

## 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.

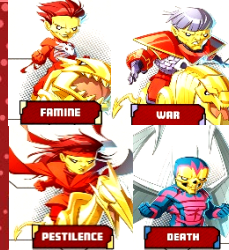
### SPECIAL RULES

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



### 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.



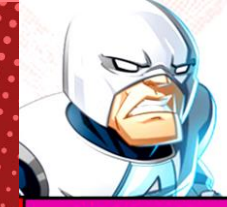
Deal 1 damage to each Hero for each Crisis token they have. Then, discard their Crisis tokens. Turn all Threat cards facedown, discarding any Action tokens on them.

**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 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.

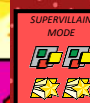
KICKSTARTER EXCLUSIVE

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.

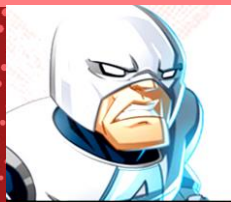
### SPECIAL RULES

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

KICKSTARTER EXCLUSIVE

SEASON 2

## AVALANCHE



AVALANCHE

**REAL NAME:** Dominikos Ioannis Petrakis  
Born in the Greek island of Crete, Dominikos' mutation allows him to generate powerful seismic waves from his hands, creating localized earthquakes. As Avalanche, he was recruited by Mystique to the second Brotherhood of Mutants. Though their schemes were often frustrated by the X-Men, Avalanche remained with the Brotherhood for quite some time. He eventually joined the X-Corps, helping police the mutant community. However, when the mind control he was under was removed, he went on a rampage through Paris, destroying the Eiffel Tower.

KICKSTARTER EXCLUSIVE

SEASON 2

## ARCADE



ARCADE

**REAL NAME:** \*Unrevealed\*  
Pathological liar Arcade's past was a mystery. He killed victims in his deathtrap amusement park, Murderworld. Equipped with a nanomachine-enhanced suit, he possessed powers only when wearing it. He fought against the Avengers, the X-Men, and Canada's Alpha Flight.

KICKSTARTER EXCLUSIVE

SEASON 2

## APOCALYPSE: horsemen prelude

**DEATH** REAL NAME: Warren Worthington III  
After Angel lost his natural wings to gangrene, Apocalypse found him and offered him the role of Death in his Four Horsemen. His failed wings were turned into concealable, razor-sharp bio-metallic ones with neurotoxin-covered projectable blade feathers. The brainwashed Angel became Archangel and accepted the role of Death, the Four Horsemen's most powerful member.

**FAMINE** REAL NAME: Autumn Rolfson  
An anorexic mutant who disintegrated food, Autumn Rolfson was tired of what her family and everyone else thought of her. When given an offer from Apocalypse to join his Four Horsemen as Famine and get revenge, she left immediately. She fought alongside the Horsemen and defeated Marvel Girl in a battle. While on a mission to disintegrate the crops and cattle in what she referred to as America's bread basket, Captain America stopped her. Beaten by Quicksilver in another battle with X-Factor and the X-Men, she went into hiding afterwards.

**PESTILENCE** REAL NAME: Plague  
As a member of the outcast Morlocks, Plague spread a self-producing bio-hazardous disease with the merest of touches, incapacitating her victims. When left untreated, it was fatal. Plague almost perished in the massacre of the Morlocks but Apocalypse saved her. He offered her a chance as Pestilence, one of his Four Horsemen, which she accepted, doing his bidding. In a fight against X-Force, she was killed by Lightspeed who knocked her to her death, ending her reign as Pestilence.

**WAR** REAL NAME: Abraham "Lincoln" Kieros  
Abraham Kieros was a paralyzed soldier waiting for death in an iron lung. He was chosen by Apocalypse to be War in his Four Horsemen. His health was restored and War became Apocalypse's most loyal subject. War's mutation lay in his powerful handclap that released a kinetic force setting off deadly explosions. Constantly at battle against the X-Men, they eventually defeated him.

THE HORSEMEN OF APOCALYPSE

SEASON 2

## APOCALYPSE



APOCALYPSE

**REAL NAME:** En Sabah Nur  
En Sabah Nur was born in Ancient Egypt and left to die in the sun. He was saved by nomads who named him and raised him. Forced into slavery as an adult, he found Pharaoh Rama Tut's alien technology and used it to regenerate and become more powerful while reserving his energy, turning him into Apocalypse. After the X-Men defeated his numerous plans, he created the Four Horsemen using mutant recruits as Pestilence, War, Famine, and Death. When he had all four, he forced them to fight each other for the leader role, which Death won.

THE HORSEMEN OF APOCALYPSE

SEASON 2

## DARK PHOENIX



DARK PHOENIX

**REAL NAME:** Jean Grey  
After the Phoenix Force consumed Jean Grey, caused by the Hellfire Club, she was driven crazy and turned into the Dark Phoenix. Her powers multiplied in this form, giving her supersonic speed among other powers. She was considered the most powerful mutant in the universe in this state but also one of the most dangerous.

KICKSTARTER EXCLUSIVE

SEASON 2

## CALLISTO



CALLISTO

**REAL NAME:** \*Unrevealed\*  
Callisto Powers was the leader of the Morlocks, a group of misfit mutants she created. They liked kidnapping and terrorizing surface dwellers. When Storm took over leadership of the Morlocks through a battle, and ended up saving Callisto more than once, she began to consider the X-Men allies.

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SEASON 2

## BROOD QUEEN



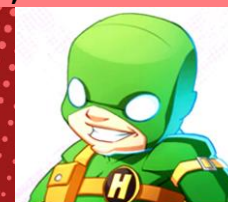
BROOD QUEEN

Insectoid invasive alien race Broods loved to instill fear and suffering in their victims. Their Queen would impregnate victims with Brood embryos, turning them into Brood warriors. When the Brood Queen battled the X-Men and succeeded in impregnating them, they were saved by the Soulforce who cured them and killed the Queen by turning her into a statue.

KICKSTARTER EXCLUSIVE

SEASON 2

## BOB, AGENT OF HYDRA



BOB, AGENT OF HYDRA

**REAL NAME:** Robert Doblin  
Deadpool's sidekick Bob was goaded into joining Hydra by his wife who berated him for not having a steady job. Having met Deadpool on one of his Hydra missions, he was convinced to turn away from the evil corporation and help Deadpool instead. As an honorary member of Agency X, he worked with them as best he could since he had no powers or abilities.

DEADPOOL

SEASON 2



## DEADPOOL



DEADPOOL

SUPERVILLAIN  
MODE  
NOT  
COMPATIBLE

### 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

### 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  
[Crisis tokens]

### VILLAINOUS PLOT

Heroes lose if 5 Locations have a Crisis token.

### OVERFLOW

Turn the leftmost [Crisis token] there into a [Crisis token].



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

### SPECIAL RULES

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

KICKSTARTER EXCLUSIVE

SEASON 2

## DOCTOR DOOM



DOCTOR DOOM

SUPERVILLAIN  
MODE  
[Crisis tokens]

### 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 [Crisis token]. Increase the Doom track by 2

### SPECIAL RULES

[Crisis tokens] are treated as [Crisis tokens] for game purposes. Additional special rules apply.

FANTASTIC FOUR

SEASON 2

## EMMA FROST



EMMA FROST

SUPERVILLAIN  
MODE  
[Crisis tokens]

### 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 [Crisis tokens] to attack the Henchmen. If the number of Crisis tokens is greater than the number of Heroes, play a Master Plan card facedown. More special rules apply.

KICKSTARTER EXCLUSIVE

SEASON 2

## JUGGERNAUT



JUGGERNAUT

SUPERVILLAIN  
MODE  
[Crisis tokens]

### 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  
[Crisis tokens]

### 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.

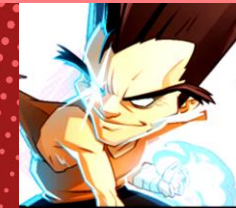
### SPECIAL RULES

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

KICKSTARTER EXCLUSIVE

SEASON 2

## LEGION



LEGION

SUPERVILLAIN  
MODE  
NOT  
COMPATIBLE

### SPECIAL RULES

Legion is the Personality currently indicated on the last Master Plan card, with corresponding Overflow, [Crisis tokens], and special rules apply. Heroes must complete 3 missions before Legion can be damaged. When a Hero is KO'd, remove 1 [Crisis tokens]/[Crisis tokens]/[Crisis tokens] 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

## DOCTOR DOOM



**DOCTOR DOOM**

**REAL NAME:** Dr. Victor von Doom

Doctor Doom is a Latverian politician who serves as the monarch and supreme leader for the Kingdom of Latveria. He was scarred from an accident and wears an iron mask and armor to hide his face. Considered to be one of the most brilliant scientists on earth, he is also a sorcerer with the ability to match the magic of the most powerful beings in the universe. His driving force is to bring order to humanity through world conquest. With no equal, he has become the foe of superhumans and cosmic beings alike, but his arch enemy is the Fantastic Four.

FANTASTIC FOUR

SEASON 2

## DEATHBIRD



**DEATHBIRD**

**REAL NAME:** Cal'syee Neramani

Cal'syee Neramani was the heir to the throne of the Shi'ar Empire. She was fiercely proud of her birdlike features and her ability to fly. However, this also caused her to experience uncontrollable fits of rage that eventually caused her to kill her mother and sister. The right to the throne was taken from her and she was renamed Deathbird. She took a liking to Bishop but their relationship ended in her betrayal.

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SEASON 2

## DEADPOOL (CHAOS)



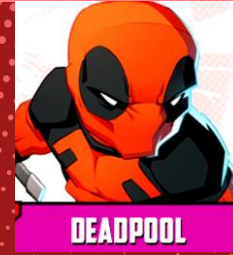
**REAL NAME:** Wade Wilson

The "Marc with a Mouth" started out as international ass\_ Do I really need to type this again? Listen, it's the same character, but now as a Villain...

DEADPOOL

SEASON 2

## DEADPOOL



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DEADPOOL

SEASON 2

## LEGION



**LEGION**

**REAL NAME:** David Haller

Omega-level mutant David Haller's abilities manifested in a terrorist attack ending with the terrorists' minds being incinerated, leaving Heller with dissociative identity disorder. One of the personalities was the melded mind of the terrorist leader Jemal Karami. Karami was able to use Haller's telepathic abilities against him by introducing his split personalities back to him, taking away much of his control. When Xavier discovered Legion was actually his son, he worked to free him from the personalities, each of whom had their own set of powers.

KICKSTARTER EXCLUSIVE

SEASON 2

## LADY DEATHSTRIKE



**LADY DEATHSTRIKE**

**REAL NAME:** Yuriko Oyama

Yuriko Oyama's father, Lord Dark Wind, created the process that would bond Adamantium to bone. After years of abuse by him, Yuriko enlisted help from Daredevil to get revenge by freeing her lover Kira, who was under her father's power. Instead Kira killed himself. Yuriko was overwhelmed with grief and embraced her father's theories on revenge, becoming Lady Deathstrike. This led to her constant clashing with Wolverine, who wanted revenge on Lord Dark Wind.

KICKSTARTER EXCLUSIVE

SEASON 2

## JUGGERNAUT



**JUGGERNAUT**

**REAL NAME:** Cain Marko

Born without mutant genes, Cain Marko gained his powers after touching the Crimson Gem of Cyttorak, which turned him into the superhuman Juggernaut. He later learned that he was Cyttorak's avatar designed to remove human freewill. With the X-Men's help, he foiled the plan. Having grown up as Charles Xavier's stepbrother, Cain had hated him for his innate powers. He spent his life in pursuit of ending Xavier's but was unsuccessful with each attempt.

CORE SET

SEASON 2

## EMMA FROST



**EMMA FROST**

**REAL NAME:** Emma Grace Frost

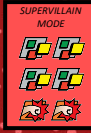
Emma Frost's telepathic abilities started manifesting in school, allowing her to get answers from fellow classmate's minds. Her abilities included turning her body into an organic diamond form and astral projection. Frost moved up the ranks in the Hellfire Club to become White Queen and the headmistress at the Massachusetts Academy for Mutants. She later helped the X-Men, though her allegiance stayed on the side of evil.

KICKSTARTER EXCLUSIVE

SEASON 2



## 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 .

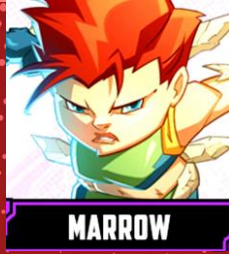


Add 1 and deal 1 damage to each Hero in Magneto's Location. Each Hero in this and adjacent Locations must discard 1 Action token.

CORE SET

SEASON 2

## MARROW



### 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



## MISTER SINISTER



MISTER SINISTER

**REAL NAME:** Nathaniel Essex  
Genius Victorian geneticist Nathan Essex was given powers by Apocalypse, becoming Mister Sinister. Using DNA from mutants, he isolated the mutation gene and was able to inject himself with different powers. He experimented on as many mutants as he could get his hands on. Later, disguising himself as Doctor Robert Windsor, he brought back the Weapon X program as a way to experiment further.

BLUE TEAM

SEASON 2

## MASTERMIND



MASTERMIND

**REAL NAME:** Jason Wyngarde  
Jason Wyngarde was enlisted by Magneto into the original Brotherhood of Mutants. As Mastermind, he used his mental powers to create powerful illusions and alter the minds of the Brotherhood's enemies. Later, he joined the influential Hellfire Club, taking the position of Black Rook. As a bid for admission into its Inner Circle, Mastermind used his powers to alter Jean Grey's personality, bringing her into the Hellfire Club as the Black Queen (who was in reality a duplicate created by the Phoenix Force). This process helped trigger her transformation into the insane Dark Phoenix, lashing back at Mastermind and disgracing him with the Hellfire Club.

KICKSTARTER EXCLUSIVE

SEASON 2

## MARROW



MARROW

**REAL NAME:** Sarah  
Sarah's mutation allows her to control the growth and shape of her bone structure, using her bone protrusions as extra protection, melee weapons, and even projectiles. She was originally part of the underground-dwelling Morlocks, led by Callisto. When she gained full control of her powers, she joined the Gene Nation terrorist group, punishing humans for their hatred towards mutants. Clashing against the X-Men, Marrow had her heart torn out by Storm, though, having two hearts, she survived. She was later recruited into the Weapon X program, only to betray the organization and lead a series of attacks against them. Eventually, Cable got her to join his X-Force black ops team.

KICKSTARTER EXCLUSIVE

SEASON 2

## MAGNETO



MAGNETO

**REAL NAME:** Erik Magnus Lehnsherr  
Erik Lehnsherr, an Auschwitz survivor, first met Charles Xavier when the two were young men. The two new friends shared many debates about mutantkind's place in the world. Fearing the judgment and hatred that he foresaw humanity bringing to bear against mutants, Erik ultimately abandoned Xavier, believing the professor's more pacifist views to be incompatible with his own. Erik became Magentio: master of magnetism, archnemesis of the X-Men, and founder of the Brotherhood of Evil Mutants, a radical group dedicated to the "protection" of mutants using violence and other extremist means.

CORE SET

SEASON 2

## OMEGA RED



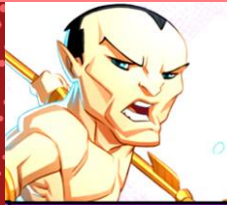
OMEGA RED

**REAL NAME:** Arkady Gregorovich Rossovich  
Arkady Gregorovich Rossovich was a Russian mutant who murdered civilians in his position in the Spetsnaz and was executed when his crimes were discovered. His regenerative mutant powers kept him alive, so he was sent to a government run super-soldier project where he was tortured and his skin turned white. Implanted with Carbonadium tentacles, he was only able to survive by draining the life force from his victims. He fought the X-Men throughout.

KICKSTARTER EXCLUSIVE

SEASON 2

## NAMOR



NAMOR

**REAL NAME:** Namor McKenzie  
Half-human, half-Atlantean, Prince Namor assisted many groups including the X-Men, the Defenders, and the Avengers. Able to control others with his telepathy, he could also command sea life, and he has the ability to fly. His powers strengthened when he was in water. He teamed up with evil Doctor Doom to create the Cabal, later betraying it and creating one that aided people instead. But in the end, he went back to the X-Men, sharing Atlantis with them.

KICKSTARTER EXCLUSIVE

SEASON 2

## MYSTIQUE



MYSTIQUE

**REAL NAME:** Raven Darkholme  
Abandoned at an early age after her shapeshifting mutation revealed itself, Raven Darkholme fended for herself. Able to psionically alter her cells at will, she had the power to exactly duplicate any living creature, though she couldn't take on their powers. A strong believer in preserving mutants, she vacillated between helping humans and fighting them, often engaging in criminal activity. As a member of Magneto's Brotherhood of Evil Mutants and later a leader of it, she fought many groups, including the X-Men.

CORE SET

SEASON 2

## MOJO



MOJO

**REAL NAME:** Mojo  
Ruler of Mojo World in the Mojoverse dimension, Mojo was a member of the Spineless Ones, a civilization that surpassed Earth's technology. But technology led them to an obsession with television, with ratings controlling everything. After he gave Psylocke cybernetic eyes, he was able to observe the X-Men without them knowing and Mojo broadcast their adventures on his planet.

KICKSTARTER EXCLUSIVE

SEASON 2



**ONSLAUGHT****ONSLAUGHT**

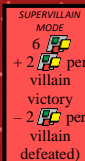
**OVERFLOW**  
Put a random Threat card back in play in the next available clockwise Location if possible, otherwise 1 Hero takes 1 Crisis token.

**BAM!**

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**

**OVERFLOW**  
Play a Master Plan card facedown

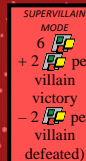
**BAM!**

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**

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

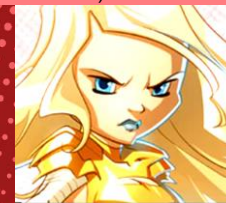
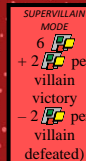
**BAM!**

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**

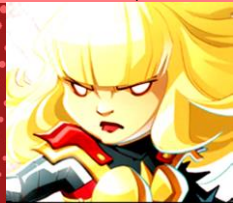
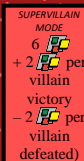
**OVERFLOW**  
Give each Hero there 1 Crisis token.

**BAM!**

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**

**VILLAINOUS PLOT**  
Heroes lose if 4 Heroes are KO'd.

**OVERFLOW**  
Deal 1 damage to each Hero there.

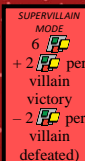
**BAM!**

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**

**OVERFLOW**  
Discard all and add 1 Crisis token there.

**BAM!**

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

**SABRETOOTH****SABRETOOTH**

**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.

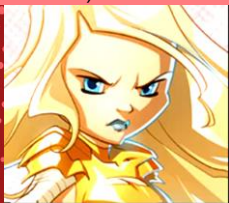
**BAM!**

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

CORE SET SEASON 2



(PHOENIX FIVE) **EMMA FROST**



**EMMA FROST**

**REAL NAME:** Emma Frost

Emma Frost used her powerful telepathy to plot against the Avengers while possessed with the Phoenix Force. Able to determine their plans and hiding places, she used the knowledge to help the Five fight them. As the Phoenix Force grew in Emma Frost, she used her mind to find and kill those who had hurt mutants, even if accidental. Her need to be worshiped consumed her and she turned against her fellow X-Men. When only she and Cyclops remained, their once friendly relationship turned menacing and she taunted him into taking her powers. Once she was powerless, only Cyclops remained.

PHOENIX FIVE

SEASON 2

(PHOENIX FIVE) **CYCLOPS**



**CYCLOPS**

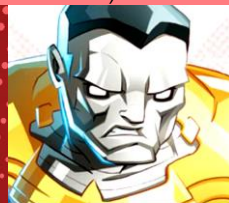
**REAL NAME:** Scott Summers

Possessed by the Phoenix Force after it was split by Iron Man, Cyclops worked to create a mutant Utopia on Earth with the four other afflicted X-Men. Worried that their plan would turn evil, the Avengers set out to stop the Phoenix Five. As the members decreased during battles they lost against the Avengers, Cyclops continued to fight, growing more powerful and greedy along the way. When only he and Emma Frost remained, Cyclops realized he would perish in a battle against the Avengers and X-Men, so he took Frost's power. This transformed him into the Dark Phoenix.

PHOENIX FIVE

SEASON 2

(PHOENIX FIVE) **COLOSSUS**



**COLOSSUS**

**REAL NAME:** Piotr Nikolaievitch Rasputin

When Colossus was possessed by the Phoenix Force, he was also under Cyttorak's power as Juggernaut. Colossus felt he was doing great deeds for the world as part of the Phoenix Five and asked to be freed of evil Juggernaut but his wish was denied. During a battle against the Avengers, he and Magik encountered Spider-Man. She wanted to end him, but Colossus wanted to let him go. Spider-Man fueled their argument by taunting them, ending in a fight between Colossus and Magik that resulted in the loss of their portions of the Phoenix Force.

PHOENIX FIVE

SEASON 2

**ONSLAUGHT**



**ONSLAUGHT**

Living inside Charles Xavier's consciousness was a sentient psionic entity created during a telepathic battle with Magneto. After Xavier turned off Magneto's mind, he ended up absorbing anger, hatred, and lust for revenge from Magneto. His own anger mixed and Onslaught was created. When Xavier's anger reached a boiling point, Onslaught woke up and was able to take over his body. He was taken on by the X-Men, the Fantastic Four, and the Avengers, who were able to free the trapped professor.

KICKSTARTER EXCLUSIVE

SEASON 2

**SABRETOOTH**



**SABRETOOTH**

**REAL NAME:** Victor Creed

Born with superhuman strength, fangs and claws, and a way to insulate himself against the cold. Victor Creed was rejected by his abusive family and set out on his own. As Sabretooth. He was an assassin and mercenary for various organizations including Team X, part of the Weapon X program. Though friendly at first, he became the sworn enemy of Wolverine. The two battled constantly and Sabretooth often pretended to be an ally of the X-Men, always turning on them in the end.

CORE SET

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) **NAMOR**



**NAMOR**

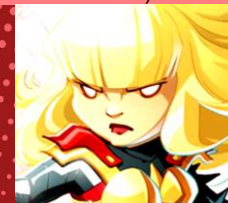
**REAL NAME:** Namor McKenzie

Along with Cyclops, Colossus, Magik, and Emma Frost, Namor was also possessed by the Phoenix Force after it was dispersed among them. Instead of wanting to just imprison the pursuing Avengers, Namor sought to end them. Knowing there were Avengers hiding in Wakanda, he went there and manifested a giant wall of lake water to drown them. It killed innocent civilians, but not the Avengers who then defeated him. Upon his death, his power passed to the remaining Four.

PHOENIX FIVE

SEASON 2

(PHOENIX FIVE) **MAGIK**



**MAGIK**

**REAL NAME:** Ilyana Rasputin

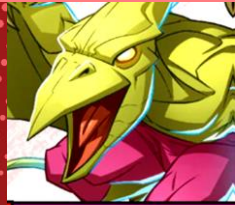
After the Phoenix Force possessed Magik, she used her teleportation powers to create a prison in the Limbo dimension to hold members of the Avengers captive. As the Phoenix Force grew within her, its power-hungry aspect intensified. When confronted by Spider-Man, Magik wanted Colossus to kill or maim him. But he wouldn't agree to it, causing an argument to break out between them. Seeing an advantage, Spider-Man egged them on. When the fight turned physical, both Magik and Colossus lost their Phoenix Force power. This left only Cyclops and Emma Frost remaining.

PHOENIX FIVE

SEASON 2



## 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!

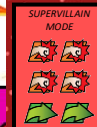
KICKSTARTER EXCLUSIVE

SEASON 2

## SEBASTIAN SHAW



SEBASTIAN SHAW



### 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



### 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



### 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.

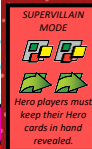
FIRST CLASS

SEASON 2

## 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



### OVERFLOW

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

KICKSTARTER EXCLUSIVE

SEASON 2

## 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



### 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

## SCARLET WITCH + QUICKSILVER



SCARLET WITCH +  
QUICKSILVER

**SCARLET WITCH** REAL NAME: Wanda Maximoff  
After being kidnapped as babies by the High Evolutionary, Wanda Maximoff and her twin brother Pietro were experimented on and later returned to their family. Wanda discovered her ability to create fire with her mind after setting a neighboring house alight. The villagers dubbed her a "Scarlet Witch" and turned on her. Saved by Magneto, she and her brother joined the Brotherhood of Evil Mutants. Using her ability to manipulate minds, Scarlet Witch infused others with visions of despair, including members of the X-Men. She fought for Magneto until he almost killed Quicksilver in an attempt to end the X-Men. Her allegiance to him crumbled.

**QUICKSILVER** REAL NAME: Pietro Maximoff  
Pietro Maximoff experienced the same beginnings as his twin Wanda. His strongest ability was the power to run at the speed of sound. Fiercely protective of his sister, he whisked her away when the villagers attacked their camp when their father was caught stealing food. They grew up in hiding, surviving as best they could. After Wanda's fateful fire, Magneto stepped in and rescued them, convincing them to join the Brotherhood of Evil Mutants. Magneto called him Quicksilver and he aided in the plots to destroy the X-Men. When Magneto was bested by Stranger, Quicksilver and Scarlet Witch took the opportunity to quit the Brotherhood.

FIRST CLASS

SEASON 2

## SENTINELS + NIMROD



SENTINELS + NIMROD

Nimrod was the powerfully advanced prototype of the mutant-hunting Sentinels. His programming allowed him to read the abilities of foes and make modifications in order to beat them. He fought many mutants in both the X-Men and the Hellfire's Inner Circle. After meeting Sentinel Master Mold, the powerful force absorbed Nimrod and Bastion was born, wreaking even more havoc on the X-Men.

DAYS OF FUTURE PAST

SEASON 2

## SEBASTIAN SHAW



SEBASTIAN SHAW

**REAL NAME: Sebastian Hiram Shaw**  
Mutant Sebastian Shaw started out in Pittsburgh poor and became a billionaire by 40 as the tycoon of Shaw Industries. After joining the Hellfire Club, he worked his way to the Inner Circle, eventually taking over the top position as Black King and made Emma Frost the White Queen. His goal was for mutants to take over the world, the opposite of the X-Men's who wanted to unite humans and mutants. His abilities included kinetic energy absorption, enabling him to gain strength in battle, making him a powerful foe to beat. He never lost sight of his desire to eliminate humans and continued battling the X-Men.

GOLD TEAM

SEASON 2

## SAURON



SAURON

**REAL NAME: Karl Lykos**  
After being bitten by a mutated pterodactyl, Dr. Karl Lykos was infected with a vampiric need to drain energy to survive. He used hypnosis on his patients to drain them, including Havok, whose energy turned Lykos into the reptilian Sauron. His Sauron half battled the X-Men while his Lykos half helped them. His power as Sauron became too strong and he joined the Brotherhood of Evil Mutants, leaving his Lykos part behind.

KICKSTARTER EXCLUSIVE

SEASON 2

## SUPER-SKRULL



SUPER-SKRULL

**REAL NAME: K'I'rt**  
After the Fantastic Four stopped the Skrulls' attempted invasion of Earth, Skrull Emperor Dorrek invested vast resources into creating a superbeing of his own. K'I'rt, a decorated soldier and warrior of the Skrull empire, was chosen to undergo a process that endowed him with all the powers of the Fantastic Four, except, when powered by an interstellar beam, far stronger.

FANTASTIC FOUR

SEASON 2

## SPIRAL



SPIRAL

**REAL NAME: Rita Wayword**  
A created agent of Mojo, Spiral was one of his favorites. She was sent to capture Longshot who'd escaped to earth but ended up staying and joining the Freedom Force battling the Avengers, the X-Men, Firestar, and many more. She helped at the Body Shoppe, transforming Lady Deathstrike and others with the same genetic altering that was used on her. She eventually joined the X-Force team, led by Storm.

KICKSTARTER EXCLUSIVE

SEASON 2

## SILVER SAMURAI



SILVER SAMURAI

**REAL NAME: Kenuichio Harada**  
Billing himself as a warrior for hire, mutant Kenuichio Harada was trained in medieval samurai. As a bodyguard for HYDRA agent Viper, he clashed with many mutants and heroes. With the ability to add a field of tachyon energy from his body, he most successfully focused it at his sword, making it indestructible. Bested by Wolverine in a fight, he lost his hand at the wrist and wasn't seen again.

KICKSTARTER EXCLUSIVE

SEASON 2

## SHADOW KING



SHADOW KING

**REAL NAME: Amahl Farouk**  
Mysterious foe of the X-Men, Shadow King's origins are murky. He used bodies as hosts, connecting to them with his telepathic energy from the astral plane. He used his powers for evil, sending psychic bolts at his opponents. His biggest desire was to dominate humankind. Though Xavier defeated his physical form, he was able to continue his fight from the astral plane.

KICKSTARTER EXCLUSIVE

SEASON 2




## 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

## 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 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

## OTHER SPECIAL CARDS

FANTASTIC FOUR TEAMUP CARD

SEASON 2

## TRAINING CARDS

### 12 cards

5 with "discard afterwards",  
7 that are "permanent"

FIRST CLASS

SEASON 2

## CHALLENGES

ACCELERATED VILLAIN CHALLENGE  
(Blue Team),  
ACCELERATED VILLAIN CHALLENGE  
(Gold Team),  
DANGER ROOM CHALLENGE,  
HAZARDOUS LOCATIONS CHALLENGE,  
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HEROIC CHALLENGE,  
MODERATE CHALLENGE,  
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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

## TOAD, BLOB, & PYRO



**TOAD REAL NAME: Mortimer Toynbee**

Mortimer Toynbee grew up in an orphanage after being abandoned by his family. His froglike ability to leap superhuman heights, a tongue used as a whip, and venom shot from his mouth made him a formidable foe. But his trust issues caused him strife. He joined the Brotherhood of Evil Mutants but his allegiance to Magneto waned after he was left behind in battle and later taunted by him. He often struck out on his own, attacking Avengers, X-Men, and other villains alike. Feeling like an outcast, he jumped from group to group, eventually settling with 198, a group of mutant refugees.

**BLOB REAL NAME: Frederick "Fred" J. Dukes**

Fred Dukes used his mutant abilities as a freak in a carnival but was pursued by Charles Xavier to be part of the X-Men. After refusing, he returned with the circus performers to take over the group. Magneto invited him to join the Brotherhood of Evil Mutants, but Blob was hit in crossfire during a fight with the X-Men. Feeling frustrated, he joined Factor Three until he was rescued by the X-Men. Though he was repeatedly saved by the X-Men, he always stayed on the side of evil, ending up with a group called X-Cell.

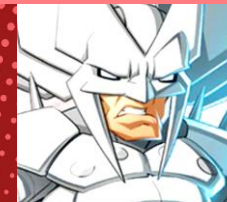
**PYRO REAL NAME: St. John Allerdyce**

Australian journalist and novelist St. John Allerdyce was asked to join the Brotherhood of Evil Mutants by Mystique. He was able to create fires and turn them into creatures able to attack others. As Pyro, he fought – and lost – to the X-Men many times. Continuing on with the Brotherhood when it became Freedom Force, he fought with them until he contracted the Legacy Virus.

KICKSTARTER EXCLUSIVE

SEASON 2

## STRYFE



**STRYFE**

**REAL NAME: Clone of Nathan Christopher Summers**

When Nathan Summers was pulled into the future by Mother Askani to save him from a techno-organic virus injection, she created a clone in case he didn't survive. Cable did survive and Apocalypse kidnapped the baby clone, dubbing him Stryfe. Trained to be evil, Stryfe possessed Cable's powers and Apocalypse hoped to embody him. Nathan Summers killed the Super Villain before the transition could happen and Cable and Stryfe became lifelong enemies. Stryfe introduced the lethal Legacy Virus to the world, killing many mutants. He was eventually defeated by the demon Blackheart, ending his reign of terror.

X-FORCE

SEASON 2

## TRAINING CARDS

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

FIRST CLASS

SEASON 2

## OTHER SPECIAL CARDS

FANTASTIC FOUR TEAMUP CARD

SEASON 2

## SUPER VILLAIN CARDS

CAUGHT ALONE,  
COVERT OPERATION,  
FLEXIBLE PLANS,  
GETTING STRONGER? ME TOO!  
I OWN THIS PLACE,  
LOST YOUR POWER?  
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SEASON 2