



References & Glossaries

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Heroes Glossary

Core Boxes

Marvel United Core Box

Hero Name	Equipment	Notes
Ant Man	Wrist Gauntlets Ant-Man's Suit	
Black Widow	Widow's Bite Battle Batons	
Captain America	Captain America's Shield	
Captain Marvel		
Hulk		<p>FAQ : The Hulk Smash! card says it deals 1 damage to EVERYTHING else in his Location. What does that mean exactly?</p> <p>Answer : Deal 1 damage to each Hero (except Hulk), each Thug, each Henchman, and each Villain (if 2 Missions have been completed) in the Location. Note that any Civilians there are discarded, not rescued.</p>
Iron Man	Stealth Field Generator Deflector Shields Omnibeam	
Wasp	Wasp's Sting Wasp's Suit	

Marvel United X-Men Core Box

Hero Name	Equipment	Notes
Beast		
Cyclops	Cyclops' Visor	
Jean Grey		
Magneto	Magneto's Helmet	
Mystique		
Professor X		
Storm		
Wolverine		

Marvel United Multiverse Core Box

Hero Name	Equipment	Notes
Black Panther (Shuri)	Spear of Bashenga Hard Light Shield	
Captain Carter	Captain Carter's Shield	
Cosmic Ghost Rider	Hellfire Chain Hell Cycle	
Ironheart		
Loki	Scepter	
Mighty Thor	Mjolnir	
Spider-Man 2099		<p>FAQ: Can Claws deal damage to an enemy who can't be damaged, like Taskmaster or Hela?</p> <p>Answer: No, Claws only bypasses effects that reduce damage, like "enemy ignores the first damage each turn", but the enemy must be vulnerable to damage.</p>

Marvel United Spider-Geddon Core Box

Hero Name	Equipment	Notes
Anti-Venom		
Peni Parker	Battery x 3	
Scarlet Spider	Web-Shooters	
Silk		
Spider-Man Noir		
Spider-Punk	Web-Shooters	
Superior Spider-Man	Web-Shooters Mechanical Spider Arms	<p>FAQ : If Superior Spider-Man has both of his Starting Hand cards faceup in the Storyline, is he allowed to place 1 or 2 Spider-Bot tokens on Locations?</p> <p>Answer : With both of his Starting Hand cards faceup in the Storyline, Superior Spider-Man may add up to 2 Spider Bot tokens, but the limit of 1 Spider-Bot per Location still applies.</p>
Symbiote Spider-Man		

Promo Boxes

Marvel United Promos

Hero Name	Equipment	Notes
Adam Warlock		
America Chavez		
Black Cat		
Blade	Blade's Sword	
Daredevil	Billy Club	
Doctor Strange		
Drax		<p>FAQ: When playing Revenge, does Drax need to stop at the Villain's Location even if the Villain can't be damaged yet?</p> <p>Answer: No, he ignores enemies that can't be damaged, going to the first Location with any Thugs or a Henchman.</p>
Elektra		
Falcon		
Ghost Rider	Hellfire Chain Hell Charger	
Hawkeye	Trick Arrow-Explosive Trick Arrow-Wire Trick Arrow-Pym Particles Trick Arrow-Smoke Bomb	Remember 3 Equipment Limit In a game
Howard The Duck		
Iron Fist		
Jessica Jones		
Luke Cage		
Mantis		<p>FAQ: Does Astral Projection allow actions to be performed in only 1 different Location?</p> <p>Answer: No, you can choose a different Location for EACH action you perform that turn.</p>
Mockingbird	Battle Staves	
Moon Knight	Crescent Darts Moon Knight Suit	
Ms. Marvel		
Nebula		
Nick Fury	Battle Suit	
Nova		
Okoye	Vibranium Spear	

Punisher

Quicksilver		
Scarlet Witch	Darkhold	
Shang Chi	Nunchaku	
She-Hulk		
Spider-Man 2099		<p>FAQ: Can Claws deal damage to an enemy who can't be damaged, like Taskmaster or Hela?</p> <p>Answer: No, Claws only bypasses effects that reduce damage, like "enemy ignores the first damage each turn", but the enemy must be vulnerable to damage.</p>
Spider-Woman		
Squirrel Girl		
Venom		
Vision	Solar Gem	
War Machine	Stealth Field Generator Deflector Shields Omnibeam	
Yondu		

Marvel United X-Men Promos

Hero Name	Equipment	Notes
Blink		
Boom-Boom		
Captain Britain		
Cloak		
Dagger		
Dazzler		
Doop		
Emma Frost	Mordred's Causeway	
Fantomex		
Feral		
Firestar		
Guardian		
Gwenpool		
Havok		
Kitty Pryde		
Legion		
Longshot		
Magik	Soulsword	
Marrow		
Mirage		
Multiple Man		
Namor	Trident	
Nightcrawler		
Northstar		
Old Man Logan		
Phoenix		
Pixie		
Polaris		
Puck		
Sasquatch		
Snowbird		
Spiral		
Storm (Mohawk)		
Strong Guy		
Sunfire		
Sunspot		
Warlock		
Warpath		
Weapon X		
Wolfsbane		
X-23		

Marvel United Multiverse Promos

Hero Name	Equipment	Notes
Agent Venom		
Aurora		
Black Knight	Ebony Blade	
Captain America (Sam Wilson)	Captain America's Shield	
Captain Britain (Betsy Braddock)	Starlight Sword	
Chamber		
Ch'od		Setup – Place 3 Water Tokens close to the Triton Player
Corsair		
Cyborg Spider-Man	Sonic Cannon	
Cypher		
Daken		
Darkchild	Soulsword	When playing with Darkchild, either as a Hero or a Villain, during setup , place the Limbo card next to the board. The Limbo card is not considered a Location.
Darkstar		
Deathlok		
Elsa Bloodstone	Sai	
Ghost Rider (Johnny Blaze)	Hellfire Chain Hell Cycle	
Havok (X-Factor)		
Hepzibah		
Husk		
Iron Lad	Neurokinetik Armor	
Kid Loki		
Lilandra		
M		When playing as M, during setup , the M player places the M/Penance Form card in front of them, with the M Form side faceup.
Man-Thing		
Meggan		
Moon Girl & Devil Dinosaur		
Moonstone		
Patriot	Patriot's Shield	
Raza		
Red Guardian		
Red Hulk		
Siryn		
Songbird		
Speed		
Stature	Stature's Suit	
U.S. Agent	U.S. Agent's Shield	
Ursa Major		
Werewolf By Night		
White Widow	Widow's Bite	

	Battle Batons	
Wiccan	Nega Wedding Ring	
Wong		

Expansion Boxes

Annihilation

Hero Name	Equipment	Notes
Moondragon		
Nova Prime		
Phyla-Vell		
Quasar		

Blue Team

Hero Name	Equipment	Notes
Banshee		
Gambit	Deck of Cards	
Jubilee		
Psylocke		
Rogue		

Civil War

Hero Name	Equipment	Notes
Captain America (Civil War)	Captain America's Shield	
Goliath		
Hulkling	Excelsior Nega Wedding Ring	
Iron Man (Civil War)	Deflector Shields Omnibeam Stealth Field Generator	
Iron Spider	Waldoes Web-shooters	
Kate Bishop	Trick Arrow-Explosive Trick Arrow-Wire Trick Arrow-Pym Particles Trick Arrow-Smoke Bomb	Remember 3 Equipment Limit in a game
Spectrum		
Tigra		
Wonder Man		
Yellowjacket	Disruptor Stings	

Days Of Future Past

Hero Name	Equipment	Notes
Logan		

Deadpool

Hero Name	Equipment	Notes
Bob, Agent Of Hydra		
Deadpool (Hero)		
Lady Deadpool		

Enter The Spider-Verse

Hero Name	Equipment	Notes
Ghost Spider	Web-shooters	
Miles Morales	Web-shooters	
Spider-Ham	Web-shooters	
Spider-Man	Web-shooters	

Fantastic Four

Hero Name	Equipment	Notes
Doctor Doom		
Human Torch		When playing with 1 or more of the 4 Fantastic Four Heroes, during Setup , place the Fantastic Four card on the table, within reach of those players. It will be used by their Teamwork Hero cards
Invisible Woman		When playing with 1 or more of the 4 Fantastic Four Heroes, during Setup , place the Fantastic Four card on the table, within reach of those players. It will be used by their Teamwork Hero cards
Mister Fantastic		When playing with 1 or more of the 4 Fantastic Four Heroes, during Setup , place the Fantastic Four card on the table, within reach of those players. It will be used by their Teamwork Hero cards
Silver Surfer		
The Thing		When playing with 1 or more of the 4 Fantastic Four Heroes, during Setup , place the Fantastic Four card on the table, within reach of those players. It will be used by their Teamwork Hero cards

First Class

Hero Name	Equipment	Notes
Angel		
Beast		
Cyclops First Class	Cyclops' Visor	
Iceman First Class		
Marvel Girl		

Gold Team

Hero Name	Equipment	Notes
Archangel		
Bishop		
Colossus		
Forge		
Iceman		

Guardians Of The Galaxy Remix

Hero Name	Equipment	Notes
Gamora	Godslayer	
Groot		
Rocket		
Star-Lord	Translator Implant Space Helmet	

Maximum Carnage

Hero Name	Equipment	Notes
Morbius		

Phoenix Five

Hero Name	Equipment	Notes
Hope Summers		

Rise Of The Black Panther

Hero Name	Equipment	Notes
Black Panther	Spear of Bashenga Hard Light Shield	
Shuri		
Winter Soldier		

Secret Invasion

Hero Name	Equipment	Notes
Maria Hill		
Nick Fury Sr.		
Quake		
Ronin	Ronin's Blade	

Tales Of Asgard

Hero Name	Equipment	Notes
Beta Ray Bill	Stormbreaker	
Korg		
Thor	Mjolnir	
Valkyrie		

The Age Of Apocalypse

Hero Name	Equipment	Notes
Magneto (Age Of Apocalypse)	Magneto's Helmet	
Morph		
Sabretooth & Wild Child		
X-Man		<p>X-Man has a Hero deck consisting of 16 cards. At the start of the game, the player using X-Man may look through their cards and choose the 3 that go in their starting hand (even the Double Wild card, if it has not been removed from the deck by a Challenge or when playing with generic Equipment). Then, shuffle the remaining cards to form the Hero deck.</p> <p>Whenever X-Man must discard one of his cards to the bottom of the deck, the player may choose to place it at the top of the deck instead.</p>

The Horsemen Of Apocalypse

Hero Name	Equipment	Notes
Apocalypse		

War Of Kings

Hero Name	Equipment	Notes
Black Bolt		
Crystal		Setup – Place the Seismic Barrier token close to the Crystal Player
Gladiator		
Gorgon		
Karnak		
Lockjaw		
Medusa		
Triton		Setup – Place 3 Water Tokens close to the Triton Player

World War Hulk

Hero Name	Equipment	Notes
Ares		
Doc Samson		
Gladiator Hulk		
Hercules		
Hulkbuster Iron Man		
Sentry		In addition to his Hero cards, Sentry has 1 special Dark Entity card and 6 The Void cards. During Setup , the player using Sentry places the Dark Entity card faceup in front of them. Then, shuffle the 6 The Void cards and keep them aside in a facedown deck. At the end of any turn, if there are 3 or more Crisis tokens on the Dark Entity card, discard them all and reveal the top card from The Void deck, immediately applying its effect. Then, put the card at the bottom of The Void deck. Both the Dark Entity card and The Void cards are not considered Hero cards. They are not part of Sentry's hand or deck and can't be affected by any effect that affects Hero cards.

X-Force

Hero Name	Equipment	Notes
Cable		
Cannonball		
Domino		
Shatterstar		

Villains Glossary

Super Villain – W=Wild, A=Attack, H=Heroic, M=Move

Core Boxes

Marvel United Core Box

Villain Name	Super Villain	Notes
Red Skull	2xW, 2xH	<p>FAQ: When the BAM! effect is triggered on the Madame Hydra/Crossbones Threat card, must each Hero take 1/2 Crisis tokens to prevent the damage to them, or can a single Hero prevent the damage to all Heroes in that Location?</p> <p>Answer : If any Hero (in any Location) takes 1/2 Crisis tokens, that whole BAM! effect is cancelled for all Heroes.</p> <p>FAQ: Does the Hail Hydra! Master Plan card have any effect on Locations without Heroes or without Civilians?</p> <p>Answer: No, it only affects Locations that have both Heroes and Civilians. Heroes in those Locations each take 1 damage. Civilians in those Locations are discarded, advancing the Fear track for each one.</p> <p>FAQ: Does his BAM! effect only increase the Fear track if Heroes are damaged?</p> <p>Answer: No. Even if there are no Heroes in his Location, his BAM! always increases the Fear track by 2.</p>
Taskmaster	4xW	<p>FAQ : If I must add 1 Civilian and 1 Thug token to a Location, but there are no slots available, do I add 2 Crisis tokens to that Location?</p> <p>Answer: No. No matter how many tokens can't be added, you only add 1 Crisis token to each Location where Overflow was triggered.</p>
Ultron	2xW	

Marvel United X-Men Core Box

Villain Name	Super Villain	Notes
Juggernaut	2xW, 2xH	
Magneto	4xW, 2xA	In Team vs Team Mode – The Use Cerebro Mission is not used – both teams use their 3 standard Team Missions.
Mystique	2xW, 2xA	Not compatible with Team vs Team Mode.
Sabretooth	2xW, 2xM	<p>Uses the Hunted Token.</p> <p>In Team vs Team Mode – when a Hero is KO'd the Hunted Token passes to the other team (for example Gold 1 > Blue 1 > Gold 2 > Blue 2)</p>

Marvel United Multiverse Core Box

Villain Name	Super Villain	Notes
Cosmic Ghost Rider	1xM, 1xH, 2xA	
Emporer Doom	1xM, 1xH, 1xA	
Immortus	1xW, 1xH, 1xA	Cannot be played in Team Vs. Team Mode
Maestro	1xM, 2xH, 1xA	Uses the Rick Jones Token

Marvel United Spider-Geddon Core Box

Villain Name	Super Villain	Notes
Anti-Venom	1xM, 1xH, 1xA	
Morlun	1xW, 1xM, 1xA	Must Use Loomworld & Sims Tower Locations
Spot	2xM, 1xA	<p>Uses Spot Tokens</p> <p>FAQ: When Spot takes damage, does he trigger his Special Rule once or each time he takes damage? Answer: Each time 1 damage is dealt to Spot, his Special Rule triggers. So, for instance, if Spot is the target of Mighty Thor's Mjolnir Special Effect (deal 3 damage against a single target), as soon as the first point of damage would be dealt to Spot, he would discard 1 Crisis token and immediately move to the Location with the next Spot token in alphabetical order. This usually prevents all remaining damage from being dealt to Spot, because the movement will put him out of reach. In the rare occasion that the movement would place Spot in a Location where he would still be an eligible target for the remaining damage, he will continue to receive the damage one point at a time and, for each one, his Special Rule may trigger again.</p>
Superior Spider-Man	1xW, 1xM, 1xH, 1xA	Uses Spider Bot Tokens, Superior Spider Man Mission Cards

Promo Boxes

Marvel United Promos

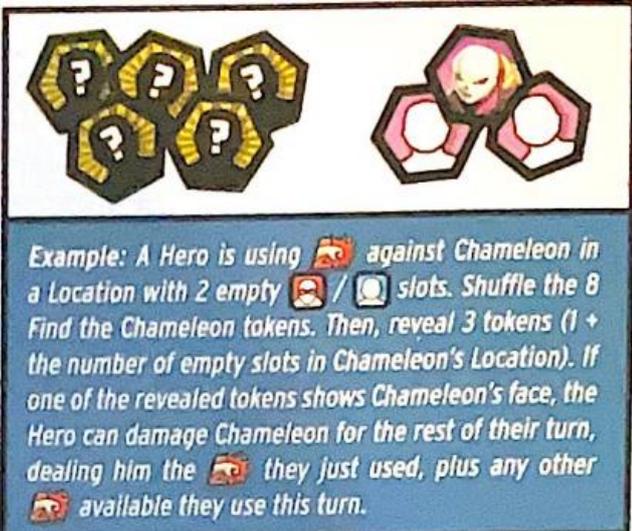
Villain Name	Super Villain	Notes
Baron Zemo	2xH	<p>FAQ: What happens to the Crisis tokens on a Hero card in the Storyline if it goes back to the player's hand or is flipped facedown?</p> <p>Answer: The Crisis tokens are discarded. However, if the card is just moved around the Storyline, they stay on it.</p>
Bullseye	4xM, 2xH	<p>The Misdirection Super Villain card must be removed from the deck during Setup.</p> <p>In Team vs Team Mode – The Heroes lose when they get a total of 4 KO tokens, even when playing with ^ Heroes (3x3 mode)</p>
Carnage	2xW, 2xM	<p>FAQ: If there's an Overflow, do I discard Civilians with a Crisis token from the Location with the most Civilians, even if other Locations have more Crisis tokens?</p> <p>Answer: Yes. It may even be the case that the Location with the most Civilians has no Crisis tokens at all, in which case nothing happens.</p>
Corvus Glaive	2xM, 2xH	
Dormammu	2xm, 3xH, 3xA	Not compatible with Team vs Team Mode.
Hela	2xM, 4xA	<p>Not compatible with Team vs Team Mode.</p> <p>FAQ: Where does Hela enter play when resolving her first BAM! effect?</p> <p>Answer: All of her BAM! cards indicate she must first Move to the Location with the Hero with the most cards in hand.</p>
Kang	Not Compatible	<p>FAQ: If both "Time Army" Threats are in play, do Heroes ending their turn in a Location with any Thugs take 1 or 2 damage?</p> <p>Answer: 1 damage, as long as at least one of these two Threats is in play.</p>
Kingpin	2xm, 2xH	
M.O.D.O.K.	2xW, 2xA	<p>In Team vs Team Mode – When M.O.D.O.K. has to flip a Hero Card, he flips the earliest face up Hero Card in BOTH team Storylines.</p> <p>FAQ: M.O.D.O.K. - How can Heroes do anything if the Psionic Powers Threat card is in their starting Location?</p> <p>Answer: Indeed, that Threat card can never be in the Heroes starting Location. If Psionic Powers is in the Heroes starting Location, swap it with the next Threat clockwise.</p>

Rhino	2xM, 2xH	<p>FAQ: The Master Plan card 'Rhino Charge' says Rhino moves clockwise to the next Location with any Heroes. What happens if all Heroes are in Rhino's Location? Answer: Rhino moves to the next clockwise Location, and keeps moving over all 6 Locations, until finally charging at the Heroes in his initial Location.</p> <p>FAQ: If Rhino's BAM! effect KO's a Hero, is that Hero still moved to the next clockwise Location? Answer: Yes. Since the Hero was damaged by Rhino's BAM!, they are moved to the next clockwise Location.</p> <p>FAQ: There are cases where Rhino might start the game by forcing all Heroes to play their card facedown. How can this be avoided? Answer: If players want a less punitive play against Rhino, we recommend placing his 0 Move card on top of his Master Plan deck during Setup.</p>
Venom	2xH	<p>In Team vs Team Mode, a Hero is out of the game when they accumulate 4 Crisis tokens, even when playing 3x3> The Heroes lose if all Heroes from BOTH teams are out of the game.</p>

Marvel United X-Men Promos

Villain Name	Super Villain	Notes
Arcade		In Team vs Team Mode – Murderworld cannot be chosen as the Heroes starting Location.
Avalanche		
Brood Queen		
Callisto		
Dark Phoenix		Not compatible with Team vs Team Mode.
Deathbird		
Emma Frost		
Lady Deathstrike		Not compatible with Team vs Team Mode.
Legion		Not compatible with Team vs Team Mode.
Marrow		
Mastermind		In Team vs Team Mode the Special Setup Rules apply individually to each team.(2 Heroes from each team start in Locations adjacent to their regular starting Location)
Mojo		In Team vs Team Mode the team with the initiative during Setup may choose Mojoverse to be the Villain's starting Location.
Namor		
Omega Red		
Onslaught		
Sauron		
Shadow King		
Silver Samurai		
Spiral		In Team vs Team Mode, the team missions are not used. Instead use the back of the Break The Spell Mission Dashboard.
Toad, Blob, & Pyro		

Marvel United Multiverse Promos

Villain Name	Super Villain	Notes
Abomination		
Absorbing Man		
Blastaar		<p>When facing Blastaar, during setup, place the Negative Zone card next to the board. The "Solo Mode" side of the card is only used when playing with Commander Solo Mode. The Negative Zone card is not considered a Location.</p> <p>Team vs. Team : If a Team has all their Heroes on the Negative Zone card, they are out of the game and the opposite Team continues playing on their own Storyline.</p>
Chameleon		<p>Chameleon uses the unique Find the Chameleon tokens. After 2 Missions have been completed, when a Hero is trying to damage Chameleon, first shuffle all 8 Find the Chameleon tokens, facedown. Then, reveal 1 token, plus 1 for each empty slot in Chameleon's Location. If one of the revealed tokens shows Chameleon's face, he can be damaged for the rest of that turn. Otherwise, he can't be damaged until the end of that turn.</p>  <p><i>Example: A Hero is using  against Chameleon in a Location with 2 empty  /  slots. Shuffle the 8 Find the Chameleon tokens. Then, reveal 3 tokens (1 + the number of empty slots in Chameleon's Location). If one of the revealed tokens shows Chameleon's face, the Hero can damage Chameleon for the rest of their turn, dealing him the  they just used, plus any other  available they use this turn.</i></p> <p>When a Hero tries to use an effect such as "Attack, Attack, Attack against a single target in your Location", if they reveal Chameleon's face, they can deal those 3 damages to him. Otherwise, he can't be damaged until the end of the turn and all 3 are wasted.</p>
Crimson Dynamo		Cannot be used in Team vs. Team Mode.
Crossbones		
Daken		

Dark Avengers		<p>The Dark Avengers are a villainous team that can be faced in various combinations featuring U.S. Agent, Iron Patriot, Moonstone, and Daken, as well as Ares and Sentry and Bullseye.</p> <p>Players select 3 of these that they own to act as the Villains, placing their cards on their vertical side on the 3 Mission card slots. The Master Plan cards reference the position of these Villain cards (Left, Central, and Right).</p> <p>Then, players select 3 of the remaining characters to be used as Henchmen. The numbers on the top right corner of their Threat cards indicate the order in which their BAM! will be resolved.</p> <p>Team vs. Team : The Overkill rule only applies to the last defeated Villain.</p>
Darkchild		When playing with Darkchild, either as a Hero or a Villain, during setup, place the Limbo card next to the board. The Limbo card is not considered a Location
Darkstar		
Enchantress		
Fin Fang Foom		Mandatory Location – Valley Of The Sleeping Dragon
Gorr		
High Evolutionary		Cannot be used in Team vs. Team Mode.
Hobgoblin		
Iron Patriot		
Klaw		
Knull		<p>See Other play modes section for playing against Knull.</p> <p>FAQ: When are the Special Effects of Knull’s Henchmen triggered?</p> <p>Answer: The effects of both the Venom T-Rex and the Symbiote Dragons trigger on a BAM!</p> <p>Unfortunately, the symbol is missing from those Threat cards, but please consider it to be there.</p> <p>Cannot be used in Team vs. Team Mode.</p>
Lizard		<p>Uses Sewer tokens.</p> <p>Cannot be used in Team vs. Team Mode.</p>
Maximus		
Mole Man		Mandatory Location – Monster Isle
Moonstone		
Purple Man		
Red Guardian		
Red Hulk		<p>Uses Betty Ross token.</p> <p>Team vs. Team: At the beginning of each Villain turn, move the Betty Ross token clockwise as many Locations as the number of Move symbols at the bottom of the Hero cards played in both Teams Storylines, between the previous Villain card and the current one.</p>
Shocker		

Titania		Cannot be used in Team vs. Team Mode.
U.S. Agent		Uses his Hero Deck as his Master Plan. When using U.S.Agent as a Villain, we suggest players flip the card he played in the Storyline facedown at the end of each Villain turn, so it doesn't get confused with the real Hero cards.
Ursa Major		
White Widow		
Winter Guard		When facing the Winter Guard, if all 3 Villains are listed on the Master Plan card, only activate the BAM! of the first 2 Villains. Then, add 2 Civilian / Thug in the Location where the 3 ^a Villain is. If a Villain is listed on the Master Plan card but they have already been defeated, ignore their activation.
Wrecking Crew		When facing the Wrecking Crew, only activate the BAM! of the Villains listed on the Master Plan card, resolving them in reading order. If a Villain is listed on the Master Plan card but he has already been defeated, ignore his activation. Team vs. Team

Expansion Boxes

Annihilation

Villain Name	Super Villain	Notes
Annihilus		

Blue Team

Villain Name	Super Villain	Notes
Mister Sinister		Uses DNA Sample Tokens

Days Of Future Past

Villain Name	Super Villain	Notes
Nimrod		

Deadpool

Villain Name	Super Villain	Notes
Bob, Agent Of Hydra		In Team Vs. Team Mode – The effect of the M.O.D.O.K. henchman becomes: Flip the latest face up Hero Cards in both team Storylines face down.
Deadpool (Villain)		<p>As a Villain, Deadpool cannot be defeated. All Heroes can do is to try to survive and do their best until his Master Plan deck runs out, at which point Deadpool gets bored of beating them up and leaves.</p> <p>Keep count of the Civilians rescued, Thugs defeated, and Threats cleared. At the end of the game, tally them up to see what score was achieved:</p> <ul style="list-style-type: none"> +1 point for each rescued Civilian +1 point for each defeated Thug +5 points for each cleared Threat (note that the Wasting your Wilds Threat grants +10 points instead). -10 points for each Hero eliminated <p>Then, check the total score against Deadpool's scoring chart:</p>  <p>* 50+ : CHEATER - It's over 50!!! You clearly cheated!</p> <p>* 40-49 : LEGEN... DARY! - *Slow clap* You were a worthy opponent. *Bows head*</p> <p>* 25-39 : BIG HERO - Not bad. You almost made me break a sweat.</p> <p>* 10-24 : STREET LEVEL - Hey, that was actually a pretty respectable score... NOT!</p> <p>* 0-9 : PARTICIPATION AWARD - Well, you tried. You failed miserably... but you tried</p> <p>* NEGATIVE : EPIC FAIL - Wow, that was worse than my first movie appearance.</p>

Enter The Spider-Verse

Villain Name	Super Villain	Notes
Green Goblin	4xW, 2xH, 2xA	FAQ: If a BAM! makes Green Goblin add a Threat card with a BAM! effect on it, is that Threat card's BAM! also activated immediately? Answer: No. While BAM!s are resolved one by one, that Threat card wasn't in play when the BAM! was triggered, so its BAM! is not resolved.

Fantastic Four

Villain Name	Super Villain	Notes
Doctor Doom		
Super-Skrull		In Team vs Team Mode – The Heroes lose when they get 4 KO tokens, even when playing with 6 Heroes (3x3).

First Class

Villain Name	Super Villain	Notes
Scarlet Witch & Quicksilver		

Gold Team

Villain Name	Super Villain	Notes
Sebastian Shaw		

Guardians Of The Galaxy Remix

Villain Name	Super Villain	Notes
Ronan	2xW, 2xH	

Maximum Carnage

Villain Name	Super Villain	Notes
Demogoblin & Doppelganger		Team vs Team - When a Civilian or Thug is discarded or an Overflow is triggered, follow the Villains' special rules, placing tokens on the Mission card belonging to the Team with the Initiative.
Morbis		
Scorpion		Team vs Team - The Scorpion Suit Enhancement Starting Master Plan card is turned facedown when both Teams' Clear Threats Missions are completed.
Scream		
Shriek		

Phoenix Five

Villain Name	Super Villain	Notes
Colossus (Phoenix Five)		
Cyclops (Phoenix Five)		
Emma Frost (Phoenix Five)		
Magik (Phoenix Five)		
Namor (Phoenix Five)		

Return Of The Sinister Six

Villain Name	Super Villain	Notes
Doctor Octopus	1xM, 1xH	FAQ: What happens to Threat cards, Thug tokens, and Civilian tokens in Locations that get destroyed? Answer: They are all discarded. Yes, this could make some Missions impossible to complete if you don't act quickly.
Electro	Not Compatible	
Kraven	2xM, 2xA	
Mysterio	2xW, 2xH, 2xA	
Sandman	4xm, 4xA	
Vulture	4xM	In Super-Villain mode - Regardless of the number of Heroes, they lose if Vulture obtains 12 Spoils.

Rise Of The Black Panther

Villain Name	Super Villain	Notes
Killmonger	2xA	FAQ: If I use a Location Effect at the end of my turn to move into a Location with an Assassination Attempt Threat, do I take damage that turn? Answer: No, Location Effects are the last thing resolved in a Hero's turn, so that Threat would not still take effect.

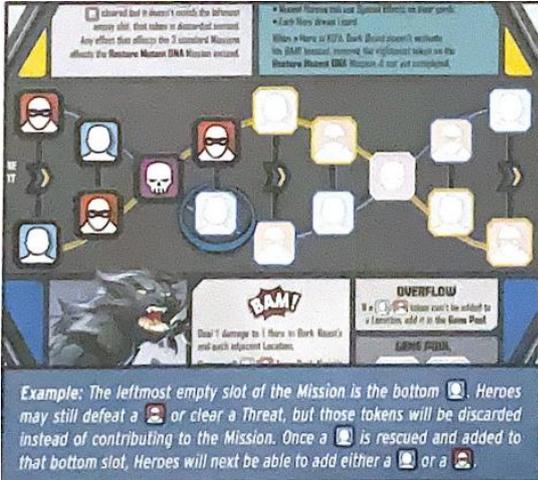
Secret Invasion

Villain Name	Super Villain	Notes
Queen Veranke		<p>When facing Queen Veranke, the Heroes must complete 2 Missions before they can damage her, as usual, HOWEVER, Queen Veranke cannot be damaged until the Clear Threats Mission is completed.</p> <p>In case the Heroes complete the Rescue Civillans and Defeat Thugs Missions before completing the Clear Threats Mission, they cannot yet damage Queen Veranke, but each Hero draws 1 card as soon they complete the second Mission. In this case, they will not draw a card when they complete the Clear Threats Mission as the third Mission, as that will instead make Queen Veranke vulnerable to damage.</p> <p>When facing Queen Veranke in Team vs Team mode, ignore the Special Rule above that requires Heroes to complete the Clear Threats Mission to damage her.</p>
Skrulls		See the Skrulls Villain play mode in the other play modes section of the consolidated rules.

Tales Of Asgard

Villain Name	Super Villain	Notes
Loki	2xH	

The Age Of Apocalypse

Villain Name	Super Villain	Notes
Apocalypse (Age Of Apocalypse)		Reset Timeline is a special Mission that replaces the standard Defeat Thugs Mission when facing Apocalypse. To complete this Mission, a Hero must use 2 Heroic actions in the same turn to place a pair of Heroic Action tokens from the pool on the card. These actions are spent to add the tokens to the Mission and do not allow the Hero to perform Heroic actions. Once 3 pairs of tokens are added, the Mission is complete.
Dark Beast		<p>Dark Beast Villain Dashboard is a large hex.</p> <p>Dark Beast has a special Mission, Restore Mutant DNA, that replaces the 3 standard Mission cards. To complete this Mission, the Heroes must fill all the slots in it, placing rescued Civilians, defeated Thugs, and cleared Threat tokens on the leftmost matching empty slot(s) of the Mission. If a Civilian is rescued, a Thug defeated, or a Threat cleared but it doesn't match the leftmost empty slot of the Mission, that token is discarded instead.</p>  <p>The screenshot shows a hexagonal mission board with various tokens and rules. The board is divided into sections with different icons and text. At the top, there are two columns of text explaining rules about mission completion and token placement. The board itself has several slots, some of which are filled with tokens like a skull, a person, and a lightning bolt. At the bottom, there are three boxes: 'DAMAGE' (explaining damage to Dark Beast's locations), 'OVERFLOW' (explaining what happens when a token can't be added), and 'LEADS POOL'.</p> <p><i>Example: The leftmost empty slot of the Mission is the bottom ⚡. Heroes may still defeat a 👤 or clear a Threat, but those tokens will be discarded instead of contributing to the Mission. Once a 👤 is rescued and added to that bottom slot, Heroes will next be able to add either a 👤 or a 👤.</i></p> <p>When playing against Dark Beast in Team vs Team mode, the Team Mission cards are not used and the Damage dashboard is placed to the side, within reach of the players.</p> <p>To complete the Restore Mutant DNA Mission, a Team must fill, in order, all the slots in the sequence matching their colour. They cannot place tokens in the other sequence. If a Civilian is rescued, a Thug defeated, or a Threat cleared but it doesn't match the first empty slot in that Team's sequence, that token is discarded. Threat token slots are common to both teams.</p> <p>Each Team only benefits from the effects of completing the Mission once they've done it themselves.</p>
Nemesis		

The Horsemen Of Apocalypse

Villain Name	Super Villain	Notes
Apocalypse		Not compatible with Team vs Team Mode.
Death		
Famine		
Pestilence		
War		

The Infinity Gauntlet

Villain Name	Super Villain	Notes
Black Dwarf	2xW, 2xM	
Ebony Maw	4xW	
Proxima Midnight	2xM, 2xH	
Thanos	2xM, 2xH, 2xA	In Super Villain Mode and Team vs Team Mode- Play a standalone game, with no Infinity Stones and no Power Ups.

The Coming Of Galactus

Villain Name	Super Villain	Notes
Air-Walker		
Firelord		
Galactus		
Nova (Frankie Raye)		
Terrax		

War Of Kings

Villain Name	Super Villain	Notes
Gladiator		CANNOT be used in Team vs Team mode.
Vulcan		Team vs Team Mode – BAM! – For the second part of this BAM! effect, look at all the latest Hero cards in both Teams' Storylines, up to the previous Master Plan card. Villainous Plot: The Heroes lose if they have a total of 6 KO tokens (counting both Teams' KO tokens), regardless of the number of Heroes in the game

World War Hulk

Villain Name	Super Villain	Notes
Ares		
Gladiator Hulk		
The Void		Uses Sentry Miniature

X-Force

Villain Name	Super Villain	Notes
Stryfe		

Locations Glossary

Core Boxes

Marvel United Core Box

Location Name	Effect & Notes
Avengers Mansion	End Of Turn – You may draw cards until you have 3 in your hand
Avengers Tower	End Of Turn – You may search your deck for 1 card and set it aside. Then, shuffle your deck and place that card on top.
Central Park	End Of Turn – You may move up to 2 Civilians or Thugs, in any combination, from this Location to any other Location(s).
New York Police Headquarters	End Of Turn – You may discard 1 Thug from any Location.
S.H.I.E.L.D. Headquarters	End Of Turn – You may discard 1 card from your hand to the bottom of your deck to remove 1 Crisis token from anywhere. FAQ: Does this allow me to remove a Crisis token from a Hero? Answer : Yes, you can remove a Crisis token from anywhere.
S.H.I.E.L.D. Helicarrier	End Of Turn – You may move to any other Location.
Stark Labs	End Of Turn – You may swap 1 card from you hand with 1 of your cards in the Storyline. FAQ: Does this allow me to swap a card that’s face down in the Storyline? Answer : No, you may only manipulate cards that are face up.
Times Square	End Of Turn – You may rescue 1 Civilian from this Location.

Marvel United X-Men Core Box

Location Name	Effect & Notes
Asteroid M	End Of Turn – You may deal 1 damage to a Thug or Henchman in any Location.
Genosha	End Of Turn – You may rescue 1 Civilian from this Location.
Hangar Bay	End Of Turn – You may gain 1 Move, Heroic Action, or Attack token.
Muir Island (Mutant Research Center)	End Of Turn – Another Hero in this or an adjacent Location may draw 1 card.
Sentinel Space Station	End Of Turn –You may discard 1 card from your hand to the bottom of your deck to swap a card from your hand with one of your face up cards in the Storyline.
Weapon X Facility	End Of Turn – You may discard 1 card from your hand to the bottom of your deck to gain 2 Attack tokens.
X-Jet	End Of Turn – You may move to any other Location.
Xavier Institute For Higher Learning	End Of Turn – You may draw cards until you have 3 in your hand

Marvel United Multiverse Core Box

Location Name	Effect & Notes
Alchemax Headquarters	End Of Turn – You may cover with a Crisis token a symbol at the bottom of the latest Hero card in the Storyline to gain 1 Wild token. Symbols covered with a Crisis token are ignored.
K'un-Lun	End Of Turn – You may draw 1 card if you have 1 or 2 cards in hand OR discard 1 card to gain 1 wild token.
London	End Of Turn – If there is at least 1 other Hero in this Location, you may gain 1 Move, Heroic Action, or Attack token.
Niffleheim	Mandatory Effect - Heroes starting their turn here MUST ignore 1 action symbol at the bottom of Hero cards this turn. End Of Turn – You may gain 1 Attack token. FAQ: Does this mean 1 symbol total or 1 symbol per card, including the symbols from the preceding card in the Storyline? Answer: Only 1 symbol in total must be ignored. (From BGG thread)
Muspelheim	Mandatory Effect - Heroes starting their turn here with 3 or more cards in hand MUST ignore their Draw Card step. End Of Turn – You may gain 1 Heroic Action token.
Project P.E.G.A.S.U.S.	End Of Turn – You may move a Henchman to this Location and deal 1 damage to them.
TVA Headquarters	End Of Turn – You may swap any 2 of your face up Hero cards in the Storyline.
United Nations Headquarters	End Of Turn – You may relocate 1 Civilian from any Location to any other Location.

Marvel United Spider-Geddon Core Box

Location Name	Effect & Notes
Great Weaver Temple	End Of Turn – You may discard 1 card from your hand to the bottom of your deck to gain 1 Heroic Action and 1 Attack token.
Horizon Labs	End Of Turn – You may turn face down 1 of your Equipment cards to recharge (turn face up) any other Equipment in the game.
Japan	End Of Turn – If there are at least 2 empty slots in this Location, you may add 2 Thugs there to gain 1 Move, Heroic Action, or Attacj token.
Las Vegas	End Of Turn – If the top Master Plan card is not revealed, you may guess if it adds more Thugs or Civilians, then reveal it. If you guessed right, gain 1 Wild token and leave the card revealed. Otherwise put it at the bottom of the deck. FAQ: What happens if the next Master Plan card places the same amount of Thugs and Civilians, or none at all? Answer: In those cases, the house wins, so the player doesn't get the token. It's Vegas, after all!
Loomworld	End Of Turn – You may move to any other Location.
Parker Residence	End Of Turn – If you have 1 or 2 cards in hand you may draw 1 card.
SIMS Tower	Setup - This Location starts with 2 Heroic Action tokens. Ongoing – Heroes here may discard any number of Heroic Action tokens from here to ignore the same amount of damage. End Of Turn – You may take 1 Heroic Action token from this Location OR add 1 Heroic Action token from the pool to this Location.
Spider-Island	End Of Turn – Mandatory – If there are 1 or more Thugs in this Location, you must take 1 damage.

Promo Boxes

Marvel United Multiverse Promos

Location Name	Effect & Notes
Monster Isle	<p>Mandatory location for Mole Man Villain.</p> <p>Mandatory Effect – A Henchman entering play in this Location has 2 extra Health (may go above starting value).</p> <p>End Of Turn – You may deal 1 damage to 1 Henchman in any Location. You may discard 1 card from your hand to the bottom of your deck to deal them 1 extra damage.</p>
Valley Of The Sleeping Dragon	<p>Mandatory location for Fin Fang Foom Villain.</p> <p>End Of Turn – You may discard 1 card from your hand to the bottom of your deck AND turn 1 Thug here into a Civilian to delay the next Villain turn by 1 card.</p>

Expansion Boxes

Annihilation

Location Name	Effect & Notes
Arthros	<p>End Of Turn – If there are no Thugs in this Location, you may move a Villain to this Location.</p>
Harvester Of Sorrow	<p>Setup – Add the Charge tokens to the token pools.</p> <p>Mandatory effect – At the end of each Villain turn, add 1 Charge token here. When there are 3 Charge tokens here, discard them, draw a Master Plan card, and add it face down to the Storyline.</p> <p>End Of Turn – You may discard 1 charge token from this Location.</p>
Kree-Lar	<p>End Of Turn – You may discard 1 card to reveal the top card of your Hero deck. Gain Action tokens equal to the symbols at the bottom of the card you revealed.</p>
Nova Corps Headquarters	<p>Setup – Add the Nova Corps tokens to the token pools.</p> <p>End Of Turn – You may discard 1 card or 1 Action token to place 1 Nova Corps token on any Location without one. If an Overflow or an effect that discards Civilians should happen in a Location with a Nova Corps token, ignore it and discard the token instead.</p>

Blue Team

Location Name	Effect & Notes
Excalibur Lighthouse	<p>End Of Turn – You may discard 1 card from your hand to the bottom of your deck, or discard an Action token, to look at the top card of the Master Plan deck. You may then put it at the bottom.</p>
Madriipoor	<p>End Of Turn –Mandatory – Draw 1 card (if possible). Then you MUST discard 1 card from your hand to the bottom of your deck.</p>
Mojoverse	<p>End Of Turn – Mandatory – If you performed 3 or more Heroic or Attack Actions here this turn, you may gain 1 Wild token. If you do not, you MUST discard 1 card from your hand to the bottom of your deck.</p>
The Savage Land	<p>End Of Turn – You may discard 1 card from your hand to the bottom of your deck to gain 1 Attack and 1 Move token.</p>

Civil War

Location Name	Effect & Notes
Avengers Mountain	End Of Turn – If you are Alone here, you may gain 1 Move token OR discard 1 Action token to ignore the first damage and Crisis token you would take on the next Villain turn.
Bar With No Name	End Of Turn – If you are Alone here, you may fill any empty slots in this Location by moving Thugs from adjacent Locations. If you do you may defeat 1 Thug here.
Garrett Castle	End Of Turn – If you have only 1 card in hand, you may either draw 1 card OR gain 1 Heroic Action token and 1 Attack token.
Sokovia	End Of Turn – You may discard 1 card to rescue 1 Civilian or defeat 1 Thug in this or an adjacent Location.
The Raft	End Of Turn – You may discard 1 card or 1 Action token to move to any other Location with a Henchman and deal 1 damage to them.
Washington D.C.	End Of Turn – You may draw 1 card. If you do, discard 1 card.

Deadpool

Location Name	Effect & Notes
Deadpool's Apartment	End Of Turn – If there is NOTHING other than your Hero here, you may relax with your feet on the couch. Draw 2 cards.

Fantastic Four

Location Name	Effect & Notes
4 Yancy Street	End Of Turn – You may place 1 Heroic Action token from the pool in this Location, This token acts as a permanent extra slot for a Civilian / Thug.
Baxter Building	End Of Turn – Draw 1 card. If your hero has ever been a member of the Fantastic Four, you may gain 1 Move, Heroic Action, or Attack token instead. This is the list of available Heroes: Ant-Man, Black Panther, Human Torch, Iceman, Invisible Woman, Mister Fantastic, Nova, She-Hulk, Spider-Man, Storm, and The Thing
Latveria (Hazardous)	End Of Turn –Mandatory – You MUST take 1 damage for each Thug / Doombot in this Location.
Mount Wundagore	End Of Turn – Mandatory – Each Hero in this Location MUST discard all cards in their hand and draw the same amount of cards (this does not KO).

First Class

Location Name	Effect & Notes
Cape Citadel	End Of Turn –If there are any Civilians in this Location, you may deal 1 damage to a Thug or Henchman in this or adjacent Location.
Island M	End Of Turn – You may discard 1 card from your hand to the bottom of your deck to gain 1 Wild token.
Xavier's School For Gifted Youngsters	End Of Turn – Another Hero in this Location may either draw cards until they have 3 in hand OR gain 1 Move, Heroic Action, or Attack token.

Gold Team

Location Name	Effect & Notes
Chandilar (Shi'ar Empire)	End Of Turn – You may discard 1 Move, Heroic, or Attack token to gain any combination of 2 Move, Heroic, or Attack tokens.
Hellfire Club Building	End Of Turn – You may discard 1 card from your hand to the bottom of your deck to defeat 1 Henchman in any Location. This is not considered clearing a Threat.
Krakoa	End Of Turn – You may move all Heroes from this Location to Another Location.
Limbo	End Of Turn – You may discard 2 cards from your hand to the bottom of your deck to delay the Villain turn by 1 card.

Enter The Spider-Verse

Location Name	Effect & Notes
Brooklyn Bridge	End Of Turn – You may add 1 Civilian to any Location. The, rescue 1 Civilian from this Location.
Daily Bugle	End Of Turn – Reveal the top card of the Master Plan deck. You may place it on the bottom.
Midtown High School	End Of Turn – You may gain 1 Heroic Action token.
Osborn Laboratories	End Of Turn – You may gain 1 Attack token.
Oscorp Tower	End Of Turn – You may gain 1 Move token.
Queens	End Of Turn – If you have 1 or 2 cards in hand, you may draw 1 card.

Guardians Of The Galaxy Remix

Location Name	Effect & Notes
Collector's Museum	End Of Turn – You may discard 1 Action token to draw 1 card.
Knowhere	End Of Turn – You may discard 1 Action token to gain 2 Action tokens of your choice between Move, Attack and Heroic.
Kyln	End Of Turn – You may discard 1 card from your hand to the bottom of your deck to place 1 token from the pool on any Threat card.
Morag	End Of Turn – You may gain 1 Wild token.
The Milano	End Of Turn – You may move to any other Location.
Xandar	End Of Turn – You may draw cards until you have 3 in your hand.

Maximum Carnage

Location Name	Effect & Notes
Bishop Publishing	Ongoing Mandatory effect – If a Hero in this Location rescues more than 1 Civilian here during their turn, they take 1 damage. End Of Turn – You may add 2 Civilians to this Location to gain 1 Heroic Action token.
Fisk Tower	End Of Turn – You may discard 1 card and add 1 Thug to a different Location with an empty slot to gain 1 Wild token.
Hell's Kitchen	Ongoing Mandatory effect – If a Hero in this Location defeats more than 1 Thug here during their turn, they take 1 damage. End Of Turn – You may add 2 Thugs to this Location to gain 1 Attack token.
Statue Of Liberty	Ongoing effect – At the end of each Villain turn, Heroes may add 1 Civilian to this Location. (Heroes are not required to be in this Location to apply this effect.) End Of Turn – You may relocate any number of Civilians from this Location to other Locations. If you do, gain 1 Move token for each Civilian you relocate. Team vs Team - the Team with the Initiative chooses whether or not to add 1 Civilian to this Location at the end of the Villain turn

Rise Of The Black Panther

Location Name	Effect & Notes
Golden City	End Of Turn – You may move to any other Location.
Great Mound	End Of Turn – You may discard 1 card from your hand to the bottom of your deck to remove 1 Crisis token from anywhere.
Jabari Village	End Of Turn – You may gain 1 Wild token.
Royal Palace	End Of Turn – You may search your deck for any 1 card. Then, shuffle your deck and place that card on top.
Shuri's Lab	End Of Turn – You may draw cards until you have 3 in your hand.
Warrior Falls	End Of Turn – You may Attack in this Location.

Secret Invasion

Location Name	Effect & Notes
Camp Hammond	Setup – Add the Advanced Training Cards deck to play. End Of Turn – You may draw 2 Advanced Training cards, keep 1, and put the other one at the bottom of the Advanced Training deck.
Mount Rushmore	End Of Turn – If all non-KO'd Heroes are in this Location, you may gain 1 Heroic Action token.
San Francisco	End Of Turn – You may gain 1 Move token if you reveal at least 1 Heroic Action symbol at the bottom of the cards in your hand. If you reveal 2 or more Heroic Action symbols, you may gain 1 Attack token instead.
The Peak VII	End Of Turn – You may deal 1 Unpreventable damage to 1 Thug or Henchman in this or an adjacent Location.

Tales Of Asgard

Location Name	Effect & Notes
Asgardian Palace	End Of Turn – You may add up to 2 Civilian and/or Thug to any Location.
Bifrost Bridge	End Of Turn – You may move all Heroes from this Location to another Location.
Heimdall's Observatory	End Of Turn – You may move any number of Heroes from any Locations to this Location.
Odin's Vault	End Of Turn – If you have 1 or 2 cards in hand, you may draw 1 card.
Throne Room	End Of Turn – You may move any other Hero to a Location adjacent to them.
Valhalla	End Of Turn – You may discard any number of cards from your hand to the bottom of your deck and draw back that many (discarding all hand does not KO)

The Infinity Gauntlet

Infinity Battles Locations

Location Name	Effect & Notes
Asgard	End Of Turn – If you have 1 or 2 cards in hand you may draw 1 card.
Hala	End Of Turn – You may swap a card from your hand with one of your face up cards in the Storyline.
New York	End Of Turn – You may discard 1 Action token to draw 1 card.
Nidavellir	End Of Turn – You may gain 1 attack token. You may discard 1 card from the bottom of your deck to gain another Attack token.
Sanctum Sanctorum	End Of Turn – You may place 1 Action token from the pool on a Threat or Power-Up card.
Vormir	End Of Turn – You may KO another Hero in this Location to immediately clear a Threat card.

Final Battle Locations (Gold)

Location Name	Effect & Notes
Avengers Mansion	End Of Turn – You may draw cards until you have 3 in hand.
Quantum Tunnel	End Of Turn – You may swap the position of any 2 Hero cards of your choice in the Storyline.
Sanctuary	End Of Turn – You may move to any other Location.
Thanos' Palace	End Of Turn – You may discard 1 card from your hand to the bottom of your deck to gain 2 Attack tokens.
Titan	End Of Turn – You may move Thanos to this Location.
Wakanda Fields	End Of Turn – You may gain 1 Wild token for each other Hero in this Location.

The Age Of Apocalypse

Location Name	Effect & Notes
Avalon	End Of Turn – If you have 1 card in hand, draw until you have 3 cards.
Dark Beast Laboratory	Ongoing Mandatory effect – Any Henchman entering play in this Location has +1 Health. End Of Turn – You may discard 1 card from your hand to the bottom of your deck to deal 2 damage to a Henchman in any Location
Human High Council Base	End Of Turn – You may gain 1 Move, Heroic Action, or Attack token. If you do, you MUST add 1 Thug to another Location not adjacent to this one.
The Core (Seattle Slave Camp)	End Of Turn – You may add 1 Civilian from the pool to the Rescue Civilians Mission. If you do, and there are any Civilians / Thugs / Villains / Other Heroes in this Location, you must discard 1 card from your hand to the bottom of your deck.

The Coming Of Galactus

All locations **MANDATORY** for The Coming Of Galactus Mode.

Location Name	Effect & Notes
Africa	End Of Turn – You may discard 1 card from your hand to the bottom of your deck to defeat 1 Thug and rescue 1 Civilian in any single Location.
Asia	End Of Turn – You may add any combination of 2 Citizen / Thug to this Location.
Europe	End Of Turn – You may draw 3 cards from your deck. If you do, you must then discard 3 cards from your hand to the bottom of your deck.
North America	End Of Turn – You may discard 1 card from your hand to the bottom of your deck to swap a card from your hand with one of your face up cards in the Storyline.
Oceania	End Of Turn – You may KO your Hero to remove them from the game (discarding any Action tokens you have) and choose a different Hero. On your next turn start in this location.
South America	End Of Turn – You may discard 1 card from your hand to the bottom of your deck to gain 1 Wild token plus Action tokens equal to the symbols at the bottom of the card you discarded.

The Horsemen Of Apocalypse

Location Name	Effect & Notes
Apocalypse's Pyramid (Hazardous)	Mandatory Ongoing – While in this Location, Villains ignore 1 damage in each Hero turn. End Of Turn – Mandatory – You MUST discard 1 card to the bottom of your deck.
Starlight Citadel	Once the first Mission is completed, Heroes may, at any time, replace this Location with any other Location not already in play (move everything from this location to the new one).

War Of Kings

Location Name	Effect & Notes
Attilan	End Of Turn – You may draw up to 2 cards and then discard the same number of cards from your hand to the bottom of your deck.
Blue Area Of The Moon	End Of Turn – If a Villain is in this Location, you may discard 1 card from your hand to the bottom of your deck to delay the next Villain turn by 1 card and move the Villain to the opposite Location.
Tarnax IV	End Of Turn – Mandatory – You MUST randomly flip all Civilians / Thugs in this Location. Then if there are more Thugs, take 1 damage. If there are more Civilians, draw 1 card.
Watcher Citadel	End Of Turn – You may look at the top 2 cards of the Master Plan deck and put them back on top in the same order.

World War Hulk

Location Name	Effect & Notes
Battleworld	End Of Turn – You may gain 1 Move token if you reveal at least 1 Attack symbol at the bottom of the cards in your hand. If you reveal 2 or more Attack symbols, you may gain 1 Attack token instead.
New York City Arena	End Of Turn – Mandatory Action – If there are other Heroes in this Location, you MUST choose 1 of them. You both gain 1 Heroic Action token or Attack token. Then, you both MUST discard 1 card.
Sakaar	Mandatory Effect – Whenever a Hero anywhere uses or discards Action tokens, place them here. End Of Turn – You may discard 1 card from your hand to the bottom of your deck to gain up to 2 Action tokens from this Location.

X-Force

Location Name	Effect & Notes
Adirondack Mountains	End Of Turn – You may gain 1 Attack token. You may exchange Action tokens with another Hero in this Location.
Morlock Tunnels (Hazardous)	End Of Turn – Mandatory – You MUST add a Thug and a Civilian to this Location.
Murderworld (Hazardous)	End Of Turn – Mandatory – You MUST discard 1 card from your hand to the bottom of your deck.
Stryfe's Secret Base (Hazardous)	End Of Turn – Mandatory – You MUST discard 1 Action token (if you have any).

Campaign Required Boxes

This is the list of the boxes from which components are used for each of the Campaigns.

Players should feel free to substitute a component in case they are missing, though this may affect the Campaign either mechanically or thematically to a greater or lesser extent.

The Age Of Apocalypse

- Guardians Of The Galaxy Remix
- Tales Of Asgard
- United Promos
- Marvel United X-Men
- Gold Team
- Blue Team
- Deadpool
- X-Force
- Fantastic Four
- First Class
- Mutant Promos
- The Age Of Apocalypse
- War Of Kings
- Multiverse Promos

Age Of Ultron

- Marvel United
- Enter The Spider-Verse
- Rise Of The Black Panther
- United Promos
- Marvel United X-Men
- Fantastic Four
- Mutant Promos
- Secret Invasion
- Multiverse Promos

Avengers Vs X-Men

- Marvel United
- Enter The Spider-Verse
- Tales Of Asgard
- United Promos
- Marvel United X-Men
- Phoenix Five
- Mutant Promos
- Civil War

Dark Phoenix Saga

- Marvel United X-Men
- Gold Team
- First Class
- Mutant Promos
- Marvel United Multiverse OR Spider-Geddon
- War Of Kings

Maximum Carnage

- Marvel United
- Enter The Spider-Verse
- United Promos
- Mutant Promos
- Civil War
- Maximum Carnage
- Multiverse Promos

War Of Kings

- Guardians Of The Galaxy Remix
- United Promos
- Mutant Promos
- Blue Team OR Gold Team
- War Of Kings
- Multiverse Promos

World War Hulk

- Tales Of Asgard
- United Promos
- Marvel United X-Men
- Gold Team
- Fantastic Four
- Mutant Promos
- Marvel United Multiverse
- Civil War
- World War Hulk
- War Of Kings

X-Cutioners Song

- United Promos
- Marvel United X-Men
- Gold Team
- Blue Team
- X-Force
- The Horsemen Of Apocalypse
- Mutant Promos
- Multiverse Promos

Other Cards Glossary

Card Type	Use / Association
Advanced Training	Camp Hammond Location
Allegiance Cards	Traitor Challenge
Battle Plan	???
Blue Team Mission Cards	Team vs Team
Cell Cards	Registration Clash PVP
Cerebro Mission Card	Magneto Villain
Challenge Cards	One per challenge as selection mechanism and with rules summaries
Clash Of Heroes Event	Clash Of Heroes PVP
Clash Of Heroes Round Sequence	Clash Of Heroes PVP
Complication Cards	Complications Challenge
Danger Room	Danger Room Challenge
Dark Entity Card	Sentry Hero
Deadpool Challenge Cards	Deadpool Chaos Challenge
Eradication Mission Card	??? Maximum Carnage Exp
Fantastic Four (Single Card)	<p>When playing with 1 or more of the 4 Fantastic Four Heroes, during setup, place the Fantastic Four card on the table, within reach of those players. It will be used by their Teamwork Hero cards.</p> <p>Team vs Team Mode: If both teams use members of the Fantastic Four, use the side of the Fantastic Four card that has blue and gold around the border. Each team should put their tokens next to the card on their colour's side, and only benefit from tokens on their team's side</p>
Fin Fang Foom Threat	Fin Fang Foom Challenge
Find The Cure	Lizard
Generic Equipment	Heroes with no personal equipment may chose one Generic Equipment if playing with Equipment cards.
Gold Team Mission Cards	Team vs Team
Infinity Stones	Infinity Gauntlet
Limbo	Darkchild
Mission Cards	Core Gameplay
Moonstone Gem	Moonstone
Negative Zone	Blastaar
Penance Form	M
Personalised Equipment	Equipment cards owned by named Heroes – see the Heroes Glossary
Plan B Mission Cards	Plan B Challenge
Population Cards	Clash Of Heroes PVP Registration Clash PVP
Power Struggle / Crimson Vengeance	Crimson Dynamo
Power Up Cards	Infinity Gauntlet
Rage Card	World Breaker Hulk Villain

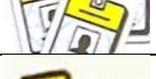
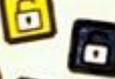
Sentinel Activation Cards	Days Of Future Past
Shocker Achievements	Shocker
Super Hero Cards	Super Villain Mode
Super Villain Cards	Super Villain Mode
Symbiote Henchman Behaviour	Knull
Takeover / Brutal Takeover	Takeover Challenge
Team Blue Mission Cards	Registration Clash PVP
The Void Cards	Sentry Hero
Train Hope Mission	Phoenix Five Mode
Training	Danger Room Challenge
Weak Spot	Sinister Six Mode
Reset Timeline Mission	Apocalypse (Age Of Apocalypse)

Other Miniatures / Components Glossary

Miniature / Component	Use / Association
Infinity Gauntlet & Gems	Infinity Gauntlet Mini Campaign
Sentinel I	Days Of Future Past Mode Sentinel I Challenge
Sentinel II	Days Of Future Past Mode Sentinel II Challenge
Sentinel III	Days Of Future Past Mode Sentinel III Challenge
Deadpool On A Unicorn	Deadpool Chaos Challenge
Dark Carnage	Carnage Challenge
Villain Tracker Cube (Various colours)	Core Gameplay
Carnage Die	Carnage Challenge
Location Rests	To support threat cards with card Locations
Base Rings (Blue & Gold)	Team vs Team
Base Rings (Blue & Red)	Clash Of Heroes PVP Registration Clash PVP

Tokens Glossary

Token	Token Name	Usage
	Action Tokens (Move, Attack, Heroic Action, Wild)	Core gameplay
	Thug / Civilian	Core gameplay
	Threat	Core gameplay
	Health	Core gameplay
	Crisis	Core gameplay
	Invulnerable	Core gameplay
	Villain Accelerated / Delayed	Core gameplay
	Stunned	Core gameplay
	Random / Facedown	Core gameplay
	Mistrust	Traitor Challenge
	Endangered Location	Endangered Locations Challenge
	Spiderbot	Superior Spider-Man
	Target	???
	Frozen	? First Class set
	KO	? Fantastic Four Set
	Doombot	Doctor Doom adds special tokens: the Doombots. The supply of these tokens is limited, so if players

		must add a Doombot token to a Location, but there are none available, add a Thug token instead. Doombot tokens are treated as Thug tokens for all game effects
	Hunted	Sabretooth Daken
	Senator Kelly	Mystique
	Charge	Harvester Of Sorrow Location (Annihilation)
	Nova Corps	Nova Corps Headquarters Location (Annihilation)
	Rick Jones	???
	Spot	Spot Villain (Standalone not Sinister Six)
	Exposure	Secret Identity Challenge
	Journalist	Secret Identity Challenge
	Mission Complete	Team vs Team
	Initiative	Team vs Team
	Shield	Clash Of Heroes PVP Registration Clash PVP
	Danger	Registration Clash PVP
	Location Control	Clash Of Heroes PVP Registration Clash PVP
	Infection	Carnage Challenge
	DNA Sample	Mr Sinister
	Crowbar	Wrecking Crew
	Betty Ross	Red Hulk
	Find The Chameleon	Chameleon

	Sewer	Lizard
	Water	Ch'od, Triton Team vs Team Mode - Even if both Teams have Heroes interacting with water tokens, only 3 tokens are placed.
	Sentinel Target	Days Of Future Past
	Terrigen Mist	<p>Most of the Inhuman Heroes have a Starting Hand card titled Terrigenesis. If any Heroes with a Terrigenesis Starting Hand card are in the game, at the end of Setup, randomly place 1 Terrigen Mist token facedown in each Location.</p> <p>As long as a Hero has their Terrigenesis card faceup in the Storyline, they may, during their turn, reveal any Terrigen Mist token in their Location.</p> <p>If they do, they must discard the token to immediately perform the action shown on the back of the token (if any).</p> <p>If they can't or don't want to immediately perform the action, the action is lost (the token is still discarded).</p> <p>Team vs Team Mode - Even if both Teams have Inhuman Heroes with a Terrigenesis Starting Hand card, only 6 Terrigen Mist tokens are placed face down during Setup. They don't belong to either Team. Any Hero with a faceup Terrigenesis card in the Storyline can use them.</p>
	Seismic Barrier	Crystal Hero
	Obedience Disk	World Breaker Hulk Villain
	Herald Tokens	The Coming Of Galactus

Components Lists

Core Boxes

Marvel United Core Box

COMPONENTS

The image displays the following components for the Marvel United Core Box:

- Minifigures:**
 - CAPTAIN AMERICA
 - IRON MAN
 - BLACK WIDOW
 - CAPTAIN MARVEL
 - HULK
 - WASP
 - ANT-MAN
 - RED SKULL
 - ULTRON
 - TASKMASTER
- Cards:**
 - 8 LOCATIONS
 - 3 MISSION CARDS
 - 18 THREAT CARDS (6 FOR EACH VILLAIN)
 - 3 CHALLENGE CARDS
 - 36 HERO CARDS (12 FOR EACH HERO)
 - 36 MASTER PLAN CARDS (12 FOR EACH VILLAIN)
- Other Components:**
 - 3 VILLAIN DASHBOARDS
 - 1 VILLAIN DASHBOARD
 - 1 MISSION GUIDE
 - 1 RULEBOOK
 - 36 THUG/CIVILIAN TOKENS
 - 6 THREAT TOKENS
 - 4 INVULNERABLE TOKENS
 - 57 ACTION TOKENS (21 HEROIC, 12 ATTACK, 12 MOVE, AND 12 WILD)
 - 35 HEALTH TOKENS
 - 18 CRISIS TOKENS
 - 1 VILLAIN TRACKER

Marvel United X-Men Core Box

COMPONENTS

WOLVERINE **CYCLOPS** **STORM** **JEAN GREY** **PROFESSOR X**

BEAST **MYSIQUE** **MAGNETO** **SABRETOOTH** **JUGGERNAUT**

8 LOCATIONS

4 MISSION CARDS **1 MISSION GUIDE**

4 VILLAIN DASHBOARDS **24 THREAT CARDS (6 FOR EACH VILLAIN)** **3 CHALLENGE CARDS** **1 RULEBOOK**

96 HERO CARDS (12 FOR EACH HERO) **48 MASTER PLAN CARDS (12 FOR EACH VILLAIN)** **12 SUPER VILLAIN CARDS** **8 SUPER HERO CARDS**

36 THUG/CIVILIAN TOKENS **6 THREAT TOKENS** **4 INVULNERABLE TOKENS** **54 ACTION TOKENS (18 HEROIC, 12 ATTACK, 12 MOVE, AND 12 WILD)** **32 HEALTH TOKENS** **18 CRISIS TOKENS** **1 VILLAIN TRACKER**

1 HUNTED TOKEN (USED BY SABRETOOTH) **1 SENATOR KELLY TOKEN (USED BY MYSIQUE)** **2 VILLAIN DELAYED/ACCELERATED TOKENS**

MARVEL

Marvel United Multiverse Core Box

COMPONENTS

CAPTAIN CARTER **SPIDER-MAN 2099** **LOKI** **IRONHEART** **MIGHTY THOR** **BLACK PANTHER SHURI**

COSMIC GHOST RIDER **MAESTRO** **IMMORTUS** **EMPEROR DOOM**

8 LOCATIONS

1 MISSION GUIDE

1 RULEBOOK

4 VILLAIN DASHBOARDS

48 MASTER PLAN CARDS

24 THREAT CARDS

3 MISSION CARDS

2 CHALLENGE CARDS

84 HERO CARDS

7 EQUIPMENT CARDS

8 GENERIC EQUIPMENT CARDS

21 CLASSIC EQUIPMENT CARDS (FOR PREVIOUS BOXES)

12 BATTLE PLAN CARDS

12 SUPER VILLAIN CARDS

8 SUPER HERO CARDS

1 STUNNED TOKEN

1 RICK JONES TOKEN

2 VILLAIN DELAYED/ACCELERATED TOKENS

4 INVULNERABLE OR RANDOM/FACEDOWN TOKENS

36 THUG/CIVILIAN TOKENS

6 THREAT TOKENS

15 DOOMBOT TOKENS

42 ACTION TOKENS (15 HEROIC, 9 ATTACK, 9 MOVE, AND 9 WILD)

32 HEALTH TOKENS

18 CRISIS TOKENS

1 VILLAIN TRACKER

MARVEL UNITED 3

Spider-Geddon Core Box

COMPONENTS

SCARLET SPIDER **SYMBIOTE SPIDER-MAN** **SPIDER-MAN NOIR** **SILK** **PENI PARKER**

SPIDER-PUNK **SUPERIOR SPIDER-MAN** **ANTI-VENOM** **SPOT** **MORLUN**

8 LOCATIONS

1 MISSION GUIDE **3 MISSION CARDS**

4 VILLAIN DASHBOARDS **48 MASTER PLAN CARDS** **24 THREAT CARDS** **3 SUPERIOR SPIDER-MAN MISSION CARDS**

96 HERO CARDS **7 EQUIPMENT CARDS** **12 SUPER VILLAIN CARDS** **8 SUPER HERO CARDS** **2 CHALLENGE CARDS**

12 BATTLE PLAN CARDS **1 STUNNED TOKEN** **3 TARGET TOKENS** **6 SPOT TOKENS** **2 VILLAIN DELAYED/ACCELERATED TOKENS** **4 INVULNERABLE OR RANDOM/FACEDOWN TOKENS**

36 THUG/CIVILIAN TOKENS **6 THREAT TOKENS** **6 SPIDER-BOT TOKENS** **42 ACTION TOKENS (15 HEROIC, 9 ATTACK, 9 MOVE, AND 9 WILD)** **32 HEALTH TOKENS** **18 CRISIS TOKENS** **1 VILLAIN TRACKER**

MARVEL UNITE 3

Promo Boxes

Multiverse Promos

MULTIVERSE PROMOS

COMPONENTS

- 1 WRECKING CREW DASHBOARD
- 480 HERO CARDS (12 FOR EACH HERO)
- 58 TEAM CARDS (7 PER TEAM, 8 FOR SWORDBEARERS OF HYDRA)
- 14 EQUIPMENT CARDS (FOR HEROES IN THIS BOX)
- 26 CLASSIC EQUIPMENT CARDS (FOR HEROES IN PREVIOUS PROMO BOXES)
- 323 MASTER PLAN CARDS (12 FOR EACH VILLAIN, 11 FOR HIGH EVOLUTIONARY, NONE FOR U.S.AGENT)
- 165 THREAT CARDS (6 FOR EACH VILLAIN, 10 FOR KNULL, 7 FOR TITANIA, ABSORBING MAN, AND DARK AVENGERS, 1 FOR ENCHANTRESS AND HIGH EVOLUTIONARY)
- 27 VILLAIN DASHBOARDS
- 1 M/PENANCE FORM CARD (M)
- 1 LIMBO CARD (DARKCHILD)
- 1 NEGATIVE ZONE CARD (BLASTAAR)
- 1 CHALLENGE CARD (CRIMSON DYNAMO)
- 1 POWER STRUGGLE/CRIMSON VENGEANCE CARD (CRIMSON DYNAMO)
- 1 SYMBIOTE HENCHMEN BEHAVIOR CARD (KNULL)
- 1 MISSION CARD (LIZARD)
- 1 MOONSTONE GEM CARD (MOONSTONE)
- 1 ACHIEVEMENTS CARD (SHOCKER)
- 6 SUPER VILLAIN CARDS
- 6 SUPER HERO CARDS
- 1 LOCATION (MOLE MAN)
- 6 SEWER TOKENS (LIZARD)
- 8 FIND THE CHAMELEON TOKENS (CHAMELEON)
- 3 WATER TOKENS (CH'OD)
- 1 BETTY ROSS TOKEN (RED HULK)
- 1 HUNTED TOKEN (DAKEN)
- 1 CROWBAR TOKEN (WRECKING CREW)
- 4 KO TOKENS (TITANIA)
- 1 STUNNED TOKEN

MARVEL

Expansion Boxes

Annihilation



Blue Team



Civil War

CIVIL WAR

CHOOSE YOUR SIDE!

This expansion adds not only an impressive roster of 10 Heroes and new Locations, but also pits these Heroes against each other in two game-changing Player vs Player modes! These can either be used in isolation to recreate the Civil War, or mixed with other Heroes, Villains, Locations, and Challenges from the core box and other expansions to create infinite different play experiences. In the Civil War play modes, two teams of Heroes clash against each other, with no Villain in sight. Players can choose either the more casual Clash of Heroes, or the more competitive, asymmetrical, and thematic Registration Clash.

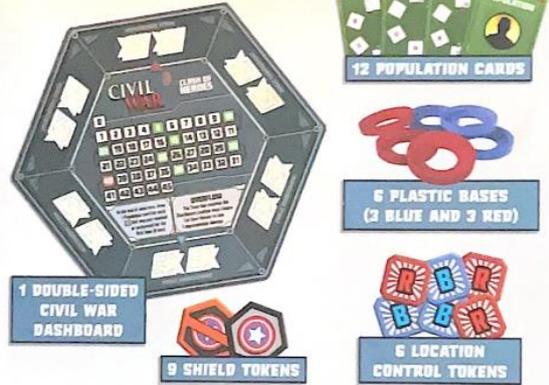
COMPONENTS



CAPTAIN AMERICA KATE BISHOP SPECTRUM HULKING GOLIATH
 IRON MAN TIGRA WONDER MAN YELLOW JACKET IRON SPIDER



BOTH PVP MODES



CLASH OF HEROES



REGISTRATION CLASH



Days Of Future Past

COMPONENTS



SENTINEL I

SENTINEL II

SENTINEL III



12 HERO CARDS



LOGAN



NIMROD



12 MASTER PLAN CARDS



1 VILLAIN DASHBOARD



6 THREAT CARDS



3 CHALLENGE CARD



3 SENTINEL TARGET TOKENS



4 SENTINEL ACTIVATION PROTOCOL CARDS

Deadpool

COMPONENTS



**DEADPOOL
(HERO)**



**LADY
DEADPOOL**



**DEADPOOL
(VILLAIN)**



**DEADPOOL
(CHALLENGE)**



BOB



**36 HERO CARDS
(12 FOR EACH HERO)**



**24 DEADPOOL
CHAOS CARDS**



**12 THREAT CARDS
(6 PER VILLAIN)**



2 VILLAIN DASHBOARDS



**24 MASTER PLAN CARDS
(12 PER VILLAIN)**



**1 CHALLENGE
CARD**



1 LOCATION

Enter The Spider-Verse

COMPONENTS

Fantastic Four



WELCOME TO THE FAMILY

This expansion adds a family of four classic Heroes, their cosmic ally, a megalomaniacal Anti-Hero, and a shape-shifting Villain, as well as new Locations, and the new Takeover Challenge. These can either be used in isolation to create that fantastic family experience, or mixed with other Heroes, Villains, Locations, and Challenges from the core box and other expansions to create infinite different play experiences.



72 HERO CARDS
(12 FOR EACH HERO)



1 FANTASTIC FOUR CARD



1 CHALLENGE CARD



1 TAKEOVER CARD



4 KO TOKENS



2 VILLAIN DASHBOARDS



24 MASTER PLAN CARDS



5 THREAT CARDS
(FOR DOCTOR DOOM)



5 THREAT CARDS
(FOR SUPER-SKRULL)



4 LOCATIONS



15 DOOMBOT TOKENS

COMPONENTS




MISTER FANTASTIC


INVISIBLE WOMAN


THE THING


HUMAN TORCH

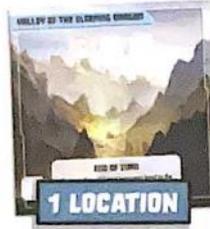

SILVER


DOCTOR


SUPER-SKRULL

Fin Fang Foom

COMPONENTS



FIN FANG FOOM



First Class

COMPONENTS



CYCLOPS



MARVEL GIRL



ICEMAN



BEAST



ANGEL



SCARLET WITCH



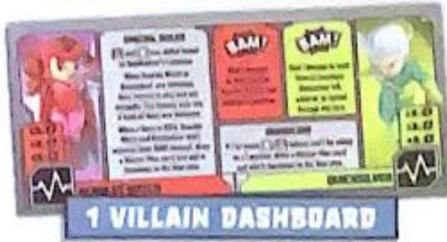
QUICKSILVER



**60 HERO CARDS
(12 FOR EACH HERO)**



12 TRAINING CARDS



1 VILLAIN DASHBOARD



12 MASTER PLAN CARDS



6 THREAT CARDS



1 CHALLENGE CARD



3 FROZEN TOKENS



3 LOCATIONS



1 DANGER ROOM

Gold Team

COMPONENTS



Guardians Of The Galaxy Remix

COMPONENTS



Maximum Carnage



WELCOME TO THE CARNAGE!

This expansion contains a set of new Villains that players can face individually by simply choosing one and using the basic game rules. It also brings the Carnage Challenge, where Dark Carnage prowls around the game area, infecting people and raising the stakes of any game. Alternatively, players can take on the ultimate challenge of the Sinister Six Mode, where players face all the Villains contained in this expansion at once! Moreover, the Sinister Six Assembled modules allow players to bring Spider-Man Villains from many different boxes, combining them to create countless unique Sinister Six challenges.

COMPONENTS



Phoenix Five

COMPONENTS



HOPE SUMMERS

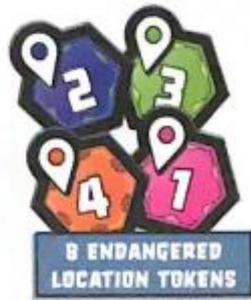


Return Of The Sinister Six



Rise Of The Black Panther

COMPONENTS



Secret Invasion



COMPONENTS



The Age Of Apocalypse

COMPONENTS

X-MAN **MORPH** **MAGNETO** **SABRETOOTH & WILDCILD** **APOCALYPSE** **NEMESIS** **DARK BEAST**

52 HERO CARDS
(12 FOR EACH HERO,
16 FOR X-MAN)

1 EQUIPMENT CARD

1 MISSION CARD

36 MASTER PLAN CARDS
(12 FOR EACH VILLAIN)

19 THREAT CARDS
(6 FOR EACH VILLAIN,
7 FOR APOCALYPSE)

2 VILLAIN DASHBOARDS

1 DARK BEAST DASHBOARD

LOCATIONS

MARVEL UNITED 1

The Coming Of Galactus

OVERVIEW

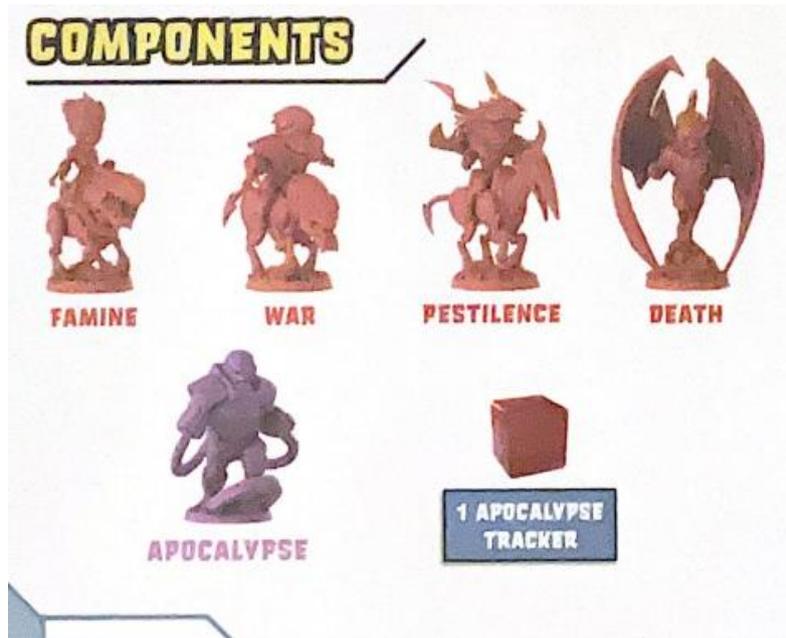
This expansion brings a conflict of truly epic scale to *Marvel United*. The Heroes must take on the insurmountable threat of Galactus himself, as well as the united might of his four Heralds.

This box presents players with a variety of challenges. Facing Galactus, with the four Heralds as his Threats, Heroes must complete a whole series of Missions under the destructive gaze of the Devourer of Worlds in a desperate attempt to stop Galactus and save Earth. Heroes may also face the Heralds of Galactus directly, in an intense game mode where each of them brings their full might to the table. Finally, each of the Heralds can be faced on their own in a variety of encounters.

COMPONENTS



The Horsemen Of Apocalypse



The Infinity Gauntlet



War Of Kings

COMPONENTS



World War Hulk



X-Force

COMPONENTS

CABLE DOMINO SHATTERSTAR CANNONBALL STRYFE



**1 CHALLENGE
CARD**

**48 HERO CARDS
(12 FOR EACH HERO)**

4 LOCATIONS

1 VILLAIN DASHBOARD

**12 MASTER
PLAN CARDS**

**6 THREAT
CARDS**

Rules Summary

RULES SUMMARY

1 Villain Turn, then 3 clockwise Hero Turns. Continue until first Mission is completed. Then, 1 Villain Turn every 2 Hero Turns.

VILLAIN TURN

1. **Add 1 Master Plan card** to the Storyline.

2. **Resolve effects** in order, from top to bottom.

 **Move clockwise this number of Locations.** Trigger  effect on final Location.

 **Resolve BAM!** effects on Villain Dashboard and Threat cards.

- Resolve any **special effect** on the card.
- **Add** the indicated  and  to the Locations around the Villain.
- Resolve Overflow effect on each Location where tokens couldn't be added.



HERO TURN

1. **Draw a Card:** From your deck into your hand.

2. **Play a Card:** Add it to the Storyline.

3. **Resolve Actions:** In any order, all symbols at the bottom of your card and the previous Hero card:

 **Move** to an adjacent Location.

 **Deal 1 damage** to an enemy at your Location:

- Defeat 1 Thug, or
- Remove 1 Health from a Henchman, or
- Remove 1 Health from Villain (after completing 2 Missions).

 **Rescue 1 Civilian** or place **1 Heroic Action** token on the Threat at your Location.

 Resolve **any** action.

- Resolve any **Special Effects** on your card.
- Spend any **Action tokens** to resolve their actions.

4. **Location Effect:** May resolve visible End of Turn effect of your Location.

HERO DAMAGE

Discard 1 card from your hand to the bottom of your deck per damage suffered.

KO'd if you discard the last card in hand. Lay Hero down. **Activate Villain's** .

Next turn, stand back up and **draw 3 cards** before the usual **Draw a Card** step.

WINNING & LOSING

Heroes win if they **remove all Health tokens** from Villain (must complete 2 Missions first).

Heroes lose if:

- Villain completes the Villainous Plot on their Dashboard.
- Villain must play a card, but the Master Plan deck is empty.
- A Hero starts their turn with no cards at all.