

RED SKULL



RED SKULL



VILLAINOUS PLOT

Heroes lose when Fear Track reaches 20.

OVERFLOW

Increase Fear Track by 1 for each token you cannot add.



Deal 1 damage to each Hero in Red Skull's Location and increase fear track by 2.

CORE SET

SEASON 1

RED SKULL

TASKMASTER



TASKMASTER



VILLAINOUS PLOT

Heroes cannot damage Taskmaster as long as there are any Crisis tokens on any Location. (Further special rules apply.)

OVERFLOW

Add a Crisis token to that Location instead.



Deal 1 damage to each Hero in Taskmaster's Location and add 1 Crisis token there.

CORE SET

SEASON 1

TASKMASTER

ULTRON



ULTRON



VILLAINOUS PLOT

Heroes lose when all Locations are fully occupied by or .

OVERFLOW

Add that token to the next Location clockwise instead.



Deal 1 damage to each Hero in Ultron's Location and add there.

CORE SET

SEASON 1

ULTRON

DORMAMMU



DORMAMMU



VILLAINOUS PLOT

Heroes lose when Ritual Track reaches 20. Dormammu can never be damaged but is defeated when last card is drawn. (Further special rules, such as when a Hero is KO'd. Special setup rules also.)

OVERFLOW

Increase Ritual Track by 1 for each token.



Deal 2 damage to each Hero in Dormammu's Location.

KICKSTARTER STRETCH GOAL

SEASON 1

DORMAMMU

BARON ZEMO



BARON ZEMO



VILLAINOUS PLOT

A Hero with any Crisis tokens at the end of their turn must use each of these tokens to cover 1 symbol on the bottom of the card they played this turn (keeping any leftovers).

OVERFLOW

Give 1 Crisis token to the Hero closest to it (going clockwise, Heroes decide in case of tie).



Deal 1 damage to 1 Hero in Baron Zemo's Location and give 1 Crisis token to Hero closest to it.

KICKSTARTER EXCLUSIVE

SEASON 1

BARON ZEMO

BLACK DWARF



BLACK DWARF



VILLAINOUS PLOT

When a Hero is KO'd, Black Dwarf doesn't activate his BAM! Instead, he plays another Master Plan card.

OVERFLOW

Deal 1 damage to each Hero in that Location.



Deal 1 damage to each Hero in Black Dwarf's Location.

INFINITY GAUNTLET

SEASON 1

BLACK DWARF

BULLSEYE



BULLSEYE



VILLAINOUS PLOT

When a Hero is KO'd, Bullseye doesn't activate his BAM! Instead, the Hero gets a KO token. The Heroes also lose when they have a number of KO tokens equal to the number of Heroes.

OVERFLOW

The Heroes lose.



Deal 1 damage to each Hero in Bullseye's Location.

KICKSTARTER EXCLUSIVE

SEASON 1

BULLSEYE

CARNAGE



CARNAGE



VILLAINOUS PLOT

Heroes lose when the Spawn track reaches 10. When a Hero is KO'd, increase the Spawn track by 1.

OVERFLOW

Discard all with a Crisis token from Location with the most . For each discarded, increase the Spawn track by 1.



Deal 1 damage to each Hero in Carnage's Location. Then place 1 Crisis token above each there.

KICKSTARTER EXCLUSIVE

SEASON 1

CARNAGE

CORVUS GLAIVE



CORVUS GLAIVE

VILLAINOUS PLOT

The Heroes lose when they have a number of KO tokens equal to the number of Heroes. When a Hero is KO'd, they get a KO token.

OVERFLOW

Deal 1 damage to each Hero in that Location.



Deal 1 damage to each Hero in Corvus Glaive's Location.

KICKSTARTER EXCLUSIVE

SEASON 1

DOCTOR OCTOPUS



DOCTOR OCTOPUS

VILLAINOUS PLOT

Heroes lose when 4 or more Locations are destroyed. A Location is destroyed when it has 3 Crisis tokens.

OVERFLOW

Add 1 Crisis token to that Location.



Deal 1 damage to each Hero in Doctor Octopus's Location and place 1 Crisis token there.

RETURN OF THE SINISTER SIX

SEASON 1

EBONY MAW



EBONY MAW

VILLAINOUS PLOT

Heroes with any Crisis tokens must play their Hero card randomly on their turn. Then, they discard 1 Crisis token.

OVERFLOW

Each Hero in that Location gets 1 Crisis token.



Deal 1 damage and give 1 Crisis token to each Hero in Ebony Maw's Location.

INFINITY GAUNTLET

SEASON 1

ELECTRO



ELECTRO

VILLAINOUS PLOT

Heroes lose when all Locations in play have a Crisis token. (Further special rules apply regarding Crisis tokens and KO'd Heroes.)

OVERFLOW

Add 1 Crisis token to that Location.



Deal 1 damage to each Hero in Location opposite to Electro's and in both Locations adjacent to that.

RETURN OF THE SINISTER SIX

SEASON 1

GREEN GOBLIN



GREEN GOBLIN

VILLAINOUS PLOT

Heroes lose when all Locations have a Threat card. Game setup has no Threat cards. Green Goblin can't be damaged if there are on dashboard; if you are in his Location, may use to rescue a .

OVERFLOW

Draw 1 Threat card and place it.



Deal 1 damage to each Hero in Green Goblin's Location and draw and place

ENTER THE SPIDER-VERSE

SEASON 1

HELA



HELA

VILLAINOUS PLOT

Heroes lose if all the Heroes are KO'd at the same time. Hela can't take any damage as long as the Fenris Wolf Threat is in play. (Special setup and further rules apply.)

OVERFLOW

If Fenris Wolf is in play, he gains 1 Health. If not, place a Necroswords Threat card.



Deal 1 damage to each Hero in Hela's Location.

KICKSTARTER EXCLUSIVE

SEASON 1

KANG



KANG

VILLAINOUS PLOT

When a Hero is KO'd, Kang doesn't activate his BAM! Instead, he plays another Master Plan card.

OVERFLOW

Add 1 Crisis token to that Location. Locations with a Crisis token lose End of turn effect.



If Kang is in a Location, deal 2 damage to each Hero in Kang's Location and 1 damage to each Hero in adjacent Locations. If Kang is out of play, add to every Location and do not add any indicated on the Master Plan card.

KICKSTARTER EXCLUSIVE

SEASON 1

KILLMONGER



KILLMONGER

VILLAINOUS PLOT

Heroes lose when 4 or more Locations have 3 or more Crisis tokens.

OVERFLOW

Replace the left most / (if present) with a Crisis token.



Deal 1 damage to each Hero in Killmonger's Location. Then, replace the left most / (if present) with a Crisis token.

RISE OF THE BLACK PANTHER

SEASON 1

KINGPIN



KINGPIN

VILLAINOUS PLOT

Heroes lose when Kingpin has discarded all 6 Plan tokens. Special setup: place a Plan token with number side up on each Location. When a Hero is KO'd, Kingpin doesn't activate hi BAM! Instead, he plays another Master Plan card.

OVERFLOW

Deal 1 damage to each Hero in that Location.



Deal 1 damage to each Hero in Kingpin's Location.

KICKSTARTER EXCLUSIVE

SEASON 1

KRAVEN



KRAVEN

VILLAINOUS PLOT

Heroes lose when they are all KO'd at the same time. When a Hero is KO'd, Kraven doesn't activate hi BAM! Instead, he plays another Master Plan card.

OVERFLOW

Choose 1 Hero to take 1 damage.



Deal 1 damage to each hero in Kraven's Location. Plus, any 1 Hero with Crisis tokens takes 1 damage per Crisis token they have.

RETURN OF THE SINISTER SIX

SEASON 1

LOKI



LOKI

VILLAINOUS PLOT

When a Hero is KO'd, Loki doesn't activate his BAM! Instead, draw another Master Plan card and add it facedown in the Storyline.

OVERFLOW

Loki gains 1 Health (may go above his starting Health).



Deal 1 damage to each hero in Loki's Location.

TALES OF ASGARD

SEASON 1

M.O.D.O.K.



M.O.D.O.K.

VILLAINOUS PLOT

Heroes lose if all Hero cards in the Storyline are facedown. When M.O.D.O.K. flips a Hero card, flip the faceup Hero card closest to the start of the Storyline. Special setup: Place the Preparation Master Plan card on top of the rest of the deck after shuffling it.

OVERFLOW

Flip 1 Hero card.



Flip 1 Hero card.

KICKSTARTER EXCLUSIVE

SEASON 1

MYSTERIO



MYSTERIO

VILLAINOUS PLOT

Special setup: shuffle and place Threat cards facedown on Locations. Mysterio can't take damage if there are no Broken Illusion Threat cards faceup. A Hero may spend any 1 action to turn a Threat card faceup at its Location.

OVERFLOW

Draw a Master Plan card and add it facedown in the Storyline.



Turn all tokens in play into and vice versa. Then add to Mysterio's Location.

RETURN OF THE SINISTER SIX

SEASON 1

PROXIMA MIDNIGHT



PROXIMA MIDNIGHT

VILLAINOUS PLOT

Heroes lose if Slaughter track reaches 12.

OVERFLOW

If 1 or more tokens can't be added to a Location, deal 1 damage to each Hero in Proxima Midnight's Location. Increase the Slaughter track by 1 for each that could not be added.



Deal 1 damage to each Hero in Proxima Midnight's Location. Discard all from her Location and increase the Slaughter track by 1 plus the number of discarded.

INFINITY GAUNTLET

SEASON 1

RHINO



RHINO

VILLAINOUS PLOT

When a Hero is KO'd, Rhino doesn't activate his BAM! Instead, give that Hero 1 Crisis token. A Hero with any Crisis tokens must play their next card facedown in the Storyline, and then discard all their Crisis tokens.

OVERFLOW

Draw another Master Plan card and add it facedown in the Storyline.



Deal 1 damage to each Hero in Rhino's Location equal to the number of Locations he entered this turn. Then move all damaged Heroes 1 Location clockwise.

KICKSTARTER EXCLUSIVE

SEASON 1

RONAN



RONAN

VILLAINOUS PLOT

Heroes lose when the group has 4 KO tokens. When a Hero is KO'd, they get a KO token.

OVERFLOW

Deal 1 damage to 1 Hero for each token. (Heroes choose who gets each damage.)



Deal 2 damage to 1 Hero in Ronan's Location.

GUARDIANS OF THE GALAXY REN

SEASON 1

SANDMAN



SANDMAN

VILLAINOUS PLOT

Heroes lose if Sandman reaches 20 Health (may go above starting value). When a Hero is KO'd, Sandman doesn't activate BAM! Instead, he plays another Master Plan card.

OVERFLOW

Sandman gains 2 Health.



Deal 1 damage to each Hero in Sandman's Location. Sandman gains 2 Health

RETURN OF THE SINISTER SIX

SEASON 1

THANOS



THANOS

VILLAINOUS PLOT

Heroes lose if the number of Heroes eliminated from the game equals the starting number of Heroes. When a Hero is KO'd, Thanos doesn't activate BAM! Instead, the Hero is eliminated from the game and replaced by a new Hero.

OVERFLOW

For each such token, turn the leftmost token in that Location into a token. If there are no tokens there, play another Master Plan card.



Deal 2 damage to each Hero in Thanos' Location and 1 damage to each Hero in adjacent Locations.

INFINITY GAUNTLET

SEASON 1

VENOM



THANOS

VILLAINOUS PLOT

Heroes lose if all Heroes are out of the game. A Hero is out of the game when they accumulate 12-2X Crisis tokens where X=number of Heroes. When a Hero is KO'd, Venom doesn't activate BAM! Instead, he plays another Master Plan card.

OVERFLOW

1 Hero gets 1 Crisis token.



Deal 1 damage to each Hero in Venom's Location (2 if they have any Crisis tokens).

Then each Hero there gets 1 Crisis token.

KICKSTARTER EXCLUSIVE

SEASON 1

VULTURE



VULTURE

VILLAINOUS PLOT

Heroes lose if Vulture has obtained enough (13-2X where X=number of Heroes) Crisis tokens (Spoils). Special setup: place 3 Crisis tokens on each Location.

OVERFLOW

Steal 1 Crisis token from that Location.



Steal 1 Crisis token from Vulture's Location (if available). Then move all Heroes to the Location opposite to Vulture. Any Hero in Vulture's Location can prevent this effect by taking 2 damage.

RETURN OF THE SINISTER SIX

SEASON 1

SINISTER SIX



SINISTER SIX

DOCTOR OCTOPUS
MYSTERIO
KRAKEN
ELECTRO
SANDMAN
VULTURE

RETURN OF THE SINISTER SIX

SEASON 1

SINISTER SIX



SINISTER SIX

DOCTOR OCTOPUS
MYSTERIO
KRAKEN
ELECTRO
SANDMAN
VULTURE

RETURN OF THE SINISTER SIX

SEASON 1

CHALLENGES

CHALLENGES

MISSIONS

MISSIONS