



Issues and Arcs

This 3-issue Arc features the battles over the Infinity Gauntlet. This Issue highlights several cosmic Avengers, while the next Issue focuses on the Guardians of the Galaxy, and the final Issue covers Thanos's quest for the Infinity Gems.

Black Panther

For Black Panther's **Passing Down the Knowledge**, whenever more than one card is put into your KO pile at the same time, he still only gains 1 XP.



COSMIC AVENGERS

- **Lethal** – If a character with this power wounds a defending supporting character, KO the defender.
- **Violent** – While a character with this power is attacking a supporting character, it strikes the defender with double its ATK.
- **Shrink** – When a character on your side with this power is attacked for the first time each turn, you may cancel the combat.
- **Freeze** – Characters affected by Freeze can't ready during their next turn.

Thor

Jane Foster becomes Thor when the original Thor shirks his responsibility. She has *s around her name, meaning she shares the "mantle" with Thor himself. This means both characters can be on a side at the same time because they're different beings, just with the same name. So you don't KO either because of uniqueness rules and they can't power each other up. When Thor is ready to start being "the" Thor again, Jane gracefully demurs. To represent this, her **There Must Always Be a Thor**



Hawkeye

Hawkeye's **Custom Quiver** means he starts the game with his 4 different Custom Arrows Plot Twists set to the side. Once he's Level 2, you may use **I Am the Weapon** to draw a random **Custom Arrows** card each turn. Once a Custom Arrows card is in your hand, it acts just like a regular Plot Twist. Note that to be able to play any of them, Hawkeye must be face-up on your side, but for the Combat Plot Twists he



power can only search for a card named "Thor" (with no *s) or with **AKA Thor** (like Odinson). It can't get a copy of herself. Jane's **A God Who Knows How Precious Life Is** is not a super power.

Captain Marvel

His **Cosmic Awareness** allows him to ask an opponent one concrete question about their hand. The answer has to be truthful. In a casual setting, use the honor system or a bystander to help out. In a more formal setting, you can ask a judge. Good examples of questions to ask are:



doesn't have to be in the combat himself (he can shoot really far). Please note that if you choose **Magnetic** on the **Utility Arrowheads** card, you *can* move the enemy equipment to an unequipped character on your side. Some of Hawkeye's **Custom Arrows** have keywords and terms that aren't explained in full on them:

- **Sniper** – A character with this power can ranged attack back row characters even while they're protected.
- **Stealth** – A character with this power can melee attack back row characters even while they're protected.

- "Do you have any Plot Twists in your hand?"
- "Do you have any Fin Fang Fooms in your hand?"
- "Do you have a 7 cost card in your hand?"

Eternals

There are three supporting characters with this new keyword in this Issue. Eternal characters are very tough to get rid of, and Eternal even trumps effects that would remove them from the game. But each Eternal has a built-in way to lose Eternal. Note that if one of these character cards does lose Eternal, it loses it until it leaves play (not just for the turn). But once it's removed from play, that card will

have Eternal if it enters play again.

Hyperion's **Reliance on Solar Energy** is not a super power. Note that the enemy main character must be face up in order to pay the required . But it doesn't have to be in the combat.

For Gilgamesh's **The Forgotten One**, if there is a game effect preventing you from speaking, he will lose Eternal at the end of the turn.

Global Information Network and Wakanda

In this Arc, we are playing around with how players can use locations besides super powers. In addition to cards like **★Thor★** and Hyperion (who have keyword powers which require spending  and ) , each Issue will have a Plot Twist and Special Location that allow their main characters to have some pretty powerful effects on the game. A few things about these Plot Twists and Special Locations:

- They are not super powers.
- Your main characters must be face up to pay for them.
- Your main characters can use a "Wild" Special Location from their team to pay for them.
- These cards are neutral, so just like any other neutral cards they can be in Loyalty decks.
- The Special Locations don't count as locations with a specific power symbol (for powers like Black Widow Main Character's Level Up power **Red in Her Ledger** or Zzutak's **Paint to Life**).



Checklist

Main Characters

- Black Panther (Levels 1-2)
- Captain Marvel (Levels 1-3)
- Hawkeye (Levels 1-2)

Supporting Characters

- 4 Nomad
- 4 Black Knight
- 4 Odinson
- 4 **★Thor★**
- 4 **★Captain Marvel★**
- 4 Sersi
- 4 Hyperion
- 4 Gilgamesh

Equipment

- 4 Ebony Blade

Plot Twists

- 4 Global Information Network
- 1 Defensive Arrowheads
- 1 Offensive Arrowheads
- 1 Powered Arrowheads
- 1 Utility Arrowheads

Locations

- 4 Wakanda

Credits

Game Design: Ben Cichoski and Danny Mandel (Super Awesome Games)

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