

EMPEROR DOOM



EMPEROR DOOM

VILLAINOUS PLOT

The Heroes lose if a can't be added.

OVERFLOW

Add 1 in the next clockwise Location with an empty slot.

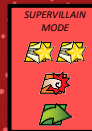


If Emperor Doom is NOT Under Pressure, Accelerate the next Villain turn by 1 card, otherwise deal 1 damage to each Hero in Emperor Doom's Location and add 1 there. Then delay the next Villain turn by 1.

CORE SET

SEASON 3

MAESTRO



MAESTRO

SPECIAL RULES

When 2 Missions are completed, place Rick Jones in the Location opposite to Maestro's. If Rick Jones is not in Maestro's Location, Maestro ignores the first 2 damage he would take each turn.

OVERFLOW or HERO KO'D

Maestro gains 1 Health (may exceed initial).



Deal 3 damage to 1 Hero in Maestro's Location.

CORE SET

SEASON 3

IMMORTUS



IMMORTUS

SPECIAL RULES

The Heroes win if they complete all 3 Missions. Heroes cannot damage Immortus.

OVERFLOW or HERO KO'D

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



Discard 1 and 1 from Immortus's Location. For each token discarded in this way, remove 1 token from the corresponding Mission, if still not completed.

CORE SET

SEASON 3

COSMIC GHOST RIDER



COSMIC GHOST RIDER

VILLAINOUS PLOT

The Heroes lose if the Punishment Track reaches 20.

OVERFLOW

Increase the Punishment Track by 2.



Deal 1 damage to each Hero in Cosmic Ghost Rider's Location. Then, discard 1 from his and adjacent Locations. Increase the Punishment Track by 1 for each discarded this way.

CORE SET

SEASON 3

THE COMING OF GALACTUS



GALACTUS

SPECIAL RULES

Instead of the 3 Missions, shuffle the Stop Galactus Missions with the Convince Galactus to Spare Earth Mission at the bottom. The Heroes win if they complete all the Stop Galactus Missions.

OVERFLOW OR KO'D

Play a Master Plan card facedown.



In the Location Galactus is facing:

- Discard all and there.
- Each Hero discards 1 token if able.
- Deal 1 damage to each Hero.

THE COMING OF GALACTUS

SEASON 3

HERALDS OF GALACTUS



AIR-WALKER

FIRELORD

NOVA - FRANKIE RAYE

TERRAX

SPECIAL SETUP AND RULES

Place the 4 Herald tokens randomly in the Herald token slots on the Heralds dashboard. The slots determine the effect of each Villain during the Villain turn and then slide to the left cyclically after each Villain turn. Individual Villain special rules, Overflow effects, and Villainous Plots are replaced by the following (only the BAM! effect remains): The Heroes lose if there are no Crisis tokens left in the pool, or if the Heralds Plot Track reaches the end.

OVERFLOW

Increase the Heralds Plot Track by 1.

KO'D

Play a Master Plan card facedown.

THE COMING OF GALACTUS

SEASON 3

AIR-WALKER



AIR-WALKER

VILLAINOUS PLOT

Heroes lose if a single Hero ever has 4 or more Crisis tokens. A Hero may spend to discard a Crisis token from another Hero in the same Location.

OVERFLOW

Give 1 Crisis token to 1 Hero in that Location and in both adjacent Locations.

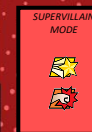


Deal 1 damage to 1 Hero in Air-Walker's and both adjacent Locations. Give 1 Crisis token to 1 Hero in Air-Walker's and both adjacent Locations.

THE COMING OF GALACTUS

SEASON 3

FIRELORD



FIRELORD

SPECIAL RULES

Firelord cannot be damaged. Heroes win if they complete all 3 Free Firelord Missions that replace the 3 Missions. During Setup, all empty slots are filled with or .

OVERFLOW OR KO'D

Play a Master Plan card facedown.



In Firelord's Location: Rescue 1 , defeat 1 , and deal 1 damage to any Henchman. Then, deal 1 damage to each other Villain and Hero there.

THE COMING OF GALACTUS

SEASON 3

NOVA (FRANKIE RAYE)



NOVA - FRANKIE RAYE



VILLAINOUS PLOT

Nova has no Threat cards. The Heroes lose if every Location has 3 Crisis tokens. Each Location can't have more than 3 Crisis tokens; move excess tokens clockwise if needed. When a Location has 3 Crisis tokens, add 1 to the Clear Threats Mission and the End of Turn effect of that Location is cancelled.

OVERFLOW

Add 1 Crisis token to the Location.



Add 1 Crisis token to both adjacent Locations.

THE COMING OF GALACTUS

SEASON 3

TERRAX



TERRAX



VILLAINOUS PLOT

The Heroes lose if the Terrax Domination Track reaches 8.

OVERFLOW OR KO'D

Increase the Terrax Domination Track by 1.



Deal 2 damage to 1 Hero in Terrax's Location and in the opposite Location.

SPECIAL RULES

Heroes cannot move using Actions to move between Locations with a token in between. Such a token may be removed by a Action.

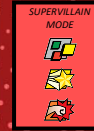
THE COMING OF GALACTUS

SEASON 3

VULCAN



VULCAN



VILLAINOUS PLOT

The Heroes lose if the Heroes have a certain number of KO tokens.

OVERFLOW

Bring back 1 random cleared Threat if possible, otherwise 1 Hero takes 1 damage instead.



Deal 1 damage to each Hero in Vulcan's and both adjacent Locations. Then, for each Hero card with a Special Effect in the Storyline up to the previous Master Plan card, the corresponding Hero must discard 1 card.

WAR OF KINGS

SEASON 3

GLADIATOR



GLADIATOR



SPECIAL RULES

The Gladiator Hero deck is used for Duels. See rules book on Duels.

VILLAINOUS PLOT

The Heroes lose if the Gladiator Duel track reaches the end. The Heroes win if the Heroes Duel track reaches the end.

OVERFLOW

Bring back 1 random cleared Threat if possible, otherwise 1 Hero takes 1 damage instead.



Duel with 1 Hero in this or an adjacent Location.

WAR OF KINGS

SEASON 3

NEMESIS



NEMESIS



SPECIAL RULES

Nemesis can't suffer more than 3 damage in a single Hero turn. When a Hero is KO'd, add 2 Crisis tokens instead of activating BAM!

VILLAINOUS PLOT

The Heroes lose if there are 10 Crisis tokens.

OVERFLOW

Add 1 Crisis token.



Deal 2 damage to 1 Hero in Nemesis's Location and 1 damage to 1 Hero in each adjacent Location. Nemesis recovers 1 Health for each.

THE AGE OF APOCALYPSE

SEASON 3

APOCALYPSE (AGE OF APOCALYPSE)



APOCALYPSE



SPECIAL RULES

Replace Defeat Thugs Mission with Reset Timeline Mission. Extra 7th Threat is the Surprise Henchman. Supreme Strategist Master Plan card goes on top. Only the Henchman in the Location opposite to Apocalypse activates their BAM! and only this Henchman can be damaged by Heroes. A KO'd Hero removes their top Hero deck card instead of BAM!

OVERFLOW

Deal 1 damage to each Hero there.

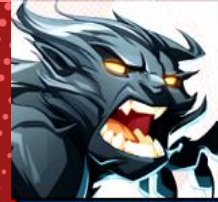


Each Hero in Apocalypse's and both adjacent Locations removes the top Hero deck card.

THE AGE OF APOCALYPSE

SEASON 3

DARK BEAST



DARK BEAST



SPECIAL RULES

Instead of the 3 Missions, the Restore Mutant DNA Mission is used. While this Mission is incomplete:

- Dark Beast can't take damage
 - Cancel all Special Effects on mutant Hero cards.
- When a Hero is KO'd, remove the right most token on this mission instead of BAM!

OVERFLOW

Place overflow tokens in Gene Pool.

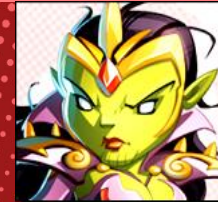


Deal 1 damage to 1 Hero in Dark Beast's and each adjacent Location. Remove all tokens with D.B. to the Gene Pool. If there are 3 or more tokens in the Gene Pool, discard them and add a Master Plan card facedown.

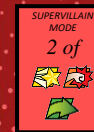
THE AGE OF APOCALYPSE

SEASON 3

QUEEN VERANKE



QUEEN VERANKE



SPECIAL RULES

Choose 4 unused Heroes and their Hero decks as **Skrull imposters**. Read about their effects on Villain dashboard. One of the 2 Missions required to damage Villain is the **Clear Threats** Mission. When a Hero is KO'd, play a Master Plan card facedown before activating BAM!

OVERFLOW

Henchman recovers 1 Health, otherwise deal 1 damage to each Hero in Locations with .



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

SECRET INVASION

SEASON 3

SKRULLS



SKRULLS



SPECIAL RULES

Place as many Skrulls on Locations as there are Heroes. See Villain dashboard on number of Hero turns between Villain turns. A Skrull is defeated by dealing 3 or more damage to it in a single turn.

When a Hero is KO'd, play a Master Plan card facedown instead of activating BAM!

OVERFLOW

Remove 1 token from an incomplete mission, otherwise deal 1 unpreventable damage to 1 Hero.



Deal 1 damage to 1 Hero in each Skrull Location.

SECRET INVASION

SEASON 3

MORBIUS



MORBIUS



VILLAINOUS PLOT

Heroes lose if they have (#Heroes+5) Crisis tokens

SPECIAL RULES

When a Hero is KO'd, move Morbius clockwise to next Hero before activating BAM!

OVERFLOW

Draw a Master Plan card facedown.



Deal 1 damage and give 1 Crisis token to 1 Hero in Morbius's Location. Then, if that Hero has 2 or more Crisis tokens, they take 1 extra damage.

MAXIMUM CARNAGE

SEASON 3

SHRIEK



SHRIEK



VILLAINOUS PLOT

Heroes lose if there are no in play.

SPECIAL RULES

Set the **Maximum Carnage** Master Plan card on top of the deck. Heroes may spend in a Location to flip 1 there.

OVERFLOW

Flip all in that Location.



In each of Shriek's and both adjacent Locations: If there are no Heroes, flip 1 there, otherwise deal 1 damage to each and move each 1 Location away.

MAXIMUM CARNAGE

SEASON 3

SCREAM



SCREAM



VILLAINOUS PLOT

Heroes lose if the **Eradication** Mission is complete.

SPECIAL RULES

Replace the **Clear Threats** Mission with the **Eradication** Mission. When a Henchman has 2 Crisis tokens, discard and place 1 on the **Eradication** Mission. Scream cannot be damaged until additionally the Venom Henchman is defeated.

OVERFLOW

Accelerate the next Villain turn by 1 card.

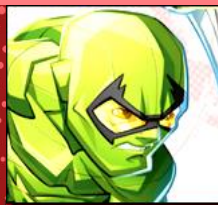


Deal 1 damage to 1 Hero in Scream's Location, and place 1 Crisis token on a Henchman there, if any.

MAXIMUM CARNAGE

SEASON 3

SCORPION



SCORPION



VILLAINOUS PLOT

Heroes lose if they have a total of 4 KO tokens.

SPECIAL RULES

Place the **Scorpion Suit Enhancement** Master Plan card on top. Heroes starting their turn with any Crisis tokens do not benefit from the symbols of the previous Hero card and discard all their Crisis tokens.

OVERFLOW

Put 1 Threat randomly back in play, otherwise 1 Hero anywhere takes 1 damage.



Give 1 Crisis token and deal 1 damage to the Hero with the fewest Crisis tokens in Scorpion's Location.

MAXIMUM CARNAGE

SEASON 3

DEMOGOBLIN & DOPPELGANGER



DEMOGOBLIN +
DOPPELGANGER



VILLAINOUS PLOT

Heroes lose if two Missions are lost.

SPECIAL RULES

A discarded is placed in the **Defeat Thugs** Mission. A discarded is placed in the **Rescue Civilians** Mission. When a Mission is completed with half or more of the wrong tokens, it is instead considered lost. When a Hero is KO'd, remove the top Master Plan card instead of activating BAM!

OVERFLOW

Place a Crisis token in the **Clear Threats** Mission and remove the top Master Plan card.



Discard all from Demogoblin's Location. Deal 1 damage to each Hero in Doppelganger's Location.

MAXIMUM CARNAGE

SEASON 3

DARK CARNAGE



DARK CARNAGE



SPECIAL RULES

Dark Carnage is a challenge that may be added to any regular Villain. Dark Carnage is always vulnerable, except if there are any infected on the board. See the Dark Carnage board for Carnage's special movement using the Carnage die. Dark Carnage's behavior changes if the regular Villain is defeated before Dark Carnage is.

OVERFLOW

Dark Carnage gains 1 Health if regular Villain is defeated.

KO'd

Dark Carnage eats the Hero if regular Villain is defeated.

VILLAINOUS PLOT

The Heroes lose if an Infection token must be placed but there are none available. If regular Villain is defeated, then the Heroes lose if all Heroes are removed from play.

MAXIMUM CARNAGE

SEASON 3

SINISTER SIX, NEW



NEW
SINISTER
SIX



SPECIAL RULES

See special dashboard.

VILLAINS

Morbius, Doppelganger, Scream, Shriek, Demogoblin, Scorpion.

MODULAR VILLAINS

Pick any six:

Green Goblin, Carnage, Rhino, Morlun, Venom, Spot, Scorpion, Shriek, Scream, Morbius, Doppelganger, Demogoblin, Doctor Octopus, Sandman, Kraven, Vulture, Mysterio, Electro, Chameleon, Lizard, Hobgoblin, Shocker.

MAXIMUM CARNAGE

SEASON 3

WORLD BREAKER HULK



VILLAINOUS PLOT
Heroes lose if every Hero has an Obedience token.

SPECIAL RULES
Place the **Rage** card with 2 tokens on it. When a Hero without an Obedience token is KO'd, they get an Obedience token instead of activating World Breaker Hulk's BAM! Heroes with an Obedience token turn their played card facedown after their turn. Another Hero can spend in a Location with a Hero to discard that Hero's Obedience token and add 1 token to the Clear Threats Mission.

OVERFLOW
Deal 1 damage to 1 Hero in that Location and in each adjacent one.

BAM!
Discard 2 damage to 1 Hero in Hulk's Location.

WORLD WAR HULK SEASON 3

THE VOID



SPECIAL RULES
The Void can't be damaged if there is an Invulnerable token on this dashboard. A Hero in The Void's Location may spend to discard an Invulnerable token from this dashboard. When a Hero is KO'd, accelerate the next Villain turn instead of activating the BAM!

OVERFLOW
Turn all in that Location into . Then play a Master Plan card facedown.

BAM!
Place 1 Invulnerable token on this dashboard. Then, deal 1 **unpreventable** damage to each Hero anywhere.

WORLD WAR HULK SEASON 3

ARES



VILLAINOUS PLOT
Heroes lose if 2 or more Locations have 3 Crisis tokens or 1 Location has 4 Crisis tokens.

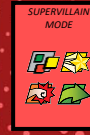
SPECIAL RULES
During set up, turn all into . Ares ignores 1 damage for each in Ares' Location each turn. A Hero may spend to remove 1 Crisis token.

OVERFLOW
Deal 1 damage to 1 Hero in each adjacent Location.

BAM!
Deal 2 damage to 1 Hero in Ares' Location. Place 1 Crisis token in the Location with the least compared between this and the opposite Location, or both if tied.

WORLD WAR HULK SEASON 3

ANNIHILUS



VILLAINOUS PLOT
The Heroes lose when the tracker reaches the end of the Annihilation track.

OVERFLOW
Increase the Annihilation track by 1.

BAM!
Deal 2 damage to 1 Hero in Annihilus' Location and 1 damage to 1 Hero in each adjacent Location.

SPECIAL RULES
The Villain must start in the **Arthros** Location. When a Hero is KO'd, increase the Annihilus track by 2 instead of activating BAM!

ANNIHILATION SEASON 3

SPOT



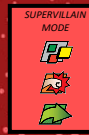
SPECIAL RULES
Place 1 random Spot token on each Location. Place (#players+1) Crisis tokens on Spot's dashboard. If there are Crisis tokens on Spot's dashboard, whenever Spot would take 1 damage, remove 1 Crisis token here instead and move Spot to the next Spot token alphabetically. Each damage is resolved separately.

OVERFLOW
Deal 1 damage to each Hero there.

BAM!
Deal 1 damage to 1 Hero in Spot's Location, otherwise in next Spot Location alphabetically.

SPIDER GEDDON SEASON 3

MORLUN



SPECIAL RULES
See special setup rules. When a Hero is KO'd, any Henchman in their Location gains 1 Health. Then, that Hero is removed from the game and replaced with a new Hero.

VILLAINOUS PLOT
The Heroes lose if 4 Heroes are removed.

OVERFLOW
Deal 1 damage to each Hero there. If there are none, add the overflow to the next clockwise Location with empty slots.

BAM!
Deal 2 damage to 1 Hero in Morlun's Location.

SPIDER GEDDON SEASON 3

ANTI-VENOM



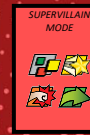
SPECIAL RULES
See special setup rules. Whenever a Hero card with a Special Effect is discarded or turned facedown, increase the Anti-Venom track by 1.

VILLAINOUS PLOT
The Heroes lose if the Anti-Venom track reaches the end.

BAM! **and OVERFLOW**
Each Hero there must discard 1 card with a Special Effect from their hand; if not, they take 1 damage and must turn 1 card with a Special Effect facedown if possible.

SPIDER GEDDON SEASON 3

SUPERIOR SPIDER-MAN



SPECIAL RULES
See special setup rules, which include using Superior Spider-Man's Mission cards and starting off with 2 Spider-Bots on certain Locations. When a Hero is KO'd, place 1 Threat token on his Clear Threats Mission.

VILLAINOUS PLOT
The Heroes lose if Superior Spider-Man completes 2 of his Missions.

BAM!
Deal 2 damage to 1 Hero there and 1 damage to 1 Hero in each adjacent Location. Rescue 1 and defeat 1 in each location with a Spider-Bot. Add 1 Spider-Bot where there is none.

OVERFLOW
Add them to the corresponding Superior Spider-Man Mission instead.

SPIDER GEDDON SEASON 3

ABOMINATION



SPECIAL RULES

Abomination is Under Pressure and vulnerable to damage from the start of the game. When any mission is completed, each Hero draws 1 card. When a Hero is KO'd, Abomination doesn't activate his BAM!. Instead accelerate the next Villain turn.



Deal 2 damage to 1 Hero in Abomination's Location. Discard all and there.

OVERFLOW

Discard all and there.

PROMO BOX

SEASON 3

ABSORBING MAN



SPECIAL RULES

When a Hero is KO'd, Absorbing Man doesn't activate his BAM!. Instead, remove the top Master Plan card from the game.



If there is a Threat with a in Absorbing Man's location, resolve its effect. If no such Threat there, deal 1 damage to 1 Hero there.

OVERFLOW

Bring back 1 random cleared Threat back into play into the first clockwise Location without a Threat. If not possible, deal 1 damage to 1 Hero there.

PROMO BOX

SEASON 3

BLASTAAR



VILLAINOUS PLOT

The Heroes lose if they are all in the **Negative Zone**.



Move 1 Hero in Blastaar's Location or an adjacent one to the **Negative Zone** card. If not possible, draw a Master Plan card and add it facedown in the Storyline. Then, deal 1 damage to 1 Hero in each adjacent and opposite Location.

OVERFLOW

Bring back 1 random cleared Threat back into play into the first clockwise Location without a Threat. If not possible, deal 1 damage to 1 Hero in Blastaar's Location or an adjacent Location.

PROMO BOX

SEASON 3

CABAL (IRON PATRIOT)



VILLAINOUS PLOT

The Heroes lose if either the Villain or any Henchman has 5 or more Crisis tokens.

SPECIAL SETUP/SPECIAL RULES

Choose 1 Cabal member to be the Villain and place on dashboard. No Threat is placed in the starting Location. Place the remaining 5 Threat cards in the other Locations. When a Hero is KO'd, the Villain doesn't activate his BAM!. Instead, add 1 Crisis token to this dashboard.

OVERFLOW

Add 1 Crisis token to this dashboard

PROMO BOX

SEASON 3

CHAMELEON



SPECIAL RULES

Once 2 Missions have been completed, when a Hero is trying to damage Chameleon, first shuffle all the **Find the Chameleon** tokens. Then reveal 1 token plus 1 for each empty slot in Chameleon's Location. If a token reveals Chameleon, he can be damaged this turn, otherwise he can't be damaged until the end of the turn.



If there is at least 1 Hero in Chameleon's Location, accelerate the next Villain turn by 1 card.

OVERFLOW

Bring back 1 random cleared Threat back into play into the first clockwise Location without a Threat. If not possible, draw and play facedown 1 Master Plan card.

PROMO BOX

SEASON 3

CRIMSON DYNAMO



VILLAINOUS PLOT

The Heroes lose if there are 12 Crisis tokens on the **Power Struggle** Mission

SPECIAL SETUP/SPECIAL RULES

Replace the **Clear Threats** Mission with the **Power Struggle** Mission, placing 2 Crisis tokens there. Place the **The Struggle Begins** Master Plan card on top. Heroes may spend tokens in Crimson Dynamo's Location to remove Crisis tokens. The **Power Struggle** Mission is completed when it has no Crisis tokens.



Add 1 Crisis token to the **Power Struggle** Mission. A Hero in Crimson Dynamo's Location may take 1 damage to prevent this.

OVERFLOW

For each overflow, add 1 Crisis token to the **Power Struggle** Mission.

PROMO BOX

SEASON 3

CROSSBONES



VILLAINOUS PLOT

The Heroes lose if the **Headmoney Track** reaches 10.

SPECIAL RULES

When a Hero is KO'd, Crossbones doesn't activate his BAM!. Instead, increase the **Headmoney Track** by 2 and the KO'd Hero discards all their Crisis tokens



Give 1 Crisis token to 1 Hero in Crossbones' and each adjacent Location. Then, discard 1 from each of these Locations, if any.

OVERFLOW

For each overflow, increase the **Headmoney Track** by 1. For each overflow, Bring back 1 random cleared Threat back into play into the first clockwise Location without a Threat, if possible

PROMO BOX

SEASON 3

DAKEN



VILLAINOUS PLOT

The Heroes lose if the Challenge tracker reaches 0.

SPECIAL SETUP/SPECIAL RULES

Place the **Healing Factor** Master Plan card on top. Shuffle Daken's Hero deck. Assign the **Hunted** token to the Hero with the most icons. Challenge tracker starts at 3. A Hero in Daken's Location may start a **Challenge**. See dashboard to see how a **Challenge** is conducted. When a Hero is KO'd, Daken does not activate his BAM!. Instead, lower the Challenge tracker by 1.



Challenge 1 Hero in Daken's Location, giving the Hunted priority. Then, deal 2 damage to 1 Hero in Daken's Location.

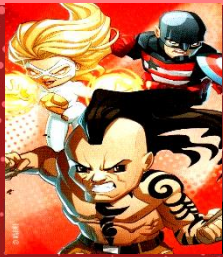
OVERFLOW

Bring back 1 random cleared Threat back into play into the first clockwise Location without a Threat, if possible.

PROMO BOX

SEASON 3

DARK AVENGERS



HEROIC GOAL

The Heroes win when all 3 Villains are defeated.

SPECIAL SETUP/SPECIAL RULES

Choose 3 Dark Avengers to be the Villains. Their Villain cards replace the 3 Mission cards. Choose 3 of the remaining 4 Threat cards to place, 1 in the Heroes' starting Location and 2 in the Villains' adjacent Locations. Villains are Under Pressure and vulnerable to damage from the start of the game. When a Villain is defeated, its Villain effect is cancelled and the Hero who defeated the Villain draws 1 card.



Each Villain activates their BAM! from left Mission slot to right, then each Henchman activates their BAM! from low number up.

OVERFLOW

Deal 1 damage to 1 Hero anywhere.

PROMO BOX

SEASON 3

DARKCHILD



VILLAINOUS PLOT

The Heroes lose if there are 12 Crisis tokens on Limbo.

SPECIAL SETUP/SPECIAL RULES

Place the Limbo card next to the Villain's starting Location. Remove 1 Master Plan card randomly, or 2 if the Heroes choose Darkchild to start on Limbo. When a Hero is KO'd, Darkchild doesn't activate her BAM!. Instead, place that Hero on Limbo. At the end of a Villain turn, if any Hero has taken any damage, place 2 Crisis tokens on Limbo. A Hero on Limbo can spend 2 actions to remove 1 Crisis token.



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

OVERFLOW

Add 1 Crisis token on Limbo.

PROMO BOX

SEASON 3

ENCHANTRESS



SPECIAL SETUP/SPECIAL RULES

Place the Skurge Threat in the Villain's starting Location. Choose 9 other Henchmen from other Villains to make a Henchmen deck, and place the top 5 into the other Locations. When a Hero is KO'd, Enchantress doesn't activate her BAM!. Instead accelerate the next Villain turn. Enchantress cannot be damaged while in a Location with a Henchman. If Skurge is defeated, he goes to the top of the Henchmen deck. Henchmen other than Skurge enter play with 1 less Health.



If there is no Henchman in Enchantress's Location, move her to the next Location with a Henchman, if possible.

OVERFLOW

Accelerate the next Villain turn.

PROMO BOX

SEASON 3

FIN FANG FOOM



VILLAINOUS PLOT

The Heroes lose if Fin Fang Foom must draw a Master Plan card from the Dormant deck but it is empty.

SPECIAL SETUP/SPECIAL RULES

Use the Dormant Master Plan deck, setting aside the Awake Master Plan deck. The Valley of the Sleeping Dragon is the Villain's starting Location. When Fin Fang Foom becomes Under Pressure, replace the Dormant deck with the Awake deck. When a Hero is KO'd, Fin Fang Foom doesn't activate his BAM!. Instead, play a Master Plan card facedown.



Deal 2 damage to 1 Hero in Fin Fang Foom's Location. Then deal 1 damage to a different Hero in this Location and 1 Hero in each adjacent Location.

OVERFLOW

Play a Master Plan card facedown.

PROMO BOX

SEASON 3

GORR THE GOD BUTCHER



VILLAINOUS PLOT

The Heroes lose when 4 Heroes have been removed from the game.

SPECIAL SETUP/SPECIAL RULES

Place the Invasion Begins Master Plan card on top. When a Hero is KO'd, Gorr doesn't activate his BAM!. Instead, Gorr gains 2 Health and that Hero is removed from the game, discarding any tokens. On their next turn, choose a new Hero to enter play in the Heroes' starting Location.



Heroes in Gorr's Location reveal their hand. The Hero(es) with the most symbols at the bottom of their cards take 2 damage.

OVERFLOW

Deal 1 damage to 1 Hero anywhere.

PROMO BOX

SEASON 3

HIGH EVOLUTIONARY



VILLAINOUS PLOT

The Heroes lose if the Evolution Track reaches 8.

SPECIAL SETUP/SPECIAL RULES

Place the Jackal Threat in the Villain's starting Location. From the 11 Master Plan/Threat cards, draw 5 to place Threat side up in the remaining Locations. Heroes can only damage High Evolutionary after 3 Missions have been completed. When a Threat is cleared, place it at the bottom of the Master Plan deck. Heroes starting their turn with 3 or more Crisis tokens play their Hero card facedown and discard all their Crisis tokens.



Each Hero in High Evolutionary's Location must discard 1 Action token. If they have none, take 1 Crisis token instead.

OVERFLOW

Increase the Evolution Track by 1 for each overflow and add the overflowing tokens to their corresponding missions.

PROMO BOX

SEASON 3

HOBGOBLIN



SPECIAL RULES

The first time Hobgoblin would be defeated, he immediately gains 2 Health plus 1 Health for each Threat in play. Then, he moves to the opposite Location. When a Hero is KO'd, Hobgoblin doesn't activate his BAM!. Instead, play a Master Plan card facedown.



Deal 1 damage to each Hero in both Locations adjacent to Hobgoblin's Location.

OVERFLOW

Bring back 1 random cleared Threat back into play into the first clockwise Location without a Threat. If not possible, deal 1 damage to 1 Hero anywhere.

PROMO BOX

SEASON 3

KLAW



SPECIAL RULES

Only Heroes with any cleared Threat in front of them can damage Klaw (once 2 Missions have been completed). When a Hero is KO'd, Klaw doesn't activate his BAM!. Instead, play a Master Plan card facedown.



Deal 2 damage to 1 Hero in each Location adjacent to Klaw and 1 damage to 1 Hero in each Location adjacent to the Location opposite to Klaw.

OVERFLOW

Accelerate the next Villain turn.

PROMO BOX

SEASON 3

KNULL



KNULL



VILLAINOUS PLOT

The Heroes lose if 5 of them have been turned into Symbiote Henchmen.
SPECIAL SETUP/SPECIAL RULES
 Knull can be faced by 2, 3, 4, 5, or 6 Heroes in regular play. See the Rules book for how 2 Heroes play each turn with a special turn sequence, and how to setup the Master Plan deck and Locations. Knull starts the game Under Pressure. Heroes must complete 3 Missions to make Knull vulnerable. Heroes do not draw a card when the 2nd Mission is completed. When a Hero is KO'd, Knull doesn't activate his BAM!. Instead the Hero is removed from play and becomes a Symbiote Henchman. Put a **Symbiote Henchman** Threat card in play in the first Location without a Threat. If none, replace the Threat in the Hero's Location. Keep their remaining Hero deck next to it. On their next turn, the player chooses a different Hero and starts there.



Deal 2 **unpreventable** damage to 1 Hero in Knull's Location and 1 **unpreventable** damage to 1 Hero in each adjacent Location.

OVERFLOW

Turn all there into . If there are none, deal damage among Heroes there equal to the number of .

PROMO BOX

SEASON 3

LIZARD



LIZARD



HEROIC GOAL

The Heroes win if all 3 Missions have been completed and there are Heroes in Locations adjacent to the Sewer token with Lizard.

SPECIAL SETUP/SPECIAL RULES

Replace the **Clear Threats** Mission with the **Find the Cure** Mission. Place 1 **Sewer** token between each Location. Heroes cannot damage Lizard. Lizard only moves on **Sewer** tokens. Lizard places / tokens on Locations adjacent to him. To place a token on the **Find the Cure** Mission, Heroes must spend in a Location with no . When a Hero is KO'd, Lizard doesn't activate his BAM!. Instead, play a Master Plan card facedown.



Deal 1 damage to 1 Hero in each Location adjacent to Lizard.

OVERFLOW

Play a Master Plan card facedown.

PROMO BOX

SEASON 3

MAXIMUS



MAXIMUS



SPECIAL SETUP/SPECIAL RULES

Place the **Scheming** Master Plan card on top. When a Hero is KO'd, Maximus doesn't activate his BAM!. Instead, play a Master Plan card facedown.



1 Hero in the Location counter-clockwise from Maximus reveals 1 random card from their hand and resolves the symbols at the bottom of that card as follows:

: Move that Hero 1 Location away from Maximus.

: Add 1 or 1 to that Hero's Location.

: Deal 1 damage to another Hero in that or an adj. Location.

: Play a Master Plan card facedown.

Then do the same to a different Hero in Maximus's Location and going clockwise.

OVERFLOW

Play a Master Plan card facedown.

PROMO BOX

SEASON 3

MOLE MAN



MOLE MAN



VILLAINOUS PLOT

The Heroes lose if all the slots in 4 or more Locations are filled with Crisis tokens.

SPECIAL SETUP/SPECIAL RULES

Place the **Attack the Surface** Master Plan card on top. **Monster Isle** is the Villain's starting Location. When adding a Crisis token to a Location, fill the rightmost empty slot, otherwise replace the right most / . If all are filled with Crisis tokens, then add to the next clockwise Location.



Deal 1 damage to 1 Hero in Mole Man's Location. Then, add 1 Crisis token there.

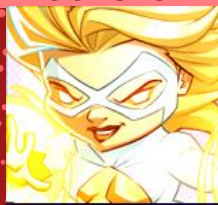
OVERFLOW

For each overflow, add 1 Crisis token.

PROMO BOX

SEASON 3

MOONSTONE



MOONSTONE



SPECIAL SETUP/SPECIAL RULES

Place the **Moonstone Gem** card starting with its **ATTACHED** side up. Moonstone can't be damaged if the Moonstone Gem card is attached. Any Hero can spend in Moonstone's Location to flip the Moonstone Gem card to its **STOLEN** side. When a Hero is KO'd, Moonstone doesn't activate her BAM!. Instead: If the Gem is **STOLEN**, flip it over; if the Gem is **ATTACHED**, play a Master Plan card facedown.



If the Gem is **ATTACHED**, deal damage to 1 Hero equal to the number of cards with Special Effects in their hand. If the Gem is **STOLEN**, deal 1 damage to 1 Hero if there are any there, and deal 1 damage to 1 Hero if there are any there.

OVERFLOW

Deal 1 damage to 1 Hero anywhere.

PROMO BOX

SEASON 3

PURPLE MAN



PURPLE MAN



SPECIAL RULES

When a Hero is KO'd, Purple Man doesn't activate his BAM!. Instead, play a Master Plan card facedown.



1 Hero in Purple Man's and each adjacent Location must play their next Hero card randomly and can't deal any damage to Purple Man. The Heroes in adjacent Locations can prevent this by either: Revealing cards from their hand with at least 2 or 5 symbols of any kind at the bottom, OR having a card in their hand or the Storyline with **Telepathy** in its name.

OVERFLOW

Play a Master Plan card facedown.

PROMO BOX

SEASON 3

RED HULK



RED HULK



VILLAINOUS PLOT

The Heroes lose if the Revenge Track reaches 6.

SPECIAL SETUP/SPECIAL RULES

The **Betty Ross** token starts in the Heroes' starting Location.

Each Villain turn, move **Betty Ross** clockwise as many Locations equal to the number of symbols at the bottom of cards in the Storyline between the previous Villain card and the current one. When a Hero is KO'd, Red Hulk doesn't activate his BAM!. Instead, increase the Revenge Track by 1.



Discard all / from Red Hulk's Location. Then, deal 2 damage to each Hero there. If **Betty Ross** is there, deal only 1 damage instead.

OVERFLOW

Increase the Revenge Track by 1, and move **Betty Ross** clockwise by 1 Location.

PROMO BOX

SEASON 3

SHOCKER



SHOCKER



VILLAINOUS PLOT

The Heroes lose if Shocker fulfills all his achievements.

SPECIAL RULES

Shocker can't be assigned Stunned tokens. Heroes starting their turn with any Stunned tokens treat Special Effects on all their Hero cards as blank until the end of their turn. Then, they discard all their Stunned tokens.

When a Hero is KO'd, Shocker doesn't activate his BAM!. Instead, play a Master Plan card facedown.



Assign 1 Stunned token and deal 1 damage to 1 Hero in each Location adjacent to Shocker.

OVERFLOW

Play a Master Plan card facedown.

PROMO BOX

SEASON 3

TITANIA



VILLAINOUS PLOT/HEROIC GOAL
When either Titania or a Hero should play a card but have none, check the following: the Heroes win if and only if there are more Crisis tokens on the dashboard than KO tokens.

SPECIAL RULES
When Titania is reduced to 0 Health, she is not defeated. Instead, lay her down and add 1 Crisis token to the dashboard. Next Villain turn place Titania upright and restore her to full Health. When a Hero is KO'd, Titania doesn't activate her BAM!. Instead, if this happens during a Villain turn, add 1 KO token to the dashboard. If this happens during a Hero turn, accelerate the next Villain turn.

BAM!
1 Hero in Titania's Location takes damage equal to 1 plus the number of Crisis tokens on the dashboard.

OVERFLOW
Deal 1 damage to 1 Hero anywhere.

PROMO BOX SEASON 3

U.S. AGENT



SPECIAL SETUP/SPECIAL RULES
Use U.S. Agent's Hero deck as the Master Plan deck and start with his Equipment card faceup. During a Villain turn, play a U.S. Agent card and resolve each symbol and Special Effects in order:

- Move U.S. Agent clockwise 1 Location
- Deal 1 damage to each Hero in both adjacent Locations.
- Deal 1 damage to each Hero in U.S. Agent's Location.
- Move U.S. Agent clockwise to the next Location with any Heroes and deal 1 **unpreventable** damage to 1 Hero there.

• **Special Effect:** U.S. Agent resolves the effect.
• If the **U.S. Agent's Shield** is faceup, he ignores 2 damage each Hero turn. Heroes may spend in his Location to flip it facedown.

When a Hero is KO'd, remove the top card from U.S. Agent's deck from the game.

OVERFLOW
Deal 1 damage to the Hero there with the fewest cards in hand.

PROMO BOX SEASON 3

WHITE WIDOW



VILLAINOUS PLOT
The Heroes lose if they have 7 Crisis tokens.

SPECIAL RULES
Deathless Frenzy Serum: Heroes starting their turn with 1 or more Crisis tokens must treat 1 available , , or symbol at the bottom of Hero cards as **BAM!**.

BAM!
Give 1 Crisis token and deal 1 damage to the Hero with the fewest Crisis tokens in White Widow's Location.

OVERFLOW
Give 1 Crisis token to the Hero with the fewest Crisis tokens

PROMO BOX SEASON 3

WINTER GUARD



VILLAINOUS PLOT
The Heroes lose if the Interrogation Track reaches 7.

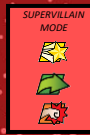
SPECIAL RULES
INTERROGATE: The Hero chooses 1 card from their hand to reveal. If it has 1 or more at the bottom, increase the Interrogation Track by 2. In any case, put the card at the bottom of the deck. When a Hero is KO'd, the Villains don't activate their BAM!. Instead, increase the Interrogation Track by 1.

BAM!
RED GUARDIAN: Move Red Guardian clockwise to the next Location with any Heroes and **Interrogate** 1 Hero there.
URSA MAJOR: Deal 1 damage to 1 Hero in Ursa Major's Location. Then deal 1 damage to a different Hero there.
DARKSTAR: Deal 1 damage to 1 Hero in each Location adjacent to Darkstar's.

OVERFLOW
Increase the Interrogation Track by 1.

PROMO BOX SEASON 3

WRECKING CREW



VILLAINOUS PLOT
The Heroes lose if the Loot Track reaches 10.

SPECIAL RULES
The Crowbar moves with Wrecker. When a Hero is KO'd, the Villains don't activate their BAM!. Instead, increase the Loot Track by 1. When all 6 Threats are cleared, the Villains become Under Pressure and vulnerable to damage.

BAM!
WRECKER: Deal 2 damage to 1 Hero anywhere. Then, add 1 and 1 in Wrecker's Location.
BULLDOZER: Move Bulldozer clockwise to the next Location with any Heroes. Then, deal 1 damage to 1 Hero there, 1 more if the Crowbar is there or in an adjacent Location.
PILEDRIER: Deal 1 damage to 1 Hero in Piledriver's Location. If the Crowbar is there or adjacent, deal 1 more damage and add 1 .

THUNDERBALL: Deal 1 damage to 1 Hero in Thunderball's or an adjacent Location. If the Crowbar is there or adjacent, deal 1 more damage and add 1 .

OVERFLOW
Increase the Loot Track by 1.

PROMO BOX SEASON 3

AGATHA HARKNESS



VILLAINOUS PLOT
The Heroes lose when the Witch Trial Mission is complete.

SPECIAL SETUP/SPECIAL RULES
Place the **Witch Hunt Begins** Master Plan card on top. The Rune Threats start on their A side. When Agatha Harkness becomes Under Pressure, flip the Threats to their B side. For each damage Agatha Harkness is dealt, if there are 7 or more there, remove 1 instead of removing 1 of her Health tokens. When a Hero is KO'd, add 1 token from the pool to the **Witch Trial Mission** instead of activating her BAM!.

BAM!
Move 1 from Agatha Harkness' and each adjacent Location to the **Witch Trial Mission**. Activate the Rune Threats with symbols matching those on the Master Plan card.

OVERFLOW
Add 1 token from the pool to the **Witch Trial Mission**.

WITCHING HOUR SEASON 3

SCARLET WITCH



VILLAINOUS PLOT
The Heroes lose when there are no Threats in play.

SPECIAL SETUP/SPECIAL RULES
Place the **Possessed by Chthon** Master Plan card on top. Set aside 3 cards with Special Effects from each Hero deck. Heroes can also damage Scarlet Witch with . Each time a Mission is completed, each Hero may put one of their set aside cards on top of their deck. When a Hero is KO'd, remove the top card of the Master Plan deck instead of activating BAM!.

BAM!
Add 1 Crisis token to the Darkhold Page Threats in Scarlet Witch's and both adjacent Location. Each Hero in these Locations must discard 1 card from their hand.

OVERFLOW
Add 1 Crisis token to the Threat there, or if none, add it to the first clockwise Threat.

WITCHING HOUR SEASON 3

MISSION CARDS

MISSIONS
CLEAR THREATS,
DEFEAT THUGS,
RESCUE CIVILIANS,

SEASON 3

CHALLENGES

HARD CHALLENGE,
MODERATE CHALLENGE,

SEASON 3

SUPER HERO CARDS

CROWD CONTROL,
EYE OF THE HURRICANE,
GET READY,
SHAKE IT OFF,
STRATEGIC RETREAT,
TAKING YOU WITH ME,
THWART THE PLAN,
TO THE RESCUE,

SEASON 3

SUPER VILLAIN CARDS

CAUGHT ALONE,
COVERT OPERATION,
FLEXIBLE PLANS,
GETTING STRONGER? ME TOO!
MISDIRECTION,
MORE CRISIS!
NASTY SURPRISE,
NOW YOU SEE ME,
PERSONAL NEMESIS,
SABOTAGE,
SAW THAT COMING,
TERROR IN THE STREETS,

SEASON 3

COMPLICATIONS CARDS

SEASON 3

SEASON 3

SEASON 3

SEASON 3