

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.

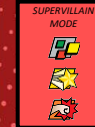
CORE SET

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.

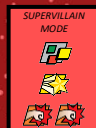
CORE SET

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.

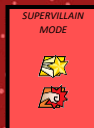
THE COMING OF GALACTUS

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

SUPERVILLAIN MODE



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

SUPERVILLAIN MODE



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

SUPERVILLAIN MODE



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

SUPERVILLAIN MODE



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

SUPERVILLAIN MODE



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

SUPERVILLAIN MODE



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.

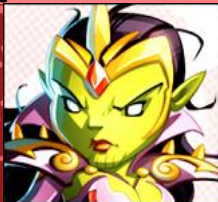


Deal 1 damage to 1 Hero in Dark Beast's and each adjacent Location. Remove all tokens with D.B. to the Gene Pool. If there are 3 or more tokens in the Gene Pool, discard them and add a Master Plan card facedown.

THE AGE OF APOCALYPSE

SEASON 3

QUEEN VERANKE



QUEEN VERANKE

SUPERVILLAIN MODE



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

SUPERVILLAIN MODE



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

SUPERVILLAIN MODE



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

SUPERVILLAIN MODE



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

SUPERVILLAIN MODE



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

SUPERVILLAIN MODE



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

SUPERVILLAIN MODE



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

SUPERVILLAIN MODE

NOT APPLICABLE

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



SINISTER SIX

SUPERVILLAIN MODE

NOT APPLICABLE

SPECIAL RULES

See special dashboard.

VILLAINS

Morbis, Doppelganger, Scream, Shriek, Demogoblin, Scorpion.

MODULAR VILLAINS

Pick any six:

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

MAXIMUM CARNAGE

SEASON 3

WORLD BREAKER HULK



WORLD WAR HULK

SUPERVILLAIN MODE



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 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.



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

WORLD WAR HULK

SEASON 3

THE VOID



THE VOID

SUPERVILLAIN MODE



VILLAINOUS PLOT

Heroes lose if every Hero has an Obedience token.

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.



Deal 1 unpreventable damage to each Hero

WORLD WAR HULK

SEASON 3

ARES



ARES

SUPERVILLAIN MODE



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.



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



ANNIHILUS

SUPERVILLAIN
MODE



VILLAINOUS PLOT

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

OVERFLOW

Increase the Annihilation track by 1.



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



SPOT

SUPERVILLAIN
MODE



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.



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

SPIDER GEDDON

SEASON 3

MORLUN



MORLUN

SUPERVILLAIN
MODE



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.

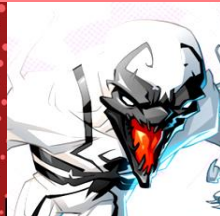


Deal 2 damage to 1 Hero in Morlun's Location.

SPIDER GEDDON

SEASON 3

ANTI-VENOM



ANTI-VENOM

SUPERVILLAIN
MODE



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.



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



SUPERIOR SPIDER-MAN

SUPERVILLAIN
MODE



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.



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

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

FIRST CLASS

SEASON 3