

CAPTAIN CARTER



	3
	5
	5
	4

CAPTAIN CARTER

SHIELD THROW (x2)

in an adjacent Location OR Recharge your Captain Carter's Shield Equipment at the end of your turn.

RESOURCEFUL

Give 1 , , or token from the pool to another Hero.

INSPIRING LEADERSHIP

Give 1 token from the pool to another Hero. Then, they draw 1 card.

CORE SET

SEASON 3

BLACK PANTHER (SHURI)



	3
	5
	3
	7

BLACK PANTHER

SHIELDING (x2)

Draw 1 card OR Treat the on this card as and recharge your Hard Light Shield Equipment at the end of your turn.

GIFTED STRATEGIST

Reveal the top 2 cards of the Master Plan deck. You may either put 1 at the bottom of the deck or place them back in any order.

LAB GENIUS

Give 1 token from the pool to another Hero. Then, they draw until they have 3 cards.

CORE SET

SEASON 3

IRONHEART



	3
	6
	4
	4

IRONHEART

TECH GENIUS (x2)

This turn, you may treat as OR gain 1 token.

MAXIMUM FIREPOWER

You may discard 1 Action token to against a single target in your or an adjacent Location.

N.A.T.A.L.I.E.

Distribute 1 and 1 token from the pool among Heroes.

CORE SET

SEASON 3

SPIDER-MAN 2099 (ORIGINAL)



	4
	4
	5
	5

SPIDER-MAN 2099

SPINNERETS

[STARTING HAND]

As long as this card is faceup in the Storyline, if there are no symbols at the bottom of the 2 latest Hero cards in the Storyline, you may perform 1 free on your turn.

ACCELERATED VISION

Reveal the top card of the Master Plan deck.

TALONS AND FANGS

ENTANGLING WEBS

Attach a Stunned token to a Villain or Henchman in your Location. Next Villain turn, their BAM! is cancelled and the token is discarded.

CORE SET

SEASON 3

LOKI



	7
	4
	3
	2

LOKI

SCEPTER

OR Recharge your Scepter Equipment at the end of your turn.

SHAPESHIFTING

Until the beginning of your next turn, when you take damage, you may redirect it to another Hero or Henchman in any Location.

MISLEADING

Next Villain turn, when the Master Plan card is revealed, you decide which Location the Villain moves to, ignoring the movement instructions on the card.

CORE SET

SEASON 3

MIGHTY THOR



	4
	4
	3
	6

MIGHTY THOR

MJOLNIR (x2)

against a single target in your Location.

TELEPORTATION

Move to any Location. You may bring any number of Heroes in your Location with you.

ENERGY REDIRECTION

All Heroes in your Location cannot take any damage until the beginning of your next turn.

CORE SET

SEASON 3

COSMIC GHOST RIDER



	3
	2
	5
	5

COSMIC GHOST RIDER

COSMIC PENANCE

against a single target in your Location.

COSMIC HELLFIRE

Defeat all in your Location.

COSMIC VILLAIN PUNISHMENT

Defeat 1 in your and both adjacent Locations.

REMOTE POSSESSION

At the end of this turn, you can instead use the End of Turn effect of any single Location with no Threat as if you were there.

CORE SET

SEASON 3

NOVA (FRANKIE RAYE)



	4
	2
	3
	7

NOVA - FRANKIE RAYE

PYROKINESIS

[STARTING HAND]

As long as this card is faceup in the Storyline, at the beginning of your turn, you may place 1 Crisis token in an adjacent Location to there.

NOVA FLAME (x3)

Discard 1 card from your hand to the bottom of your deck to deal 1 damage to EVERYTHING else in your Location. Discard all there.

THE COMING OF GALACTUS

SEASON 3

BLACK BOLT



BLACK BOLT

	5
	3
	2
	6

TERRIGENESIS

[STARTING HAND]

As long as this card is faceup in the Storyline, you may reveal and immediately use any Terrigen Mist token in your Location.

MATTER & ENERGY MANIPULATION (x2)

Heroes in your Location cannot take any damage until the beginning of your next turn OR perform against each , Henchman, and Villain in your Location.

LEADERSHIP

Distribute any combination of 2 , , or tokens from the pool among the Heroes.

HYPERBOLIC SCREAM

against a single target in the opposite Location.

BOND WITH MEDUSA

You may consider any faceup Medusa card as the previous Storyline card OR Medusa draws until 3 cards in hand.

WAR OF KINGS

SEASON 3

MEDUSA



MEDUSA

	3
	6
	2
	5

TERRIGENESIS

[STARTING HAND]

As long as this card is faceup in the Storyline, you may reveal and immediately use any Terrigen Mist token in your Location.

FANTASTIC FOUR CONNECTION (x2)

OR, if the Fantastic Four card is in play, perform actions of the same type as all Action tokens on the Fantastic Four card.

QUEEN OF INHUMANS

Another hero of your choice immediately performs .

TRICHOKINESIS

Defeat 2 or rescue 2 in your Location.

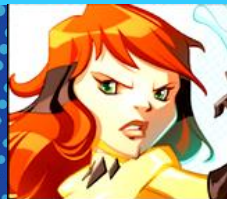
BOND WITH BLACK BOLT

You may consider any faceup Black Bolt card as the previous Storyline card OR Black Bolt draws until 3 cards in hand.

WAR OF KINGS

SEASON 3

CRYSTAL



CRYSTAL

	4
	3
	5
	4

TERRIGENESIS

[STARTING HAND]

As long as this card is faceup in the Storyline, you may reveal and immediately use any Terrigen Mist token in your Location.

FANTASTIC FOUR CONNECTION

OR, if the Fantastic Four card is in play, perform actions of the same type as all Action tokens on the Fantastic Four card.

HYDROKINESIS

against up to 3 targets in your and adjacent Locations.

PYROKINESIS

against one target in an adjacent Locations.

AEROKINESIS

Relocate , between your and adj. Locations.

GEOKINESIS

Place the Seismic Barrier token between your Location and an adjacent one. A Villain trying to move through the Seismic Barrier must stop in the preceding Location and remove the token.

WAR OF KINGS

SEASON 3

GORGON



GORGON

	4
	2
	5
	5

TERRIGENESIS

[STARTING HAND]

As long as this card is faceup in the Storyline, you may reveal and immediately use any Terrigen Mist token in your Location.

TERRIGEN ENHANCED

STRENGTH (x3)

Gain 1 token or against a single target in your Location.

SEISMIC SHOCKS

in both adjacent Locations.

WAR OF KINGS

SEASON 3

KARNAK



KARNAK

	4
	5
	3
	6

FORESIGHT

[STARTING HAND]

As long as this card is faceup in the Storyline, if you are in the Villain's Location, you may look at the top 2 cards in the Master Plan deck, then put them back in the same order.

MASTER MARTIAL ARTIST (x2)

Double each on the previous Hero card in the Storyline.

PRECOGNITION (x2)

Double each on the previous Hero card in the Storyline.

WAR OF KINGS

SEASON 3

LOCKJAW



LOCKJAW

	3
	1
	6
	6

TRACKING SENSE (x2)

Move to any Location containing a Hero, Henchman, or Villain and there.

INTER-DIMENSIONAL

TELEPORT (x2)

Move to any Location. You may bring any Heroes in your Location with you.

WAR OF KINGS

SEASON 3

TRITON



TRITON

	3
	2
	5
	8

TERRIGENESIS

[STARTING HAND]

As long as this card is faceup in the Storyline, you may reveal and immediately use any Terrigen Mist token in your Location.

AQUATIC PHILOSOPHY

[STARTING HAND]

Place a Water token in 3 different Locations if there are none in play. Otherwise, you may move 1 Water token to any other Location without one.

COMMUNION WITH WATER (x3)

in your Location. Then, if you are in a Location with a Water token, .

AMPHIBIOUS ELUSIVENESS

If you are in a Location with a Water token, you cannot take any damage until the beginning of your next turn.

WAR OF KINGS

SEASON 3

GLADIATOR



GLADIATOR

	7
	1
	3
	5

INVULNERABILITY

[STARTING HAND]

As long as this card is faceup in the Storyline, if you have 3 or more cards in your hand, ignore the first Cris token you receive in a turn.

ACCELERATED HEALING FACTOR

[STARTING HAND]

As long as this card is faceup in the Storyline, if you have less than 3 cards in your hand at the end of a Villain turn, draw 1 card.

HEAT BEAMS (x2)

Perform in your Location equal to the number of cards in your hand.

WAR OF KINGS

SEASON 3

X-MAN



	3
	5
	3
	4

SPECIAL Choose starting 3 cards. May discard cards to top instead of bottom.

PSIONIC ENERGY ABSORPTION Draw to 3 cards each turn.

PSIONIC ARMOR Ignore 1 damage each Villain turn.

PSIONIC CONSTRUCT Another Hero in your or an adjacent Location may draw 1 card.

MIND CLOAKING Ignore first Crisis token each Villain turn.

MENTAL SHIELD Cannot be forced to play cards randomly or facedown each turn.

INTANGIBILITY Each Hero ignores first damage next Villain turn.

MIND CONTROL Henchman attacks an enemy next Villain turn.

TELEPATHY In Storyline swap previous Hero card OR flip 2 cards.

MIND LINK Another Hero may immediately or .

CONCUSSIVE BLAST in your Location.

MATTER MANIPULATION Gain 2 tokens.

TELEPORTATION Move to any Location. May bring other Heroes.

CONCUSSIVE ENERGY in each adjacent Location.

TELEKINETIC FLARE in one adjacent Location.

THE AGE OF APOCALYPSE

SEASON 3

MORPH



	10
	1
	1
	2

VIRTUALLY INDESTRUCTIBLE

(STARTING HAND)
As long as this card is faceup in the Storyline, if you have fewer than 3 cards at the end of a Villain turn, draw 1 card.

UNTRACKABLE

(STARTING HAND)
You any turn this card facedown to avoid being the target of Villain or Henchman that would make them end their turn in your Location. They ignore you instead.

ADAPTIVE SHAPE (x3)

If the previous Hero card in the Storyline has at most 1 symbol at the bottom, you may .

AGGRESSIVE SHAPE

against a single target in your Location.

If it's a Villain, you may then move to an adjacent Location.

DEFENSIVE SHAPE

Ignore the first damage you take during the next Villain turn.

THE AGE OF APOCALYPSE

SEASON 3

SABRETOOTH & WILDCHILD



	3
	5
	4
	4

REGENERATIVE HEALING FACTOR

(STARTING HAND)
As long as this card is faceup in the Storyline, at the end of a Villain turn, you may discard 1 Crisis token if you have any, and if you have fewer than 3 cards, you may draw 1 card.

CLAWS AND FANGS (x3)



WILDCHILD TRACKING (x2)

Move in either direction to the next Location with any . If you do, there.

WILDCHILD UNLEASHED (x2)

in an adjacent Location.

THE AGE OF APOCALYPSE

SEASON 3

MAGNETO (AGE OF APOCALYPSE)



	3
	5
	4
	4

LEADERSHIP (x2)

Distribute 2 tokens from the pool among other Heroes. If you do, discard 1 card from your hand to the bottom of your deck.

MAGNETOKINESIS (x2)

split as you like in your and adjacent Locations OR

against a Villain in your Location.

THE AGE OF APOCALYPSE

SEASON 3

CAPTAIN AMERICA (CLASSIC)



	4
	4
	5
	5

I CAN DO THIS ALL DAY

(STARTING HAND)

As long as this card is faceup, you may gain 1 or token when recovering from KO.

MASTER STRATEGIST

Each other Hero may immediately .

HERO OF THE PEOPLE

. May only be used to rescue .

MASTER SHIELD FIGHTER

. If this is used to defeat a , you may in an adjacent Location. If this is used to defeat a , you may the other adjacent Location.

CIVIL WAR

SEASON 3

HULKLING



	3
	5
	4
	4

HEALING FACTOR

(STARTING HAND)

As long as this card is faceup, if you only have 1 card at the end of a Villain turn, you draw 1 card.

METAMORPHIC ADAPTATION (x3)

Perform Actions matching the symbols at the bottom of the Hero card next to your Impersonating card

SPECIAL: Impersonating card

Place next to you. Hulkling can use the Special Effects on the Hero card placed next to this card. At the end of your turn, if there is no such Hero card, you may choose the Starting Hand card of any Hero to place here. Remove that card from the game if KO'd.

CIVIL WAR

SEASON 3

KATE BISHOP



	3
	4
	2
	6

CAN I HAVE YOUR STUFF WHEN YOU'RE DEAD?

OR Discard 1 Action token to recharge 1 of your Trick Arrow Equipment at end of turn.

SKILLED MARKSMAN

split as you like in both adjacent Locations

YOU DRIVE, I SHOOT

This turn, when moving, you may bring another Hero with you. You may in each Location you enter with a Hero.

BETTER BRANDING

. For each rescued with this Special Effect, at the end of your turn, gain 1 token.

CIVIL WAR

SEASON 3

GOLIATH



	4
	3
	5
	5

INCREASED SIZE

(FREE STARTING HAND)

This card doesn't count as one of your 3 Starting Hand cards. You start with 4 cards.

THE BIGGER THEY ARE

At the end of a Villain turn where you are KO'd, attach a stunned token to a Villain or Henchman in your or an adjacent Location and turn this card facedown.

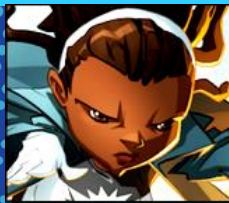
BIG FISTS (x2)

against a single target in your Location. Then discard 1 card from your hand.

CIVIL WAR

SEASON 3

SPECTRUM



	3
	5
	3
	6

ENERGY SOURCE

(STARTING HAND)

As long as this card is faceup, once per turn, when another Hero deals damage to an Enemy in your Location, they may perform 1 free there.

INTANGIBILITY

You cannot take any damage until the beginning of your next turn.

ENERGY BLAST (x2)

in an adjacent Location.

CIVIL WAR

SEASON 3

IRON MAN (CIVIL WAR)



	4
	2
	6
	5

TEAM LEADER

Up to 2 other Heroes may immediately perform .

RESOURCEFUL

You may distribute 1 and 1 tokens from the pool among Heroes.

REPULSORS

in both adjacent Locations.

REGENERATIVE SYSTEM

You may draw cards until you have 3 in your hand.

CIVIL WAR

SEASON 3

IRON SPIDER



	3
	4
	3
	6

SPIDER SENSE

(STARTING HAND)

As long as this card is faceup, if a Villain ends their movement in your Location, you may immediately move to an adjacent one.

MY NAME IS PETER PARKER

Gain 1 token. Discard all Crisis and Exposed tokens you might have.

GREAT POWER

. For each defeated with this Special Effect, gain 1 token at end of turn.

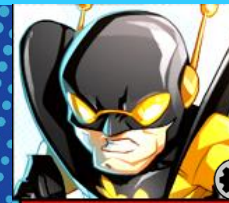
GREAT RESPONSIBILITY

. For each rescued with this Special Effect, gain 1 token at end of turn.

CIVIL WAR

SEASON 3

YELLOWJACKET



	5
	4
	3
	4

SHRINK

(STARTING HAND)

As long as this card is faceup, during a Villain turn, you may discard any number of tokens from this card to prevent the same amount of damage dealt to you.

GROW

(STARTING HAND)

As long as this card is faceup, during your turn, you may discard any number of tokens from this card to perform the same amount of in your Location.

PYM PARTICLES (x3)

Place 1 token from the pool on Shrink or 1 token from the pool on Grow.

CIVIL WAR

SEASON 3

WONDER MAN



	6
	1
	4
	4

NEAR IMMORTALITY

As long as this card is faceup, if you start your turn with 1 card, draw 2 cards instead of 1.

INVULNERABILITY (x2)

You cannot take any damage until the beginning of your next turn.

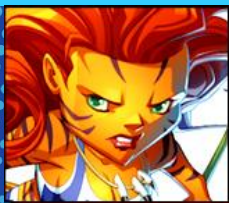
FLIGHT (x2)



CIVIL WAR

SEASON 3

TIGRA



	3
	3
	5
	7

STRONG WILL

Until your next turn, ignore any effect that would force you to play your next card randomly or facedown.

REFLEXES

Ignore the first damage you would take next Villain turn.

TRACKING

Move to any Location with a Henchman. Then there.

CLAWS AND FANGS

Unpreventable in your Location.

CIVIL WAR

SEASON 3

NICK FURY, SR.



	4
	5
	4
	4

INFINITY FORMULA

(STARTING HAND)

As long as this card is faceup, when you recover from being KO'd, draw 1 extra card.

LEGENDARY COMMANDER

Another Hero of your choice may immediately



HEROIC COMMANDER

Another Hero of your choice may immediately



FIELD COMMANDER

Another Hero of your choice may immediately



SECRET INVASION

SEASON 3

QUAKE



	3
	3
	5
	4

SKILLED SPY

(STARTING HAND)

As long as this card is faceup, if you end your turn in a Location with a Henchman, you may look at the top card of Master Plan deck and you may place it on the bottom.

LONG RANGE STRIKE

You may forfeit 1 action to against a single target in the opposite Location or a Location adjacent to that.

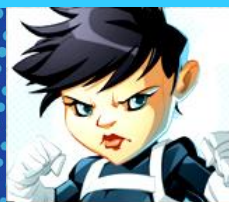
EARTHQUAKE GENERATION (x2)

against up to 3 different targets in your or an adjacent Location.

SECRET INVASION

SEASON 3

MARIA HILL



MARIA HILL

	3
	6
	4
	4

MASTER SPY

Look at the top card of Master Plan deck and you may place it on the bottom.

DIRECTOR OF S.H.I.E.L.D.

Each other Hero may immediately

You may draw 1 card.

EXCEPTIONALLY TRAINED

You may either OR next Villain turn, if the Villain ends their movement in your Location, you may immediately move to an adjacent Location.

SOME OVERTIME REQUIRED

You may discard cards from your hand (not the last card) to perform same number of .

SECRET INVASION

SEASON 3

MARIA HILL

RONIN



RONIN

	3
	3
	4
	6

PATCHING UP

If you don't move this turn and you have 1 or 2 cards in your hand, draw 2 cards.

FOCUS ON REVENGE

You cannot take any damage until the beginning of your next turn.

MASTER ASSASSIN (x2)

against a single target in your Location.

SECRET INVASION

SEASON 3

RONIN

MORBIUS



MORBIUS

	3
	3
	5
	5

MESMER GAZE

Attach a Stunned token to a Villain or Henchman in your Location. Next Villain's turn, their BAM! is cancelled and the Stunned token is discarded.

HUNGER (x3)

Defeat 1 or discard 1 in your Location. If you do, draw 1 card.

POWER OF BLOOD

Discard 1 card from your hand to .

POWER OF BLOOD

Discard 1 card from your hand to .

POWER OF BLOOD

Discard 1 card from your hand to .

MAXIMUM CARNAGE

SEASON 3

MORBIUS

IRON MAN (HULKBUSTER)



HULKBUSTER

	3
	3
	6
	5

DAMAGE MITIGATION MODE

[STARTING HAND]

If you're about to be KO'd during a Villain turn, you can flip this card facedown to avoid discarding your last card (you are not KO'd).

SHOCKWAVE (x2)

against a single target OR attach a Stunned token to a Villain or Henchman. Next Villain turn, their BAM! is cancelled and the token is discarded.

PINNED DOWN

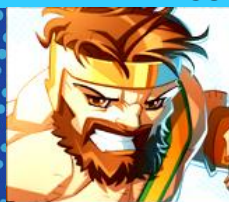
against a single target. If you damage them, they can't leave the Location until the end of the next Villain turn.

WORLD WAR HULK

SEASON 3

IRON MAN (HULKBUSTER)

HERCULES



HERCULES

	3
	2
	6
	1

DAMAGE MITIGATION MODE

[STARTING HAND]

As long as this card is faceup, you may ignore 1 damage during each Villain turn.

IMMORTAL

[STARTING HAND]

As long as this card is faceup, when you recover from being KO'd, draw 1 extra card.

OLYMPIAN (x4)



WORLD WAR HULK

SEASON 3

HERCULES

ARES



ARES

	3
	3
	5
	4

IMMORTAL

[STARTING HAND]

As long as this card is faceup, when you recover from being KO'd, draw 1 extra card.

GOD OF WAR (x2)

On the next Villain turn, Heroes may redirect any damage dealt to them by the Villain, first to a Henchman, if present, or to any in their Location.

FINAL BLOW

Discard 1 card to either defeat 1 Henchman in your Location OR there.

WORLD WAR HULK

SEASON 3

ARES

DOC SAMSON



DOC SAMSON

	3
	4
	5
	4

SKILLED PSYCHIATRIST

[STARTING HAND]

As long as this card is faceup, all Heroes in your Location can't be forced to play their cards randomly or facedown.

GAMMA ENERGY DRAIN (x3)

You may turn another Hero's card with Special Effects facedown. If you do, .

HEROIC AWARENESS

Distribute 2 tokens from the pool among other Heroes.

WORLD WAR HULK

SEASON 3

DOC SAMSON

GLADIATOR HULK



WORLD WAR HULK

	3
	2
	4
	7

WARBOUND PACT

Until the beginning of your next turn, each time another Hero in your or an adjacent Location takes one or more damage, you may gain 1 token.

WARBOUND LEADER

Then each other Hero may in their Location.

ONE-ON-ONE CLASH

Deal a number of to a single target equal to 5 minus your number of cards. Your target can't be damaged again until the next Villain turn.

CAIERA, MY QUEEN

Each time you this turn, deal 1 additional damage.

PAYBACK

If you have 1 or 2 cards in hand, in your Location.

BREAK OBEDIENCE

If you defeated a Henchman this turn, gain 1 token at the end of your turn.

WORLD WAR HULK

SEASON 3

GLADIATOR HULK

SENTRY/VOID



SENTRY

	4
	4
	4
	4

ALMOST INVULNERABLE

As long as this card is faceup, before taking damage, you may draw cards from your deck equal to the amount of damage you will take. Then place the same number of Crisis tokens on the Dark Entity card.

UNCONTROLLED POWER
Then place 1 Crisis token on the Dark Entity card.

UNCONTROLLED POWER
Then place 1 Crisis token on the Dark Entity card.

UNCONTROLLED POWER
Then place 1 Crisis token on the Dark Entity card.

POWER SHARING
Another Hero may immediately . Then place 2 Crisis Tokens on the Dark Entity card.

SPECIAL RULES: Place Dark Entity card next to The Void deck. At the end of a turn, if there are 3 or more Crisis tokens, then discard them all and play the next card from The Void deck.

WORLD WAR HULK

SEASON 3

NOVA PRIME



NOVA PRIME

	4
	4
	4
	5

NOVA FORCE CHANNELING

[BOTTOM OF THE DECK]
 in an adjacent Location. Then, you are KO'd.

NOVA FORCE (x3)
 in an adjacent Location.

ANNIHILATION

SEASON 3

QUASAR



QUASAR

	7
	3
	3
	4

QUANTUM BANDS

[STARTING HAND]
As long as this card is faceup, you cannot use tokens and, once during each turn, you may forfeit 1 action to gain 1 token.

QUANTUM BANDS RELEASE

[BOTTOM OF THE DECK]
If Quantum Bands is faceup, turn it facedown.

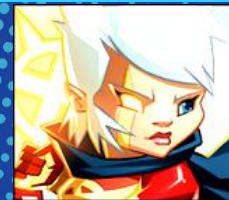
QUANTUM CONSTRUCT

(x3)
Draw 1 card. If you do, and Quantum Bands is faceup, discard 1 card and gain 1 token.

ANNIHILATION

SEASON 3

PHYLA-VELL



PHYLA-VELL

	3
	3
	5
	5

NEGA BANDS

[STARTING HAND]
Gain 2 tokens. As long as this card is faceup, you may discard any number of tokens to prevent same amount of damage dealt to you.

ENERGY ABSORPTION

(x2)
Gain 1 token.

ENERGY ABSORPTION

(x2)
 against a single target in your Location.

ANNIHILATION

SEASON 3

MOONDRAGON



MOONDRAGON

	5
	3
	5
	5

PSIONIC BOOST

This turn, you may forfeit any number of actions to distribute the corresponding tokens from the pool among other Heroes.

PSIONIC POWERS

This turn, you can use the symbols at the bottom of the 2 previous Hero cards instead of only the previous one.

PSYCHIC POWERS

You may look at the Master Plan deck, set aside 1 card, shuffle the remaining, then put the card at the bottom of the deck.

TELEPATHY

Choose another Hero. They may swap any number of cards in their hand with the same number of cards in the Storyline.

MIND CONTROL

Flip up to 2 or 2 in your Location.

ANNIHILATION

SEASON 3

PENI PARKER



PENI PARKER

	3
	5
	3
	5

METAL ARMOR

[STARTING HAND]
As long as this card is faceup, you may ignore 1 damage during each Villain turn.

SAFETY NET

(x2)
Rescue 1 in your Location. You may use 1 Battery to rescue 1 additional in your or an adjacent Location.

WEBS

(x2)
. You may use 1 Battery to .

ROBOT STRENGTH

(x2)
. You may use 1 Battery to deal 1 extra damage to an enemy you are dealing damage to.

SPIDER GEDDON

SEASON 3

SCARLET SPIDER



SCARLET SPIDER

	3
	4
	4
	7

SPIDER SENSE

[STARTING HAND]
Gain 1 token. As long as this card is faceup, you may discard any number of tokens to ignore the same amount of damage.

GREAT POWER

. For each defeated with this Special Effect, gain 1 at end of turn.

GREAT RESPONSIBILITY

. For each rescued with this Special Effect, gain 1 at end of turn.

SPIDER GEDDON

SEASON 3

SPIDER-PUNK



SPIDER-PUNK

	3
	3
	5
	5

15,000 WATTS OF PUNK ROCK

Attach a Stunned token to a Villain or Henchman in your Location. Next Villain turn, their BAM! is cancelled and token is discarded.

ANGRY HEART

Perform as many as the number of in your current Location.

ANARCHY IN EARTH-138

in up to 3 Locations with any . Then discard 1 from each of those Locations.

SEARCH AND DESTROY

Move to any Location with a Henchman or Villain and then there.

SPIDER GEDDON

SEASON 3

SUPERIOR SPIDER-MAN



SUPERIOR SPIDER-MAN

	5
	4
	4
	4

SPIDER-BOT

(STARTING HAND)

As long as this card is faceup, on your turn you may add 1 Spider-Bot token in your Location if none already. Once on your turn, you may use 1 of your or as if you are at Spider-Bot's Location.

SPIDER-BOT DECOY

(STARTING HAND)

As long as this card is faceup, on your turn you may add 1 Spider-Bot token in your Location if none already. Once per Villain turn, you may discard 1 Spider-Bot in your Location to ignore 1 damage.

FINAL UNDERSTANDING

(BOTTOM OF THE DECK)

If this card is in your hand, you must play it. You are KO'd. You may replace Superior Spider-Man with any Spider-Man Hero.

PARKER INDUSTRIES

Gain any combination of 2 , , or .

GENIUS INTELLECT

This turn, you can treat all your Action tokens as tokens.

SPIDER GEDDON

SEASON 3

SPIDER-MAN NOIR



SPIDER-MAN NOIR

	3
	3
	6
	4

BLACK SUIT

(STARTING HAND)

As long as this card is faceup, if you are alone in your Location, you may ignore 1 damage dealt by a Threat in each Villain turn.

IF THERE IS TOO MUCH POWER (x3)

Attach 1 Target token to a Villain in your or an adjacent Location.

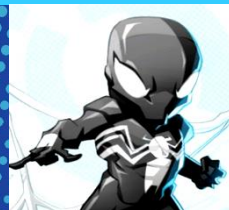
IT IS THE RESPONSIBILITY OF THE PEOPLE TO TAKE IT AWAY (x3)

against a Villain with a Target token in your or an adjacent Location. Then, discard 1 Target token from that Villain.

SPIDER GEDDON

SEASON 3

SYMBIOTE SPIDER-MAN



SYMBIOTE SPIDER-MAN

	3
	2
	4
	6

SPIDER SENSE

(STARTING HAND)

As long as this card is faceup, if a Villain ends their movement in your Location, you may immediately move to an adjacent Location.

GREAT POWER

For each defeated with this Special Effect, gain 1 at end of turn.

GREAT RESPONSIBILITY

For each rescued with this Special Effect, gain 1 at end of turn.

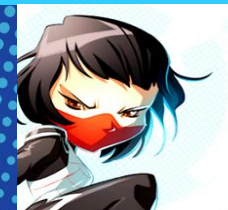
SYMBIOTE ENHANCEMENT

You may . If you do, you must play your next card randomly next turn.

SPIDER GEDDON

SEASON 3

SILK



SILK

	4
	3
	4
	4

SILK SENSE

(STARTING HAND)

As long as this card is faceup, if a Villain ends their movement in your Location, you may immediately move to an adjacent Location. If you do, ignore the first damage you would take that turn.

ORGANIC WEBBING

(STARTING HAND)

As long as this card is faceup, if there are no at the bottom of the 2 latest Hero cards in the Storyline, you may perform 1 free on your turn.

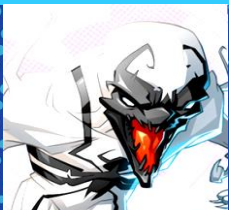
SPIDER AGILITY

(STARTING HAND)

SPIDER GEDDON

SEASON 3

ANTI-VENOM



ANTI-VENOM

	4
	4
	4
	4

WEBBING GENERATION

(STARTING HAND)

As long as this card is faceup, if there are no at the bottom of the 2 latest Hero cards in the Storyline, you may perform 1 free on your turn.

BODY CLEANSING (x2)

Draw 1 card. Then, 1 Hero in your Location may discard all their Crisis tokens.

ANTI-VENOM SERUM (x2)

Rescue up to 2 or defeat up to 2 in your Location.

SPIDER GEDDON

SEASON 3

AGENT VENOM



AGENT VENOM

	4
	2
	6
	5

WEBBING GENERATION

(STARTING HAND)

As long as this card is faceup, if there are no at the bottom of the 2 latest Hero cards in the Storyline, you may perform 1 free on your turn.

SYMBIOTE ENHANCEMENT (x2)

You may add up to 3 Crisis tokens to the Symbiote Suit to perform 1 or 1 for each.

SYMBIOTE SUIT

If there are 3 or more Crisis tokens on this card, you must play your next Hero card randomly and discard all Crisis tokens here.

CAMOUFLAGE

Next Villain turn, you may redirect any damage dealt to you to any Henchman or in your Location.

PROMO BOX

SEASON 3

AURORA



AURORA

	4
	4
	3
	7

PROJECTILE SPEED

(STARTING HAND)

As long as this card is faceup, if you entered 2 or more different Locations during your turn, at the end of your turn, you may or in your Location.

GESTALT PHOTOKINESIS

(STARTING HAND)

As long as this card is faceup, each time you enter a Location during another Hero's turn, you may immediately or there.

HARD TO CATCH

Until the end of next Villain turn, ignore effects that would force you to discard tokens or gain Crisis tokens.

ALPHA FLIGHT

Gain 1 or 1 token for each Alpha Flight card in the Storyline.

PROMO BOX

SEASON 3

BLACK KNIGHT



BLACK KNIGHT

	3
	4
	6
	3

BRAVE STEED

(STARTING HAND)

As long as this card is faceup, you may perform 1 free on your turn. The first time you are forced to discard a card, flip this card facedown.

AVALON SHIELD

Ignore the first damage you would take during the next Villain turn.

SCIENCE AND MAGIC

This turn, for each Action token you place on a Threat, place 1 additional token.

GREAT TACTICIAN

Each other Hero may move to an adjacent Location containing a Villain, Henchman, or no empty slots.

PROMO BOX

SEASON 3

CAPTAIN AMERICA (SAM WILSON)



3
3
2
9

CAPTAIN AMERICA

FALCON'S WINGS

(STARTING HAND)

As long as this card is faceup, each time you perform during your turn, you may perform 1 additional .

INSPIRING LEADERSHIP

Distribute 1 and 1 tokens from the pool among Heroes.

FOCUSED STRIKE

Double the symbols at the bottom of the previous Hero card in the Storyline.

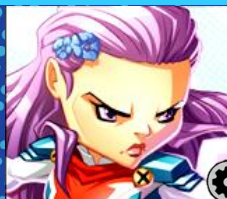
EXPERT SHIELD FIGHTER

Gain 1 token OR Recharge your Captain America's Shield Equipment at the end of your turn.

PROMO BOX

SEASON 3

CAPTAIN BRITAIN



3
3
5
6

CAPTAIN BRITAIN

PSIONIC BLAST (x2)

Attach a Stunned token to a Villain or Henchman in your Location. Next Villain turn, their BAM! is canceled and the token is discarded.

MASTER TELEPATHIC FIGHTER (x2)

Next Villain turn, if the Master Plan card has a on it, immediately after the Villain movement, you may in your Location.

PROMO BOX

SEASON 3

CHAMBER



3
4
4
6

CHAMBER

BIOKINETIC FLAME (x3)

in your Location.

Then, discard 1 from your Location and deal 1 damage to another Hero in your Location, if possible.

MINOR TELEPATHY

Gain 1 token. Heroes in your and adjacent Locations may freely exchange Action tokens among them.

PROMO BOX

SEASON 3

CH'OD



3
2
6
5

CH'OD

TELEPATHIC IMMUNITY

(STARTING HAND)

As long as this card is faceup, ignore the first Crisis token you receive during each Hero or Villain turn.

AMPHIBIOUS PHYSIOLOGY

(STARTING HAND)

Place a Water token in 3 different Locations if there are none in play. Otherwise, you may move 1 Water token to any other Location without one.

AMPHIBIOUS ELUSIVENESS

If you are in a Location with a Water token, you cannot take any damage until the beginning of your next turn.

STARJAMMER CREW (x3)

If the previous Hero card in the Storyline has Starjammer in its name, perform 1 .

STARJAMMER FIGHTER (x2)

in your Location. Then if with a Water token.

PROMO BOX

SEASON 3

CAPTAIN AMERICA (SAM WILSON)

CAPTAIN BRITAIN

CHAMBER

CH'OD

CORSAIR



5
2
4
5

CORSAIR

STARJAMMER PILOT

(STARTING HAND)

Each other Hero in your Location may immediately perform OR .

STARJAMMER CREW (x3)

If the previous Hero card in the Storyline has Starjammer in its name, perform 1 .

STARJAMMER LEADER (x2)

Give 1 token from the pool to another Hero.

SABER BLADE

Unpreventable in your Location.

PROMO BOX

SEASON 3

CYBORG SPIDER-MAN



3
3
3
6

CYBORG SPIDER-MAN

SPIDER SENSE

(STARTING HAND)

As long as this card is faceup, once per Villain turn, if a Villain ends their movement in your Location, you may immediately move to an adjacent one.

SONIC CANNON

OR Recharge your Sonic Cannon Equipment at the end of your turn.

CYBERNETIC RAM (x2)

CYBERNETIC STRUCTURE (x2)

Ignore the first damage you would take next Villain turn.

PROMO BOX

SEASON 3

CORSAIR

CYBORG SPIDER-MAN

CYPHER



4
5
3
6

CYPHER

OMNI-TRANSLATION

(STARTING HAND)

As long as this card is faceup, Heroes in your Location can freely exchange their , , or tokens among them and with the Pool during their turn.

GIFTED INTELLIGENCE (x3)

1 Hero in your Location gains 1 token.

TECHNO-ORGANIC FEEDING

Draw 1 card. Then discard 1 Crisis token from your Location or from another Hero in your Location (if possible).

PROMO BOX

SEASON 3

CYPHER

DAKEN



3
1
8
5

DAKEN

HEALING FACTOR

(STARTING HAND)

As long as this card is faceup, at the end of each Villain turn, if you have less than 3 cards in your hand, you may draw 1 card.

PHEROMONE CONTROL

(STARTING HAND)

As long as this card is faceup, if you start a Villain turn alone in a Location with a Henchman, attach a Stunned token to them. Their BAM! is canceled this turn and the token is removed.

LEARNING TO BE A HERO (x2)

During the next Villain turn, gain 1 token for each damage you take.

SUPERHUMAN TRACKER

Move to any Location with a Henchman or Villain. Then, there.

CLAWS

Unpreventable in your Location.

PROMO BOX

SEASON 3

DAKEN

DARKCHILD



5
3
5
2

DARKCHILD

PORTAL TO LIMBO

As long as this card is faceup, at the end of your turn, you may move to the Limbo card. You may bring other Heroes in your Location with you.

TIME TRAVEL

Swap this card with any of your faceup cards in the Storyline. That card becomes the one you played this turn.

SOULSWORD (x2)

Deal 1 extra damage to any Villain, Henchman, or you deal any damage to this turn.

STEPPING DISCS (x2)

You may move to any Location

SORCERY (x2)

In your or an adjacent Location: you, OR 1 Hero there draws 1 card.

PROMO BOX

SEASON 3

DARKSTAR



3
3
3
7

DARKSTAR

DARKFORCE TELEPORTATION

As long as this card is faceup, when you perform you can move to any Location.

DARKFORCE CONSTRUCTS (x2)

Perform any combination of 2 , split as you like in your and adjacent Locations.

WINTER GUARD

Each Hero with a Winter Guard card in the Storyline gains 1 token

PROMO BOX

SEASON 3

DEATHLOK



4
4
4
5

DEATHLOK

COMPUTER MIND

As long as this card is faceup, when you have to draw 1 single card, you may draw 2 instead, keep 1, and discard the other to the bottom.

MASSIVE WEAPONRY

Gain 1 token. This turn, you may treat and tokens as tokens.

CYBERNETIC REPAIRS

Gain 1 token. If you have 1 or 2 cards in hand, draw 1 card.

CYBERNETIC REFLEXES

Gain 1 token. Ignore the first damage you would take next Villain turn

PROMO BOX

SEASON 3

ELSA BLOODSTONE



4
3
5
4

ELSA BLOODSTONE

VAMPIRIC IMMUNITY

As long as this card is faceup, you don't gain Crisis tokens from Villains or Henchmen BAM! effects.

BLOODGEM

As long as this card is faceup, once per turn, when you perform , you can discard 1 card to the bottom of your deck to immediately perform an additional .

HUNTRESS (x2)

Move to any Location with a Villain or Henchman. Then, there.

PROMO BOX

SEASON 3

GHOST RIDER (JOHNNY BLAZE)



3
3
5
5

GHOST RIDER

PENANCE STANCE

Defeat all in your Location.

HELL FIRESTORM

split as you like in your and adjacent Locations.

SIN REMOVAL (x2)

Turn each in your Location into .

REGENERATIVE HEALING

FACTOR

If you have 1 or 2 cards in hand, you may draw 1 card.

PROMO BOX

SEASON 3

HAVOK



3
4
3
6

HAVOK

ENERGY ABSORPTION

As long as this card is faceup, at the end of each Villain turn, gain 1 unless you already have any.

RELEASE PLASMA BLAST (x3)

Discard 1 token to in an adjacent Location.

PROMO BOX

SEASON 3

HEPZIBAH



3
4
4
6

HEPZIBAH

TELEPATHIC IMMUNITY

As long as this card is faceup, once per Villain turn, if a Villain ends their movement in your Location, you may immediately move to an adjacent one.

MIND-ALTERING MANIPULATION

Attach a Stunned token to a Villain or Henchman in your Location. Next Villain turn, their BAM! is canceled and the token is discarded.

STARJAMMER CREW (x3)

If the previous Hero card in the Storyline has Starjammer in its name, perform 1 .

STARJAMMER ACROBAT

This turn, you may treat as as .

STARJAMMER MARKSMAN

in an adjacent Location.

PROMO BOX

SEASON 3

HUSK



8
2
2
4

HUSK

OMNI-MORPH (x2)

At the end of your turn, you may swap this card with another faceup Skin card in the Storyline OR search your Hero deck for any card and place it on top, shuffling the rest of the deck.

ADAMANTIUM SKIN

As long as this is your latest Skin card in the Storyline, you may ignore 1 damage during each Villain turn.

STONE SKIN

As long as this is your latest Skin card in the Storyline, at the beginning of each of your turns, you may defeat 1 or rescue 1 .

RUBBER SKIN

As long as this is your latest Skin card in the Storyline, at the end of each of your turns, gain 1 .

FIRE SKIN

As long as this is your latest Skin card in the Storyline, at the end of each of your turns, gain 1 .

PAIGE'S SKIN

Draw 1 card

PROMO BOX

SEASON 3

IRON LAD



	4
	2
	2
	5

TIME TRAVEL (x2)

Swap this card with any of your faceup cards. That card becomes the one you played this turn.

TIME SHIP (x2)

, then .

TIME LORD

You may discard 1 card or 1 Action token to flip 1 or 2 cards in the Storyline.

ENERGY BLASTS

against a single target in your Location.

CONCUSSIVE BOLTS

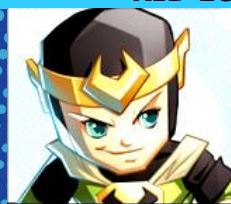
in an adjacent Location.

PROMO BOX

SEASON 3

IRON LAD

KID LOKI



	10
	0
	1
	4

MASTER OF DECEPTION

(STARTING HAND)

As long as this card is faceup, you may ignore the Special Effect on the current card you played to discard 1 Crisis token in your Location.

SORCERY (x2)

Draw 1 card, OR in your Location, OR reveal the top card of the Master Plan deck.

SMARTER THAN YOU

If a Villain or Henchman in your Location has more Health than the number of cards in your hand, there.

ALLSPEAK

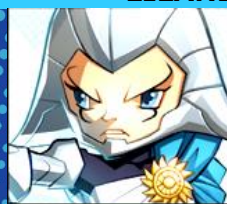
Turn any number of in your Location into , or vice-versa.

PROMO BOX

SEASON 3

KID LOKI

LILANDRA



	5
	4
	4
	4

PRINCESS MAJESTRIK (x2)

When another Hero's Special Effect makes you gain Action tokens or swap cards with the Storyline, you may flip this card to draw 1 card.

SHI'AR DIPLOMACY (x2)

Give 1 of your Action tokens to another Hero and they may also gain that from the pool.

GRAND ADMIRAL OF THE IMPERIAL FLEET

Each other Hero in the game may .

STARJAMMER ALLY

If the previous Hero card in the Storyline has Starjammer in its name, perform 1 .

PROMO BOX

SEASON 3

LILANDRA

M



	5
	2
	3
	4

FLIGHT

If in M form: Gain 1 token.

GENIUS INTELLECT

If in M form: As long as this card is faceup, if you end your turn in a Location adjacent to the Villain, reveal the top card of the Master Plan.

GENIUS INTELLECT

If in M form: You may turn 1 or 2 facedown cards in the Storyline belonging to other Heroes faceup.

CONCUSSIVE FORCE

If in M form: split as you like in your and an adjacent Location.

CLAWS

If in Penance form: Unpreventable against a single target with you.

RAZOR-SHARP SKIN

If in Penance form: Gain 2 tokens. Then, deal 1 damage to each other Hero in your Location.

DENSE SKIN

If in Penance form: As long as this card is faceup in the Storyline, you may ignore 1 damage each Villain turn.

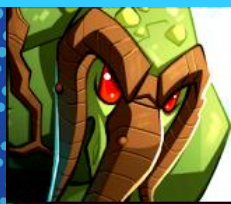
SPECIAL: At the end of a Villain turn, you may flip a card that tracks the MPenance form.

PROMO BOX

SEASON 3

M

MAN-THING



	3
	2
	2
	6

MAN-THING

ACIDIC TOUCH [STARTING HAND] As long as this card is faceup, after a Villain or Henchman in your Location, deal 2 damage to them. **DIMENSIONAL TELEPORTATION** [STARTING HAND] As long as this card is faceup, when you perform you may to any Location and bring any Heroes with you.

UNIVERSAL LANGUAGE As long as this card is faceup, you may treat all your Action tokens as tokens.

EMPATHY As long as this card is faceup, if you end your turn in a Location with 1 or more you can there.

EMPATHY As long as this card is faceup, if you end your turn in a Location with 1 or more you can there.

REALITY DISPLACEMENT Choose another Hero in your Location and remove them from play (keep any tokens). The player resumes playing on their next turn with a different Hero in your Location.

REGENERATION (x2) If you have fewer than 3 cards in hand, you may draw 1 card.

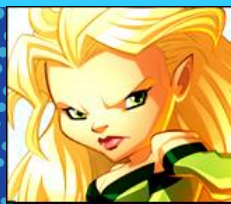
EARTH'S LIFEFORCE (x2) Draw 1 card.

PROMO BOX

SEASON 3

MAN-THING

MEGGAN



	4
	4
	2
	6

MEGGAN

ELEMENTAL MANIPULATION: AIR (x2)

Relocate any number of , Heroes, and Villains between your and adjacent Locations.

ELEMENTAL MANIPULATION: ICE (x2)

During the next Villain turn, Villains and Henchmen starting the turn in your Location can't leave it and their BAM! is canceled.

ELEMENTAL MANIPULATION: EARTH (x2)

Once during the next Villain turn, Villains ignore your Location when moving.

ELEMENTAL MANIPULATION: FIRE (x2)

in each adjacent Location.

METAMORPHIC POWER DUPLICATION

Use the Special Effect of another Hero's Storyline faceup card.

ENERGY BLAST

in an adjacent Location.

PROMO BOX

SEASON 3

MEGGAN

MOON GIRL & DEVIL DINOSAUR



	3
	4
	4
	6

RAGING DINOSAUR

(STARTING HAND)

As long as this card is faceup, when you enter a Location with no other Heroes, you may there. If you do, discard 1 from that Location, if any.

SUPER GENIUS INTELLECT (x3)

Gain 1 token. This turn, you can treat all your Action tokens as .

PROMO BOX

SEASON 3

MOON GIRL & DEVIL DINOSAUR

MOONSTONE



	3
	3
	4
	6

MOONSTONE

INTANGIBILITY

(STARTING HAND)

As long as this card is faceup, you may ignore 1 damage each Villain turn. If you do, you must ignore 1 available action on your next turn.

MANIPULATIVE SKILLS (x2)

Move any number of from your Location into an adjacent Location. If you do, there.

GRAVITY MANIPULATION (x2)

Move any number of Villains, Henchmen, and from adjacent Locations into your Location. If you do, in your Location.

PROMO BOX

SEASON 3

MOONSTONE

PATRIOT



	5
	3
	4
	5

CAPABLE LEADER (x3)

Give 1 token from the pool to another Hero.

SKILLED TACTICIAN

Move a Threat from your Location to an adjacent Location with no Threat.

THROWING STARS

against up to 2 different targets in an adjacent Location.

PROMO BOX

SEASON 3

PATRIOT

RAZA



	3
	4
	4
	5

STARJAMMER CREW (x3)

If the previous Hero card in the Storyline has **Starjammer** in its name, perform 1 .

STARJAMMER SWORDSMAN (x2)

. Then, if you defeated 1 or more this turn, .

EXPERT MARKSMAN (x2)

in an adjacent Location.

PROMO BOX

SEASON 3

RAZA

RED GUARDIAN



	3
	4
	6
	5

SKILLED TEST PILOT

(STARTING HAND)
As long as this card is faceup, when you use a Location's End of Turn Effect to move yourself, gain 1 .

WINTER GUARD

Each Hero with a **Winter Guard** card in the Storyline draws 1 card.

HONORABLE FIGHTER

. You can't defeat Henchmen or Villains with this Special Effect.

KGB TRAINING

Look at as many cards from the top of the Master Plan deck equal to the number of you rescued this turn. You can put any of these to the bottom of the deck.

PROMO BOX

SEASON 3

RED GUARDIAN

RED HULK



	3
	1
	7
	6

RED RAGE (x2)

Deal 1 damage to EVERYTHING else in your Location. Discard all there.

ABSORBING ENERGY (x2)

Each other Hero in your and both adjacent Locations MUST discard 1 card with a Special Effect from their hand, if they have any. Gain 1 token for each card discarded this way.

PROMO BOX

SEASON 3

RED HULK

SIRYN



	3
	3
	5
	6

SIRYN

SONIC SCREAM (x2)

Deal 1 damage to each in an adjacent Location. You may discard any number of Action tokens to perform the same number of in that Location.

VOCAL TRANCE (x2)

Attach a Stunned token to a Villain or Henchman in an adjacent Location. Next Villain turn, their BAM! is canceled and the token is discarded.

PROMO BOX

SEASON 3

SIRYN

SONGBIRD



	5
	4
	3
	5

SONGBIRD

MANIPULATING SONG (x2)

Next Villain turn, choose a Henchman in your or an adjacent Location. Their BAM! Effect is replaced with Deal 1 damage to a Villain, other Henchman, or in this or an adjacent Location. You choose the target.

SONIC SHIELD

During the next Villain turn, all Heroes in your Location ignore the first damage they would take.

SONIC BLASTS

in each adjacent Location.

PROMO BOX

SEASON 3

SONGBIRD

SPEED



	3
	3
	3
	12

SPEED

SUPERHUMAN SPEED (x2)

Gain 1 token. This turn, when moving you may bring other Heroes with you.

SUPERHUMAN REFLEXES (x2)

If the next Master Plan triggers an Overflow, you may move to 1 Overflowing Location, rescuing and/or defeating each token that can't be added. The Overflow there is canceled.

SUPERHUMAN AGILITY (x2)

Next Villain turn, you may discard 1 token to prevent 1 damage you would take.

PROMO BOX

SEASON 3

SPEED

STATURE



	4
	2
	2
	8

STATURE

GIGANTIC SIZE

(STARTING HAND)
As long as this card is faceup, when you enter a Location with no other Heroes, you may there. When another Hero enters your Location, they must discard 1 card.

INCREASED SIZE

This card doesn't count as one of your 3 Starting Hand cards. You start the game with 4 cards in your hand.

GROW

, then against a single target in your Location.

SHRINK

You cannot take any damage until the beginning of your next turn.

PYM PARTICLES

Gain 1 or 1 token.

PROMO BOX

SEASON 3

STATURE

URSA MAJOR



URSA MAJOR

	3
	1
	8
	3

WILD AND UNPREDICTABLE (x3)

. If you use this, you must play your next Hero card randomly.

WINTER GUARD

Each Hero with a Winter Guard card in the Storyline draws 1 card.

PROMO BOX

SEASON 3

U.S. AGENT



U.S. AGENT

	5
	3
	3
	6

SHIELD BLOW (x2)

. Then, recharge your U.S. Agent's Shield Equipment at the end of your turn.

NO MERCY (x2)

in your Location. If you do, discard 1 there, if any.

WHATEVER IT TAKES (x2)

Until the beginning of your next turn, you may redirect the first damage you would take to the rightmost in your Location, discarding it.

I'LL DO THE WORK (x2)

Move clockwise to the next Location with any Heroes. Then, there.

PROMO BOX

SEASON 3

WEREWOLF BY NIGHT



WEREWOLF BY NIGHT

	3
	2
	5
	6

REGENERATIVE HEALING FACTOR

[STARTING HAND]

As long as this card is faceup, if you have fewer than 3 cards in hand at the end of a Villain turn, you may draw 1 card.

LYCANTHROPY STRENGTH (x3)

then .

FULL MOON

[BOTTOM OF THE DECK]

If this card is in your hand, you MUST play it. On your next turn, you MUST play your Hero card randomly and each time you enter a Location with other Heroes, you MUST deal 1 damage to 1 of them.

PROMO BOX

SEASON 3

WHITE WIDOW



WHITE WIDOW

	3
	2
	6
	6

MASTER FIGHTER (x2)

Until the beginning of your next turn, you can redirect the first damage you would take during a Villain turn to a in your Location.

MASTER SPY

If you are in the same Location as a Villain, reveal the top 2 cards of the Master Plan deck. You may put 1 at the bottom or remove it from the game.

GAUNTLETS RECHARGE

OR Recharge your Widow's Bite Equipment at the end of your turn.

PROMO BOX

SEASON 3

WICCAN



WICCAN

	6
	5
	2
	4

TEAM LEADER (x2)

Choose 1: Move to any Location, OR another Hero in your Location draws 1 card, OR reveal the top card of the Master Plan deck.

REALITY WARPING

Another Hero can swap 1 card from their hand with 1 of their faceup cards in the Storyline.

FORCE BLASTS

in an adjacent Location.

PROMO BOX

SEASON 3

WONG



WONG

	3
	5
	5
	5

MARTIAL ARTIST (x2)

This turn, you may treat at the bottom of the previous card in the Storyline as .

TELEPORTATION

Move to any Location. You can bring other Heroes in your Location with you.

PROTECTIVE SHIELDS

During the next Villain turn, all Heroes in your Location may ignore the first damage they would take.

PROMO BOX

SEASON 3

GREY HULK



GREY HULK

	4
	3
	5
	4

GROWING RAGE

[STARTING HAND]

As long as this card is faceup in the Storyline, for each damage you take during a Villain turn, you may gain 1 token.

CONTROLLED STRENGTH

in your Location.

SUPERHUMAN STAMINA

As long as this card is faceup in the Storyline, if you start your turn with only 1 card in hand, you may draw 2 cards during your Draw step.

OUTSMART

When the next Master Plan card is revealed, you may put it on the bottom and draw another instead.

WITCHING HOUR

SEASON 3

JUGGERNAUT



JUGGERNAUT

	5
	3
	4
	4

PROTECTING THE WEAKLINGS

[STARTING HAND]

As long as this card is faceup in the Storyline, each time 1 in your Location is about to be discarded, you may take 1 damage to prevent it.

CHARGE (x2)

then .

JUGGERNAUT ARMOR (x2)

You cannot take any damage until the beginning of your next turn.

DOUBLE AGENT JUGGERNAUT

As long as this card is faceup in the Storyline, if during your turn you enter a Location with a Henchman you may reveal the top card of the Master Plan deck.

WITCHING HOUR

SEASON 3

MISTER SINISTER



	10
	2
	2
	2

MASTER GENETICIST

[STARTING HAND]

As long as this card is faceup, if you end your turn in a Location with any other Heroes, you may place 1 DNA token on one of their faceup cards in the Storyline with no DNA tokens.

SECRET AGENDA (x3)

Remove 1 DNA token from a faceup Hero card to use its Special Effect. Then turn it facedown. If the Heroes win this turn, only you win.

MASTER MANIPULATOR (x3)

Choose any other Hero. On their next turn, you choose the card they will play in the Storyline.

WITCHING HOUR

SEASON 3

MISTER SINISTER

DEADPOOL (X-FORCE)



	5
	1
	3
	8

REGENERATIVE HEALING FACTOR

[STARTING HAND]

As long as this card is faceup, if you have less than 3 cards in your hand at the end of a Villain turn, you may draw 1 card.

IMPROVED RESISTANCE TO EVERYTHING

[STARTING HAND]

Until the beginning of your next turn, any special effects on Master Plan cards have no effect on Deadpool.

MAXIMUM FIREPOWER (x2)

against a single target in your Location. Then, against a different target there.

FIGHT THROUGH THE PAIN (x2)

Gain 1 token. You may ignore 1 damage until the beginning of your next turn.

BEA MIGHT BE IN DANGER (x2)

Rescue 1 in your Location.

TOTALLY UNPREDICTABLE (x2)

On your next turn, you MUST play your Hero card randomly.

WITCHING HOUR

SEASON 3

DEADPOOL (X-FORCE)

AGATHA HARKNESS



	3
	8
	0
	5

MAGICAL PROTECTION [STARTING HAND] As long as this card is faceup, you can't be forced to play your card randomly.

FORCE FIELD During the next Villain turn, Heroes in your Location can't take any damage.

AEROKINESIS Relocate or discard up to a total of 3 between your and adjacent Locations.

ELECTROKINESIS against a single target in an adjacent Location.

PYROKINESIS in each adjacent Location.

HYDROKINESIS Move a Villain, Hero, or Water token anywhere to a Location adjacent to them.

DIMENSION MANIPULATION If you're not in the Villain's starting Location, replace your Location with any other not-in-play Location.

EBONY against up to 2 different targets in an adjacent Location.

HYDROKINESIS A Villain in your Location has their Movement set to 0 on the next Villain turn.

PURIFICATION A Hero in your Location discards all the Crisis tokens they have.

WITCHING HOUR

SEASON 3

AGATHA HARKNESS

ALLIGATOR LOKI



	1
	0
	0
	2

CHEATING

Steal any Action token from another Hero in Alligator Loki's Location OR If Alligator Loki is in a Location with a Henchman or Villain, gain 1 token.

INTRIGUE

Next Villain turn, you can redirect 1 damage you would take to another target in Alligator Loki's Location.

SNAP

Unpreventable .

PET COMPANIONS

SEASON 3

ALLIGATOR LOKI

COSMO



	0
	1
	1
	1

NO MORE MR. NICE DOG

Next Villain turn, for each damage taken by Heroes in Cosmo's Location, immediately or there.

MENTAL SEDATION

Attach a Stunned token to a Henchman or Villain in Cosmo's Location. Next Villain turn, their BAM! is canceled and discard the token.

TELEKINESIS

Each Hero in Cosmo's Location may turn 1 of their facedown Storyline Hero cards faceup.

PET COMPANIONS

SEASON 3

COSMO

GOOSE



	1
	1
	0
	1

POCKET DIMENSION

Until the beginning of your next turn, Heroes in Goose's Location can't be forced to discard Action tokens and, if they end their turn in her Location, they may gain 1 , , or .

OVERWHELMING CUTENESS

Next Villain turn, BAM! effects of Villains and Henchmen in Goose's Location are canceled.

TENTACLE PROTRUSION

against up to 2 different targets in Goose's Location.

PET COMPANIONS

SEASON 3

GOOSE

JEFF



	0
	0
	1
	2

JUMP THE SHARK

Move Jeff 1 Location. Then, in his Location.

RAZOR-SHARP TEETH

in Jeff's Location

INSATIABLE HUNGER

You MUST discard the leftmost or in Jeff's Location and in each Location he enters this turn.

PET COMPANIONS

SEASON 3

JEFF

LOCKHEED



	0
	0
	1
	2

PILOTING SKILLS

If you end your turn in Lockheed's Location, after using the End of Turn effect there, you can move with him to any other Location and also use its End of Turn effect (if unlocked).

SMOKE BREATHING

Next Villain turn, each Hero in Lockheed's Location ignores 1 damage they would take.

FIRE BREATHING

in Lockheed's Location.

PET COMPANIONS

SEASON 3

LOCKHEED

REDWING



	0
	0
	0
	3

SCOUTING

If Redwing is in the Villain's Location, reveal the top card of the Master Plan deck.

HELPING WINGS

and , one in your and the other in Redwing's Location.

TELEPATHIC LINK

Move Redwing 1 Location. Then, or in his Location.

PET COMPANIONS

SEASON 3

REDWING

THROG



	1
	0
	0
	2

FROGJOLNIR

against a single target in Throg's Location.

LEAP ON

Move Throg 1 Location. Then, in his Location.

WORTHY

Move Throg 1 Location. Then, in his Location.

PET COMPANIONS

SEASON 3

THROG