Other Heroes, led by Captain America, resist. Some refuse to endanger their families by revealing their identities. Some refuse to work for a government they see as corrupt. Heroes split to both sides of the argument: Security vs. Freedom. Disagreements become demands, then violence, and then an all-out Super Hero Civil War.

New Heroes

 Captain America opposes Iron Man and leads a passionate team of “**Secret Avengers**” to fight crime while resisting registration. In this set, you will play as Captain America’s anti-registration side, fighting against Iron Man’s pro-registration Heroes.





Rescued from S.H.I.E.L.D. by the Secret Avengers, the “**Young Avengers**” also join the fight to oppose registration. The members include Hulkling, Patriot, Stature, Vision and Wiccan.

 The “**New Warriors**” were at the center of the Superhero Registration Act controversy. In a reckless battle they initiated with a group of super-villains, the super-villain Nitro exploded, killing hundreds of civilians in Stamford. Speedball was the only New Warrior to survive.

Divided Cards







Matching the theme of division and duality, *Civil War* introduces “Divided Cards,” which have two miniature cards printed on the same card.

- You recruit a Divided Card from the HQ as normal by paying its cost. Each side of a Divided Card shows the same cost. (If it costs “3” on each side, you pay only 3 Recruit, not 6.)

- When you play a Divided Card, you choose which side to play. You generate all the Recruit, Attack, and special abilities of that side as normal. You ignore the other side, as if it doesn’t exist.
- Each side of a Divided Card has a different Hero Class, like  or . You can play the  side to get ready to use a Superpower Ability that triggers on  cards later in your turn.
- Different sides of Divided Cards often let you choose between Recruit, Attack, drawing cards, and other effects. Choose carefully which side to play!
- While a Divided Card is in your hand or the HQ, it counts as all its Hero Classes, Teams and Hero Names. But once you play it, the card only counts as the side you chose.
- When sorting and setting up, always use the Hero Name on the left side of a Divided Card.
- A Divided Card is one card, not two. So if you have to “discard two cards,” “draw two cards,” or count the number of cards in your hand, a Divided Card only counts as one card.

Size-Changing

This keyword represents Heroes and Villains using superpowers to massively change their size.

- Some Hero cards say, “Size-Changing: .You can recruit this card for 2 ★ less if you played a  card this turn.”
- Likewise, some Villain cards say, “Size-Changing: .You can fight this Villain for 2  less if you played a  card this turn.”
- Some Divided Cards say “Size-Changing: ..

Phasing

This keyword represents Heroes becoming insubstantial and moving through solid objects.

- During your turn, if a card with Phasing is in your hand, **you may swap it with the top card of your deck.**
- This lets you get a different card instead, save a crucial Phasing card for the next turn, or set up a combo that cares about the top card of your deck.
- Swapping cards this way isn’t “playing a card” or “drawing a card,” so it doesn’t count for other abilities that trigger on those things.

Fortify

This keyword represents Villains setting up nasty traps for the players.

- Some Villains say things like “**Escape:** **Fortify** the Mastermind. While it’s fortified, the Mastermind can’t be fought.”
- Put this Villain on or near the specified place. While it’s there, it has the listed effect. Any player can fight that Villain as normal to end that Fortify effect and put that Villain into their Victory Pile.
- If a card would fortify a place, don’t do anything if there’s already a Villain fortifying that place.

S.H.I.E.L.D. Clearance

This keyword represents pro-registration S.H.I.E.L.D. forces that can be only defeated with the help of S.H.I.E.L.D. information.

- If a Villain says “S.H.I.E.L.D. Clearance,” **then you must discard a 🦸 Hero as an additional cost to fight that Villain.**
- Likewise, if a Mastermind has “Double S.H.I.E.L.D. Clearance,” then you must discard two 🦸 Heroes each time you fight them.
- If you are playing with 🦹 Heroes, you may discard them instead of 🦸 Heroes.

Bribe

This popular keyword returns from the *Dark City* set. You can fight villains with “Bribe” by **spending any combination of Attack and/or Recruit points.**

Special Sidekicks: Pet Avengers

Civil War comes with 15 new “Special Sidekicks:” superpowered pets known as the Pet Avengers! When you set up, shuffle them **face down** into a Sidekick Stack. **Once per turn**, a player can pay 2 ★ to recruit a Sidekick from the top of the Sidekick Stack. When you play any Sidekick, return it to the bottom of the Sidekick Stack.

- You still “played” that Sidekick and can use Superpower abilities based on its Hero Class.
- When a card effect says “gain a Sidekick,” put the top card of the Sidekick Stack into your discard pile. That doesn’t count against the pay-to-recruit-once-per-turn limit.
- If you have the other Sidekicks from *Secret Wars Volume 1*, shuffle them all into a single face-down Sidekick Stack.

Grievous Wounds

Civil War comes with 15 new “Grievous Wounds” that are more difficult to heal. Shuffle them all into the Wound Stack face down, so you have 45 total Wounds. Instead of normal Wound text, a Grievous Wound says something like “**Healing:** You may spend 5 ★. If you do, KO this Wound.”

- Using these Healing abilities doesn’t prevent you from recruiting and fighting that turn.

- You can only use these Healing abilities during your turn.
- Grievous Wounds still count as “Wounds” for all card effects.
- If you have a normal Wound, you can use its normal “KO all your Wounds” Healing ability to KO your Grievous Wounds too. But if you don’t have a normal Wound in hand, then you can’t.

Game Contents

Rules insert and 370 cards:

- 16 New Heroes of 14 cards each (Each Hero has 1 rare, 3 uncommons, 5 of one common, and 5 of another common)
- 7 New Villain Groups of 8 cards each
- 2 New Henchman Groups of 10 cards each
- 5 New Masterminds (Each has 1 Mastermind card and 4 Mastermind Tactic cards)
- 8 New Schemes
- 7 New Sidekick types (15 cards total)
- 7 New Wound types (15 cards total)
- 2 New Special Bystander types (7 cards total)

Credits

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My deepest thanks for all your help!

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