

## APOCALYPSE



APOCALYPSE

### VILLAINOUS PLOT

Heroes lose if Apocalypse track reaches 16.

### OVERFLOW

Increase the Apocalypse track by 1.



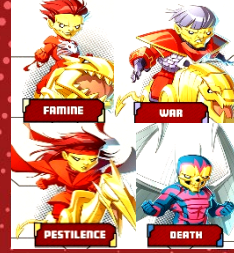
Deal 1 damage to each Hero in Apocalypse's Location and each adjacent Location.

### SPECIAL RULES

Heroes win if the Survival tracker surpasses the Apocalypse tracker. Survival tracker is just damage to the villain. More special rules.

THE HORSEMEN OF APOCALYPSE SEASON 2

## APOCALYPSE: horsemen prelude



APOCALYPSE: horsemen prelude

### VILLAINOUS PLOT

For Famine, War, Pestilence, they succeed if 3 or more Locations are fully occupied, or if a Hero is KO'd; Death succeeds if 2 Heroes are KO'd.

### OVERFLOW

Add token to the next clockwise Location instead.

### SPECIAL RULES

Face Famine, War, Pestilence, Death in that order. A Horseman is defeated if they haven't succeeded after their last card is played. If a Horseman succeeds or is defeated, move on to the next villain. More special rules apply.

THE HORSEMEN OF APOCALYPSE SEASON 2

## ARCADE



ARCADE

### VILLAINOUS PLOT

Heroes lose if Arcade has 4 crisis tokens on his dashboard.

### OVERFLOW

1 Hero takes 2 Crisis tokens.



Deal 1 damage to each Hero for each Crisis token they have. Then, discard their Crisis tokens. Turn all Threat cards facedown, discarding any Action tokens on them.

**SPECIAL RULES:** More special rules apply.

KICKSTARTER EXCLUSIVE SEASON 2

## AVALANCHE



AVALANCHE

### OVERFLOW

Play a Master Plan card facedown.



Deal 1 damage to each Hero in Avalanche's Location and each adjacent Location. Fill the rightmost empty slot in Avalanche's Location with a Crisis token. If there are no empty slots there, discard the rightmost and and replace it with a Crisis token.

KICKSTARTER EXCLUSIVE SEASON 2

## BOB, AGENT OF HYDRA



BOB, AGENT OF HYDRA

### VILLAINOUS PLOT

Heroes lose if the Savings tracker reaches 12.

### OVERFLOW

Increase the Savings tracker by 1.



If there are no Heroes in Bob's Location, increase the Savings tracker by 1. Otherwise, decrease the tracker by 1 for each Hero there.

### SPECIAL RULES

Bob is never under pressure. To damage Bob, all 3 missions must be completed.

DEADPOOL SEASON 2

## BROOD QUEEN



BROOD QUEEN

### VILLAINOUS PLOT

Heroes lose if every Location has a Threat.

### OVERFLOW

Place a Threat card in the Spawn Point Location if vacant. Otherwise, place it in the next clockwise Location without a threat.



The Brood Queen gains 1 Health (may go above starting value) and spawn a Threat as above.

### SPECIAL RULES

More special rules apply.

KICKSTARTER EXCLUSIVE SEASON 2

## CALLISTO



CALLISTO

### OVERFLOW

Deal 1 damage to each Hero there. Play a Master Plan card facedown.



Deal 1 damage to each Hero in Callisto's Location. Then, Callisto moves to the next clockwise Location with a Morlock Tunnels.

### SPECIAL RULES

When a Hero is KO'd, do not activate BAM! Instead place a random cleared Threat card in play in the next possible clockwise Location.

KICKSTARTER EXCLUSIVE SEASON 2

## DARK PHOENIX



DARK PHOENIX

### VILLAINOUS PLOT

Heroes lose if all Locations are turned facedown before any Missions have been completed.

### OVERFLOW

Move Dark Phoenix there and .



Deal 1 damage to each Hero in Dark Phoenix's Location and each adjacent Location.

### SPECIAL RULES

Instead of , Heroes must use to attack Dark Phoenix. More special rules apply.

KICKSTARTER EXCLUSIVE SEASON 2

## DEADPOOL



DEADPOOL

SUPERVILLAIN  
MODE  
NOT  
COMPATIBLE

DEADPOOL

### VILLAINOUS PLOT

Deadpool can't be defeated. **Point.** Ever. Heroes can't win the game. **Never.**

### OVERFLOW

Deal 1 damage to each Hero there.



Deal 2 damage to each Hero in Deadpool's Location and each adjacent location. Player must either shout "OUCH!" or suffer another damage.

### SPECIAL RULES

More weird special rules apply.

DEADPOOL

SEASON 2

## DEADPOOL (CHAOS)



SUPERVILLAIN  
MODE  
NOT  
APPLICABLE

DEADPOOL (CHAOS)

### VILLAINOUS PLOT

This Deadpool is not a villain.

### SPECIAL RULES

Anytime a Hero or a Villain ends a turn in Deadpool's Location, draw a Deadpool Chaos card and resolve its effect.

DEADPOOL

SEASON 2

## DEATHBIRD



DEATHBIRD

SUPERVILLAIN  
MODE

DEADPOOL (CHAOS)

### VILLAINOUS PLOT

Heroes lose if 5 Locations have a Crisis token.

### OVERFLOW

Turn the leftmost there into a .



Deal 2 damage to 1 Hero in Deathbird's Location and turn the leftmost there into a .

### SPECIAL RULES

When a Location has more than place 1 Crisis token on it. If there are more than remove Crisis tokens. More special rules.

KICKSTARTER EXCLUSIVE

SEASON 2

## DOCTOR DOOM



DOCTOR DOOM

SUPERVILLAIN  
MODE

DEATHBIRD

### VILLAINOUS PLOT

Heroes lose if the Doom track reaches 20.  
**OVERFLOW**  
Increase the Doom track by 1 for each token.



Deal 1 damage to each Hero in Doom's Location and each Location with any .

Increase the Doom track by 2

### SPECIAL RULES

are treated as for game purposes. Additional special rules apply.

FANTASTIC FOUR

SEASON 2

DOCTOR DOOM

## EMMA FROST



EMMA FROST

SUPERVILLAIN  
MODE

EMMA FROST

### OVERFLOW

Place 1 Crisis token on the dashboard for each overflow.



Place 1 Crisis token on the dashboard for each Hero in Emma Frost's Location.

### SPECIAL RULES

Heroes can also use to attack the Henchmen. If the number of Crisis tokens is greater than the number of Heroes, play a Master Plan card facedown.

KICKSTARTER EXCLUSIVE

SEASON 2

## JUGGERNAUT



JUGGERNAUT

SUPERVILLAIN  
MODE

JUGGERNAUT

### SPECIAL RULES

When a Hero is KO'd, instead of activating Juggernaut's BAM!, play another Master Plan card facedown in the Storyline.

### OVERFLOW

Deal 1 damage to each Hero in Juggernaut's Location. Play another Master Plan card facedown in the Storyline.



Deal 1 damage to each Hero in Locations Juggernaut left, entered, or moved through.

CORE SET

SEASON 2

## LADY DEATHSTRIKE



LADY DEATHSTRIKE

SUPERVILLAIN  
MODE

JUGGERNAUT

### VILLAINOUS PLOT

Heroes lose if the Hunted Hero is KO'd.

### OVERFLOW

Deal 1 damage to 1 Hero in the Hunted Hero's Location.



Lady Deathstrike moves 1 Location closer to the Hunted Hero, and deals 1 damage to 1 Hero.

### SPECIAL RULES

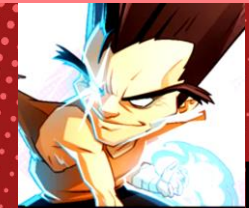
Assign the Hunted token to a Hero, and the Hunted Hero draws 1 additional card.

KICKSTARTER EXCLUSIVE

SEASON 2

LADY DEATHSTRIKE

## LEGION



LEGION

SUPERVILLAIN  
MODE  
NOT  
COMPATIBLE

LADY DEATHSTRIKE

### SPECIAL RULES

Legion is the Personality currently indicated on the last Master Plan card, with corresponding Overflow, , and special rules apply. Heroes must complete 3 missions before Legion can be damaged. When a Hero is KO'd, remove 1 / / token from a Mission that has not yet been completed. When the last Threat is cleared, place 1 Master Plan card from the Storyline to the bottom of the Master Plan Deck. Special deck set up and more special rules apply.

KICKSTARTER EXCLUSIVE

SEASON 2

LEGION



## MAGNETO



MAGNETO

### VILLAINOUS PLOT

Heroes lose if at any moment, there are no at any Locations. The Use Cerebro mission replaces Rescue Civilians mission.

### OVERFLOW

Turn all in that Location and adjacent Locations into .



Add 1 and deal 1 damage to each Hero in Magneto's Location. Each Hero in this and adjacent Locations must discard 1 Action token.

CORE SET

SEASON 2

## MARROW



MARROW

### VILLAINOUS PLOT

Heroes lose if Morlock Tunnels has an Overflow.

### OVERFLOW

Place a random Threat back in play if possible, otherwise place 1 in Morlock Tunnels instead.



Deal 1 damage to 1 Hero in Marrow's Location.

### SPECIAL RULES

When a Hero is KO'd, do not activate BAM!  
Instead add 1 in Morlock Tunnels.  
More special rules apply.

KICKSTARTER EXCLUSIVE

SEASON 2

## MASTERMIND



MASTERMIND

### OVERFLOW

Each Hero alone in their Location takes 1 damage.



Deal 1 damage to each Hero unless they can guess the movement number at the bottom of the Master Plan deck.

### SPECIAL RULES

Mastermind cannot be damaged if there are Crisis tokens in his Location.  
More special rules apply.

KICKSTARTER EXCLUSIVE

SEASON 2

## MISTER SINISTER



MISTER SINISTER

### VILLAINOUS PLOT

Heroes lose immediately if Mister Sinister has collected 9 DNA Samples..

### OVERFLOW

Take 1 DNA Sample from 1 Hero there.



Move each Hero 1 Location closer to Mister Sinister. Then take 1 DNA Sample from 1 Hero in his Location. Heroes without DNA Sample tokens treat all Special Effects on their cards as blank.

BLUE TEAM

SEASON 2

## MOJO



MOJO

### VILLAINOUS PLOT

Heroes lose if Ratings track reaches 15.

### OVERFLOW

Increase the Ratings track by 1.



Increase the Ratings track by 1.

### SPECIAL RULES

Mojo can't take any damage as long as any Hostages remain. More special rules apply.

KICKSTARTER EXCLUSIVE

SEASON 2

## MYSTIQUE



MYSTIQUE

### VILLAINOUS PLOT

Heroes lose if Senator Kelly takes any damage. A Hero in Senator Kelly's Location may take damage instead. When a Hero is KO'd, instead of activating Mystique's BAM!, play another Master Plan card facedown.

### OVERFLOW

Move Senator Kelly 1 Location counter-clockwise and play a Master Plan card facedown.



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

CORE SET

SEASON 2

## NAMOR



NAMOR

### VILLAINOUS PLOT

Heroes lose if there are 3 Crisis tokens in 4 or more Locations.

### OVERFLOW

Place 1 Crisis token there.



Deal 2 damage to 1 Hero in Namor's Location  
Place 1 Crisis token there.

### SPECIAL RULES

More special rules apply.

KICKSTARTER EXCLUSIVE

SEASON 2

## OMEGA RED



OMEGA RED

### OVERFLOW

Deal 1 damage for each overflow, spread among the Heroes in that Location.



1 Hero in any Location takes 1 Crisis token.  
Deal 1 damage to each Hero in Omega Red's Location and each adjacent Location.

### SPECIAL RULES

Heroes with Crisis tokens can't have more than 3 cards in hand at any time.  
More special rules apply.

KICKSTARTER EXCLUSIVE

SEASON 2

## ONSLAUGHT



ONSLAUGHT



### OVERFLOW

Put a random Threat card back in play in the next available clockwise Location if possible, otherwise 1 Hero takes 1 Crisis token.



Each Hero with Crisis tokens deals 1 damage to 1 Hero of their choice in their Location; if alone, they take the damage. Discard all Crisis tokens.

### SPECIAL RULES

When a Hero is KO'd, do not activate BAM! Instead, play a Master Plan card facedown.

KICKSTARTER EXCLUSIVE

SEASON 2

## (PHOENIX FIVE) COLOSSUS



COLOSSUS

SUPERVILLAIN MODE  
6 per villain victory  
+ 2 per villain victory  
- 2 per villain defeated

### OVERFLOW

Play a Master Plan card facedown



Until the next Villain turn, ignore the first damage received in each Hero's turn

### SPECIAL RULES

When a Hero is KO'd, the Villain doesn't activate their BAM! Instead, play another Master Plan card facedown.

**SPECIAL PHOENIX FIVE RULES APPLY**

PHOENIX FIVE

SEASON 2

## (PHOENIX FIVE) CYCLOPS



CYCLOPS

SUPERVILLAIN MODE  
6 per villain victory  
+ 2 per villain victory  
- 2 per villain defeated

### OVERFLOW

Cyclops gains 1 Health (may go above starting value).



Deal 1 damage to each Hero in the Villain's adjacent Locations.

### SPECIAL RULES

When a Hero is KO'd, the Villain doesn't activate their BAM! Instead, play another Master Plan card facedown.

**SPECIAL PHOENIX FIVE RULES APPLY**

PHOENIX FIVE

SEASON 2

## (PHOENIX FIVE) EMMA FROST



EMMA FROST

SUPERVILLAIN MODE  
6 per villain victory  
+ 2 per villain victory  
- 2 per villain defeated

### OVERFLOW

Give each Hero there 1 Crisis token.



Give 1 Crisis token to each Hero in the Villain's Location and to 1 Hero in each adjacent Location. Heroes with any Crisis tokens play their cards randomly and then discard Crisis tokens.

### SPECIAL RULES

When a Hero is KO'd, the Villain doesn't activate their BAM! Instead, play another Master Plan card facedown.

PHOENIX FIVE

SEASON 2

## (PHOENIX FIVE) MAGIK



MAGIK

SUPERVILLAIN MODE  
6 per villain victory  
+ 2 per villain victory  
- 2 per villain defeated

### VILLAINOUS PLOT

Heroes lose if 4 Heroes are KO'd.

### OVERFLOW

Deal 1 damage to each Hero there.



Deal 1 damage to each Hero there.

### SPECIAL RULES

When a Hero is KO'd, the Villain doesn't activate their BAM! Instead, play another Master Plan card facedown. KO'd Heroes are banished.

**SPECIAL PHOENIX FIVE RULES APPLY**

PHOENIX FIVE

SEASON 2

## (PHOENIX FIVE) NAMOR



NAMOR

SUPERVILLAIN MODE  
6 per villain victory  
+ 2 per villain victory  
- 2 per villain defeated

### OVERFLOW

Discard all and add 1 Crisis token there.



Deal 1 damage to 1 Hero there.

### SPECIAL RULES

When a Hero is KO'd, the Villain doesn't activate their BAM! Instead, play another Master Plan card facedown. Locations with any Crisis tokens lose their End of Turn effect.

**SPECIAL PHOENIX FIVE RULES APPLY**

PHOENIX FIVE

SEASON 2

## (PHOENIX FIVE) PHOENIX FORCE



### DIVIDER

This is a divider for the Phoenix Force Threat cards.

### SPECIAL RULES

Phoenix Force cards replace a number of regular Threat cards as follows. For the Phoenix Five campaign, that number is the number of previously defeated Villains. For a standalone game, that number is 2.

PHOENIX FIVE

SEASON 2

## (PHOENIX FIVE) SABRETOOTH



SABRETOOTH

SUPERVILLAIN MODE  
6 per villain victory  
+ 2 per villain victory  
- 2 per villain defeated

### VILLAINOUS PLOT

Heroes lose if the Hunted token is given back to the starting Hero. When a Hero is KO'd, the Hunted token is passed to the next Hero, and another Master Plan card is played facedown.

### OVERFLOW

Deal 1 damage to the Hunted Hero.



Deal 2 damage to 1 Hero (must be Hunted Hero if present) in Sabretooth's Location.

CORE SET

SEASON 2



## SAURON



SAURON



SAURON

### OVERFLOW

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



Deal 1 damage to each Hero in Sauron's Location. 1 Hero there takes 1 extra damage.

### SPECIAL RULES

When a Hero is KO'd, place 1 Crisis token on Sauron's dashboard before activating the BAM!

KICKSTARTER EXCLUSIVE

SEASON 2

## SEBASTIAN SHAW



SEBASTIAN SHAW



SEBASTIAN SHAW

### OVERFLOW

Play a Master Plan card facedown.



If there are any Heroes in Shaw's Location, play another Master Plan card facedown.

### SPECIAL RULES

Sebastian Shaw cannot take more than 1 damage each Hero turn. If a Hero damages Shaw, that Hero takes 2 damage. Heroes with any Crisis tokens play cards randomly, then discard all crisis tokens.

GOLD TEAM

SEASON 2

## SENTINELS + NIMROD



SENTINELS + NIMROD



SENTINELS + NIMROD

### VILLAINOUS PLOT

Heroes lose if Nimrod track reaches 15.

### OVERFLOW

Increase the Nimrod track by 1.

### SPECIAL RULES

Sentinels have no Master Plan deck. Sentinels follow the Sentinel Activation Protocol card. Sentinels and Nimrod may be damaged as soon as they enter the game. Nimrod is always under pressure. When Nimrod KO's a Hero, that Hero is eliminated. Additional special rules apply.

DAYS OF FUTURE PAST

SEASON 2

## SCARLET WITCH + QUICKSILVER



SCARLET WITCH + QUICKSILVER



SENTINELS + NIMROD

### OVERFLOW

Play a Master Plan card facedown.



Deal 1 damage to each Hero in Scarlet Witch's and adjacent Locations. Deal 1 damage to each Hero in Locations Quicksilver left or entered or moved through this turn.

### SPECIAL RULES

When a Hero is KO'd, do not activate BAM! Instead play a Master Plan card facedown. Additional special rules apply.

FIRST CLASS

SEASON 2

SCARLET WITCH + QUICKSILVER

## SHADOW KING



SHADOW KING



SHADOW KING

### OVERFLOW

Give 1 Crisis token to each Hero in there.



Give 1 Crisis token to 1 Hero in Shadow King's Location and each adjacent Location.

### SPECIAL RULES

When a Hero is KO'd, do not activate BAM! Instead play a Master Plan card facedown. When a Hero starts their turn with any Crisis tokens, do some special rule and then discard 1 Crisis token. See special rules.

KICKSTARTER EXCLUSIVE

SEASON 2

## SILVER SAMURAI



SILVER SAMURAI



SILVER SAMURAI

### OVERFLOW

Distribute damage among the Heroes there equal to the number of BAM! there.



Deal 1 damage to 1 Hero in each Location Silver Samurai left, entered, or moved through this turn.

### SPECIAL RULES

When a Hero is KO'd, do not activate BAM! Instead, that Hero must remove 2 cards from the bottom of their deck from the game. The end of turn effect is ignored if there are any BAM! there.

KICKSTARTER EXCLUSIVE

SEASON 2

## SPIRAL



SPIRAL



SPIRAL

### VILLAINOUS PLOT

Heroes lose if Spell Dance track reaches the end.

### OVERFLOW

Remove the rightmost token on the Mission card.



Deal 1 damage to each Hero in Spiral's Location. Advance the Spell track if next symbol matches that on the Master Plan card.

### SPECIAL RULES

Replace regular Missions with the Break the Spell Mission. More special rules apply.

KICKSTARTER EXCLUSIVE

SEASON 2

## SUPER-SKRULL



SUPER-SKRULL



SPIRAL

### VILLAINOUS PLOT

Heroes lose if they have 1 KO token each.

### OVERFLOW

Play a Master Plan card facedown.



Deal 1 damage to each Hero in Apocalypse's Location. Then resolve special effects based on the last Hero card (not listed here).

### SPECIAL RULES

Additional special rules apply.

FANTASTIC FOUR

SEASON 2

SUPER-SKRULL

## STRYFE



**STRYFE**



### VILLAINOUS PLOT

Heroes lose if all Locations are fully occupied by .

### OVERFLOW

Turn all into in the next Location clockwise with any .



Deal 1 damage to each Hero in Stryfe's Location and add 1 in the next Location clockwise with an empty slot.

**SPECIAL RULES:** Additional special rules apply.

X-FORCE

SEASON 2

## TOAD, BLOB, & PYRO



**TOAD + BLOB + PYRO**



### OVERFLOW

Play a Master Plan card facedown.



Effect depends on the Villain.

### SPECIAL RULES

Only Activate the BAM! of Villains listed on the Master Plan card, resolving them in reading order. When a Hero is KO'd, do not activate their BAM! Instead play a Master Plan card facedown. More special rules apply.

KICKSTARTER EXCLUSIVE

SEASON 2

## MISSION CARDS

### MISSIONS

CLEAR THREATS,  
DEFEAT THUGS,  
RESCUE CIVILIANS,  
USE CEREBRO,  
TRAIN HOPE

### BLUE TEAM

CLEAR THREATS,  
DEFEAT THUGS,  
RESCUE CIVILIANS

### GOLD TEAM

CLEAR THREATS,  
DEFEAT THUGS,  
RESCUE CIVILIANS

SEASON 2

## CHALLENGES

ACCELERATED VILLAIN CHALLENGE (Blue Team),  
ACCELERATED VILLAIN CHALLENGE (Gold Team),  
DANGER ROOM CHALLENGE,  
HAZARDOUS LOCATIONS CHALLENGE,  
HARD CHALLENGE,  
HEROIC CHALLENGE,  
MODERATE CHALLENGE,  
SENTINEL I CHALLENGE,  
SENTINEL II CHALLENGE,  
SENTINEL III CHALLENGE,  
TAKEOVER CHALLENGE (Regular or Brutal version)

SEASON 2

TOAD, BLOB, & PYRO

STRYFE

MISSION CARDS

CHALLENGES

## SUPER HERO CARDS

CHASING THE BAD GUY,  
COMEBACK IS COMING,  
CRISIS AVERTED,  
CROWD CONTROL,  
DOESN'T HURT SO BAD,  
EYE OF THE HURRICANE,  
GET READY,  
GETTING UP STRONGER,  
IN THE THICK OF IT,  
LAST CHANCE,  
LOOKING FOR TROUBLE,  
PREEMPTIVE STRIKE,  
SHAKE IT OFF,  
STRATEGIC RETREAT,  
SURPRISE MOVE,  
TAKING YOU WITH ME,  
THWART THE PLAN,  
TO THE RESCUE

SEASON 2

SUPER HERO CARDS

## SUPER VILLAIN CARDS

CAUGHT ALONE,  
COVERT OPERATION,  
FLEXIBLE PLANS,  
GETTING STRONGER? ME TOO!  
I OWN THIS PLACE,  
LOST YOUR POWER?  
MISDIRECTION,  
MORE CRISIS!  
NASTY SURPRISE,  
NOW YOU SEE ME,  
PERSONAL NEMESIS,  
SABOTAGE,  
SAW THAT COMING,  
SECRET ESCAPE DEVICE,  
TERROR IN THE STREETS,  
TIME TO END THIS,  
TWO CAN PLAY THIS GAME,  
YOUR TIME WILL COME

SEASON 2

SUPER VILLAIN CARDS

## OTHER SPECIAL CARDS

FANTASTIC FOUR TEAMUP CARD

SEASON 2

OTHER SPECIAL CARDS

## TRAINING CARDS

**12 cards**  
5 with "discard afterwards",  
7 that are "permanent"

FIRST CLASS

SEASON 2

TRAINING CARDS