

**NAME**

**BLACK PANTHER (SHURI)**

**IRONHEART**



	3
	5
	5
	4

**CAPTAIN CARTER**



	3
	5
	3
	7

**BLACK PANTHER**



	3
	6
	4
	4

**IRONHEART**

**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

**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

**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)**

**LOKI**

**MIGHTY THOR**



	4
	4
	5
	5

**SPIDER-MAN 2099**



	7
	4
	3
	2

**LOKI**



	4
	4
	3
	6

**MIGHTY THOR**

**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

**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

**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**

**NOVA (FRANKIE RAYE)**

**BLACK BOLT**



	3
	2
	5
	5

**COSMIC GHOST RIDER**



	4
	2
	3
	7

**NOVA - FRANKIE RAYE**



	5
	3
	2
	6

**BLACK BOLT**

**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

**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

**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.

**HYPERSONIC 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



3  
 6  
 2  
 5

**MEDUSA**

### TERRIGENESIS

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



4  
 3  
 5  
 4

**CRYSTAL**

### TERRIGENESIS

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 Location.

#### AEROKINESIS

Relocate Heroes, Villains 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



4  
 2  
 5  
 5

**GORGON**

### TERRIGENESIS

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



4  
 5  
 3  
 6

**KARNAK**

### FORESIGHT

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



3  
 1  
 6  
 6

**LOCKJAW**

### 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



3  
 2  
 5  
 8

**TRITON**

### TERRIGENESIS

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

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)

OR 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



7  
 1  
 3  
 5

**GLADIATOR**

### INVULNERABILITY

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

#### ACCELERATED HEALING FACTOR

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

**X-MAN**

**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 face down 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

**MORPH**

### VIRTUALLY INDESTRUCTIBLE

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

You any turn this card face down 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 OUR 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 .

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.

#### REPUISORS

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

YELLOWJACKET

### 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

WONDER MAN

### 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

TIGRA

### 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

NICK FURY SR.

### 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

QUAKE

### 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



3  
6  
4  
4

MARIA HILL

### 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

## RONIN



3  
3  
4  
6

RONIN

### 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

## MORBIUS



3  
3  
5  
5

MORBIUS

### 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

## IRON MAN (HULKBUSTER)



3  
3  
6  
5

HULKBUSTER

### 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



## HERCULES



3  
 2  
 6  
 1

**HERCULES**

### 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

## ARES



3  
 3  
 5  
 4

**ARES**

### 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

## DOC SAMSON



3  
 4  
 5  
 4

**DOC SAMSON**

### 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

## GLADIATOR HULK



3  
 2  
 4  
 7

**WORLD WAR HULK**

### WARBOUND FACT

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.

### CAJERA, 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

## SENTRY/VOID



4  
 4  
 4  
 4

**SENTRY**

### ALMOST INVULNERABLE

[STARTING HAND]  
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



4  
 4  
 4  
 5

**NOVA PRIME**

### 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



7  
 3  
 3  
 4

**QUASAR**

### 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



3  
 3  
 5  
 5

**PHYLA-VELL**

### 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



5  
 3  
 5  
 5

**MOONDRAGON**

### 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



	3
	5
	3
	5

**PENI PARKER**

**METAL ARMOR**  
*(STARTING HAND)*  
As long as this card is faceup, you may ignore 1 damage during each Villain turn.

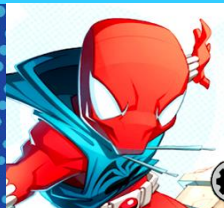
**SAFETY NET** (x2)  
Rescue 1 in your Location. You may use 1 Battery to rescue 1 additional in your or an adjacent Location.

**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



	3
	4
	4
	7

**SCARLET SPIDER**

**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



	3
	3
	5
	5

**SPIDER-PUNK**

**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



	5
	4
	4
	4

**SUPERIOR SPIDER-MAN**

**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



	3
	3
	6
	4

**SPIDER-MAN NOIR**

**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



	3
	2
	4
	6

**SYMBIOTE SPIDER-MAN**

**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.

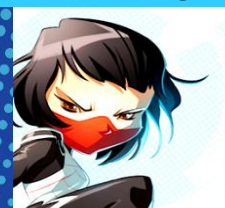
**GREAT POWER**  
 . For each defeated with this Special Effect, gain 1 at end of turn.

**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



	4
	3
	4
	4

**SILK**

**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**

**CLAWS**

SPIDER GEDDON SEASON 3

### ANTI-VENOM



	4
	4
	4
	4

**ANTI-VENOM**

**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