

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MNB-001	Captain America	Main Character	L1	Avengers	2	5	5			<p>Avengers Assemble Main [Skill]: This turn, enemy characters can't strike back during team attacks.</p> <p>Side By Side Level Up (3) - When Cap team attacks and stuns an enemy character, he gains an XP.</p>	<p>Avengers Assemble Main [Skill]: This turn, enemy characters can't strike back during team attacks.</p> <p>Side By Side Level Up (3) - When Cap stuns an enemy character while team attacking, he gains an XP."</p>	<p>"Cap" refers to Captain America. Attack must still be considered a "team attack" when combat resolves to award XP.</p> <p>My suggested wording is the current wording that should be there</p>
MNB-002	Captain America	Main Character	L2	Avengers	5	7	5			<p>Avengers Assemble Main [Skill]: This turn, enemy characters can't strike back during team attacks.</p> <p><i>Leader of the Avengers</i> Main [Intellect]: Put a +1/+1 counter on each character on your side.</p>	<p>Avengers Assemble Main [Skill]: This turn, enemy characters can't strike back during team attacks.</p> <p>Leader of the Avengers Main [Intellect]: Put a +1/+1 counter on each character on your side.</p>	
MNB-003	Hulk	Main Character	L1	Avengers	3	3	6			<p>Smash Main [Might]: Put a +1/+1 counter on Hulk for each wound he has.</p> <p>You Won't Like Him When He's Angry Level Up (4) - When Hulk gets stunned, he gains an XP.</p>	<p>Smash Main [Might]: Put a +1/+1 counter on Hulk for each wound he has.</p> <p>You Won't Like Him When He's Angry Level Up (4) - When Hulk gets stunned, he gains an XP.</p>	
MNB-004	Hulk	Main Character	L2	Avengers	6	6	6			<p>Smash Main [Might]: Put a +1/+1 counter on Hulk for each wound he has.</p> <p>Banner's Influence Build [Intellect]: Remove each +1/+1 counter from Hulk. Draw that many cards.</p>	<p>Smash Main [Might]: Put a +1/+1 counter on Hulk for each wound he has.</p> <p>Banner's Influence Build [Intellect]: Remove each +1/+1 counter from Hulk. Draw that many cards.</p>	You must remove all +1/+1 counters currently on Hulk when using Banner's Influence .
MNB-005	Iron Man	Main Character	L1	Avengers	2	4	5	X	X	<p>Repulsor Blast Main [Energy]: Put a -1/-1 counter on an enemy character. You may push it to its back row.</p> <p>Armor Mk 3 Level Up (3) - When a character on your side Powers Up, Iron Man gains an XP.</p>	<p>Repulsor Blast Main [Energy]: Put a -1/-1 counter on an enemy character. You may push it to its back row.</p> <p>Armor Mk 3 Level Up (3) - When a character on your side Powers Up, Iron Man gains an XP.</p>	Iron Man may get Xp for powering up Iron Man.
MNB-006	Iron Man	Main Character	L2	Avengers	3	7	5	X	X	<p>Repulsor Blast Main [Energy]: Put a -1/-1 counter on an enemy character. You may push it to its back row.</p> <p>Upgraded Armor Main [Intellect]: Put three +1/+1 counters on a character on your side that already has a +1/+1 counter.</p>	<p>Repulsor Blast Main [Energy]: Put a -1/-1 counter on an enemy character. You may push it to its back row.</p> <p>Upgraded Armor Main [Intellect]: Put three +1/+1 counters on a character on your side that already has a +1/+1 counter.</p>	
MNB-007	Spider-Man	Main Character	L1	Avengers	2	5	5			<p>Great Power [Anytime] Combat [Might]: Spider-Man gets +1/+1 this combat for each face-up supporting character on your side.</p> <p>Great Responsibility Level Up (8) - At the end of your turn, Spidey gains 1 XP for each face-up supporting character on your side.</p>	<p>Great Power [Anytime] Combat [Might]: Spider-Man gets +1/+1 this combat for each face-up supporting character on your side.</p> <p>Great Responsibility Level Up (8) - At the end of your turn, Spidey gains 1 XP for each face-up supporting character on your side.</p>	
MNB-008	Spider-Man	Main Character	L2	Avengers	4	8	5			<p>Great Power [Anytime] Combat [Might]: Spider-Man gets +1/+1 this combat for each face-up supporting character on your side.</p> <p>Friendly Neighbor [Anytime] Any Combat [Intellect]: Remove a defender on your side from combat and replace it with Spider-Man. Switch their positions.</p>	<p>Great Power [Anytime] Combat [Might]: Spider-Man gets +1/+1 this combat for each face-up supporting character on your side.</p> <p>Friendly Neighbor [Anytime] Any Combat [Intellect]: Remove a defender on your side from combat and replace it with Spider-Man. Switch their positions.</p>	
MNB-009	Ant-Man	Supporting Character	1	Avengers	2	2	1			<p>Shrink The first time he's attacked each turn, you may cancel the combat.</p>	<p>Shrink When Ant-Man gets attacked for the first time each turn, you may cancel the combat.</p>	When combat is canceled neither character strikes and the attacker(s) does/do not ready.
MNB-010	Black Widow	Supporting Character	1	Avengers	2	1	1		X	<p>Sting When she appears, put a -1/-1 counter on an enemy character.</p>	<p>Sting When Black Widow appears, put a -1/-1 counter on an enemy character.</p>	
MNB-011	Black Panther	Supporting Character	2	Avengers	3	2	2			<p>Ferocious During melee combat, he strikes before enemy characters.</p>	<p>Ferocious While in melee combat, Black Panther strikes before characters without Ferocious.</p>	

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MNB-012	Daredevil	Supporting Character	2	Avengers	3	3	1			Dodge He can't be ranged attacked. Fearless While attacking a main character, Daredevil strikes with double his ATK.	Dodge Daredevil can't be ranged attacked. Fearless While attacking a main character, Daredevil strikes with double his ATK.	Double the attack after both players have passed priority and combat is ready to be resolved.
MNB-013	Hawkeye	Supporting Character	2	Avengers	2	3	1		X	Take Aim Main [Skill]: The next time Hawkeye attacks this turn, he gets +3/+0. If it's a ranged attack, [ranged] enemy characters can't strike back at him.	Take Aim Main <Skill>: While attacking the next time this turn, Hawkeye gets +3/+0, and if it's a ranged attack, enemy characters can't strike back at him.	
MNB-014	Nick Fury	Supporting Character	3	Avengers	1	5	1		X	The Vast Resources of S.H.I.E.L.D. Main [Intellect]: Put the top card of your deck face down into your resource row. If it's a location, you may turn it face up.	The Vast Resources of S.H.I.E.L.D. Main [Intellect]: Put the top card of your deck face down into your resource row. If it is a location, you may place it face up instead.	Locations turned up this way are considered to have "appeared."
MNB-015	Captain America	Supporting Character	3	Avengers	4	4	1			Inspire When another character appears on your side, put a +1/+1 counter on it. Leader While he's team attacking, you choose who the defender strikes back against.	Inspire When another character appears on your side, put a +1/+1 counter on it. Leader While Captain America team attacking, you choose who the defender strikes back against.	
MNB-016	Spider-Man	Supporting Character	4	Avengers	4	7	1			Dodge He can't be ranged attacked. Websling Main [Skill]: Pull a back row enemy character to its front row.	Dodge Spider-Man can't be ranged attacked. Websling Main [Skill]: Pull a back row enemy character to its front row.	
MNB-017	Ms. Marvel	Supporting Character	4	Avengers	3	3	2	X	X	Energy Absorption Main [Energy]: Put a +1/+1 counter on Ms. Marvel for each other [RANGED] character on your side.	Energy Absorption Main [Energy]: Put a +1/+1 counter on Ms. Marvel for each other [Range] character on your side.	Ms. Marvel checks all instances of [Range] whether they are printed or provided by equipment, plot twist, super power, etc.
MNB-018	Luke Cage	Supporting Character	5	Avengers	7	6	1			Impervious Skin [Anytime] Combat [Might]: If Luke Cage gets stunned this combat, he doesn't receive a wound.	Impervious Skin [Anytime] Combat [Might]: If Luke Cage gets stunned this combat, he doesn't receive a wound.	Luke Cage will still take a wound if an effect would stun him before or after combat has resolved (like Cable's Ultimate Soldier), or if the wound comes from another source that is not stunning in combat(Like Lady Deathstrikes Death Strike).
MNB-019	Dr. Strange	Supporting Character	5	Avengers	5	6	1	X		Transmute Main [Intellect]: Choose a character and turn all of its +1/+1 counters into -1/-1 counters or vice versa.	Transmute Main [Intellect]: Choose a character. Remove its +1/+1 counters and put that many -1/-1 counters onto it, or vice versa.	This can result in a stun.
MNB-020	Iron Man	Supporting Character	6	Avengers	5	7	1	X	X	Inventive When he appears, you may turn one of your face-down locations face up.	Inventive When he appears, you may turn one of your face-down locations face up.	Target a face down location and flip it face up. This can target non basic locations as well.
MNB-021	Thor	Supporting Character	6	Avengers	6	5	2	X		Lightning Strike Main [Energy]: Put three -1/-1 counters on an enemy character.	Lightning Strike Main [Energy]: Put three -1/-1 counters on an enemy character.	This can target Main Characters.
MNB-022	Hulk	Supporting Character	7	Avengers	7	7	2			Incredible Power Main [Might]: If Hulk has a wound, put seven +1/+1 counters on him.	Incredible Power Main [Might]: If Hulk has a wound, put seven +1/+1 counters on him.	
MNB-023	Earth's Mightiest Heroes	Plot Twist		Avengers						[Anytime] Combat: Choose a character to get +2/+2 this combat.	[Anytime] Combat: Choose a character to get +2/+2 this combat.	This can target any character in this combat.
MNB-024	Think Again	Plot Twist		Avengers						[Anytime] Combat: Cancel the combat.	[Anytime] Combat: Cancel the combat.	When combat is canceled neither character strikes and the attacker(s) does/do not ready.
MNB-025	Stark Tech	Plot Twist		Avengers						Main: Put a +1/+1 counter on a character on your side. It gains [RANGED] this turn.	Main: Put a +1/+1 counter on a character on your side. It gains [Range] this turn.	
MNB-026	Avengers Mansion	Special Location		Avengers						[Energy] or [Intellect] or [Might] or [Skill] for an [Avengers] character.	[Energy] or [Intellect] or [Might] or [Skill] for an [Avengers] character.	

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MNB-027	Storm	Main Character	L1	X-Men	2	5	5	X		Lightning Storm Main [Energy]: Put two -1/-1 counters divided as you choose on up to two enemy characters. Children of the Atom Level Up (3) - When you activate a Super Power, Storm gains an XP.	Lightning Storm Main [Energy]: Put two -1/-1 counters divided as you choose on up to two enemy characters. Children of the Atom Level Up (3) - When a character on your side activates a Super Power, Storm gains an XP.	Both -1/-1 counters can be put on the same character. Storm gains an XP anytime you pay for a Super Power even if it comes from the KO pile (Deadpool) or your hand (Shadowcat).
MNB-028	Storm	Main Character	L2	X-Men	5	6	5	X		Lightning Storm Main [Energy]: Put two -1/-1 counters divided as you choose on up to two enemy characters. Wind Storm Main [Skill]: Characters on your side gain [flight] this turn.	Lightning Storm Main [Energy]: Put two -1/-1 counters divided as you choose on up to two enemy characters. Wind Storm Main [Skill]: Characters on your side gain [Flight] this turn.	Both -1/-1 counters can be put on the same character.
MNB-029	Wolverine	Main Character	L1	X-Men	3	4	5			SNIKT! [Anytime] Combat [Skill]: Wolverine gets +3/+0 this combat. Best At What He Does Level Up (3) - When Wolverine makes a solo attack and stuns an enemy character, he gains an XP.	SNIKT! [Anytime] Combat [Skill]: Wolverine gets +3/+0 this combat. Best At What He Does Level Up (3) - When Wolverine stuns an enemy defender while attacking solo, he gains an XP.	Wolverine still gains the Xp even if he also gets stunned in the solo attack.
MNB-030	Wolverine	Main Character	L2	X-Men	8	4	5			SNIKT! [Anytime] Combat [Skill]: Wolverine gets +3/+0 this combat. Healing Factor Main [Might]: Heal a wound from Wolverine.	SNIKT! [Anytime] Combat [Skill]: Wolverine gets +3/+0 this combat. Healing Factor Main [Might]: Heal a wound from Wolverine.	
MNB-031	Deadpool	Main Character	L1	X-Men	2	4	6	X		Merc with a Mouth Main [Skill]: Characters on your side are Lethal this turn. (When they stun a supporting character, KO that character.) "Man, there's no one left to kill..." Level Up (3) - At the end of your turn, if all of an enemy player's characters are stunned, Deadpool gains an XP.	Merc with a Mouth Main [Skill]: Characters on your side are Lethal this turn. (If they wound a defending supporting character, KO that character.) "Man, there's no one left to kill..." Level Up (3) - At the end of your turn, if all of an enemy player's characters are stunned, Deadpool gains an XP.	Enemy characters must be "stunned" and not hidden to get the XP.
MNB-032	Deadpool	Main Character	L2	X-Men	4	6	6	X		Merc with a Mouth Main [Skill]: Characters on your side are Lethal this turn. "Oo, there's someone! Hi there!" Main [Intellect]: For the rest of the game, Deadpool can attack enemy players. (A player can only be attacked if all of its characters are stunned. While defending, the player is 0/1, has [1 Health], and counts as a supporting character.)	Merc with a Mouth Main [Skill]: Characters on your side are Lethal this turn. "Oo, there's someone! Hi there!" Main [Intellect]: For the rest of the game, Deadpool can attack enemy players. (A player can only be attacked if all of its characters are stunned. While defending, the player is 0/1, has [1 Health], and counts as a supporting character.)	When the player is turned into a Support Character they may play plot twists on themselves but keep in mind you have no team affiliation.
MNB-033	Professor X	Main Character	L1	X-Men	2	4	5	X		Cerebro Build [Energy]: Reveal the top five cards of your deck, put a character from among them into your hand and the rest on the bottom in any order. A Dream Of Peace Level Up (4) - At the end of your turn, if you didn't make any attacks this turn, Professor X gains an XP.	Cerebro Build [Energy]: Reveal the top five cards of your deck, put a character from among them into your hand and the rest on the bottom in any order. A Dream Of Peace Level Up (4) - At the end of your turn, if you didn't make any attacks this turn, Professor X gains an XP.	
MNB-034	Professor X	Main Character	L2	X-Men	3	8	5	X		Cerebro Build [Energy]: Reveal the top five cards of your deck, put a character from among them into your hand and the rest on the bottom in any order. Mental Domination Main [Intellect]: Ready a face-up enemy character and move it to your front or back row. At the end of your turn, move it back. Freeze When he appears, exhaust a character. It can't ready during its next turn.	Cerebro Build [Energy]: Reveal the top five cards of your deck, put a character from among them into your hand and the rest on the bottom in any order. Mental Domination Main [Intellect]: Ready a face-up enemy character and move it to your front or back row. At the end of your turn, move it back. Freeze When Iceman appears, exhaust a character. It can't ready during its next turn.	Mental Domination may steal Main Characters. While a character is dominated, you "control" this character until the end of your turn. If an effect would ready a frozen character on its next turn, it remains exhausted.
MNB-035	Iceman	Supporting Character	1	X-Men	2	1	1	X		Freeze When he appears, exhaust a character. It can't ready during its next turn.	Freeze When Iceman appears, exhaust a character. It can't ready during its next turn.	
MNB-036	Magik	Supporting Character	1	X-Men	3	2	1			Teleport to Limbo Main [Intellect]: Put Magik and up to one other supporting character on your side into its owner's hand.	Teleport to Limbo Main [Intellect]: Put Magik and up to one other supporting character on your side into its owner's hand.	
MNB-037	Hope Summers	Supporting Character	2	X-Men	2	4	1			Mutant Power Duplication Hope has all the powers of each other face-up X-Men supporting character on your side. This includes [flight], [ranged], and appears powers like Iceman's Freeze .	Mutant Power Duplication Hope has all the printed powers of each other [X-Men] supporting character on your side. This includes [Flight], [Ranged], and appears powers like Iceman's Freeze .	Mutant Power Duplication is only in effect while Hope is in play. This allows Hope to gain multiple copies of keywords and the powers of equipped X-Men characters as well.

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MNB-038	Cyclops	Supporting Character	2	X-Men	2	3	1		X	Leader While he's team attacking, you choose who the defender strikes back against. Battle Tactics Main [Skill]: Move a character on your side to your front or back row.	Leader While Cyclops is team attacking, you choose who the defender strikes back against. Battle Tactics Main [Skill]: Move a character on your side to your front or back row.	
MNB-039	Deadpool	Supporting Character	3	X-Men	3	4	1		X	Mercenary He can team attack with any main character. Can't Keep a Bad Man Down Build [Might]: If Deadpool is in your KO pile, put him into play.	Mercenary Deadpool can team attack with any main character. Can't Keep a Bad Man Down Build [Might]: If Deadpool is in your KO pile, put him onto your side.	Characters with Mercenary may team attack with any Main Character, but not with other characters they do not share a team with.
MNB-040	Namor	Supporting Character	2	X-Men	3	2	2	X		Invade While he's attacking a back row character, it can't strike back at him.	Invade While Namor is attacking a back row character, it can't strike back at him.	
MNB-041	Gambit	Supporting Character	3	X-Men	5	3	1			Kinetic Card Throw Main [Energy]: Discard a card that costs at least as much as a face-up enemy supporting character and stun that character.	Kinetic Card Throw Main [Energy]: Discard a card that costs at least as much as a face-up enemy supporting character of your choice. If you do, stun that character.	You must have an enemy character to target in order to use this power.
MNB-042	Storm	Supporting Character	4	X-Men	4	6	1	X		Thunder Storm Main [Energy]: Put a -1/-1 counter on each enemy character.	Thunder Storm Main [Energy]: Put a -1/-1 counter on each enemy character.	
MNB-043	Beast	Supporting Character	4	X-Men	5	2	2			Ferocious During melee combat, he strikes before enemy characters. Genius At the start of your turn, if he's face up, you may draw a card.	Ferocious While in melee combat, Beast strikes before characters without Ferocious. Genius At the start of your turn, draw a card.	
MNB-044	Wolverine	Supporting Character	5	X-Men	5	5	2			Berserker When he attacks, put a +1/+1 counter on him. Regeneration At the start of your turn, if he's face up, heal a wound from him.	Berserker When Wolverine attacks, put a +1/+1 counter on him. Regeneration At the start of your turn, if Wolverine is face-up, heal a wound from him.	
MNB-045	Cable	Supporting Character	5	X-Men	2	7	1		X	Ultimate Soldier Combat [Skill]: At the end of this combat, stun each enemy character that survived the combat.	Ultimate Soldier Combat [Skill]: At the end of this combat, stun each enemy character that survived the combat.	The stun still happens if Cable is stunned by the end of combat. If combat is cancelled the stun does not resolve.
MNB-046	Colossus	Supporting Character	6	X-Men	7	7	1			Toss When he appears, choose another character on your side to gain [flight] this turn. Organic Steel [Anytime] Combat [Might]: Colossus gets +5/+5 this combat.	Toss When Colossus appears, choose another character on your side to gain [Flight] this turn. Organic Steel [Anytime] Combat [Might]: Colossus gets +5/+5 this combat.	
MNB-047	Emma Frost	Supporting Character	6	X-Men	5	6	2		X	Mind Games When she appears, you may have a player discard their hand, then draw that many cards.	Mind Games When Emma Frost appears, you may have a player discard their hand, then draw that many cards.	You may choose any player to do this.
MNB-048	Professor X	Supporting Character	7	X-Men	4	8	1		X	Mind Control Main [Intellect]: Ready a face-up enemy supporting character and move it to your side. At the end of your turn, move it back.	Mind Control Main [Intellect]: Ready a face-up enemy supporting character and move it to your side. At the end of your turn, move it back.	While a character is under the effects of Mind Control , you control this character until the end of turn.
MNB-049	X-Factor	Plot Twist		X-Men						Main: Ready a character.	Main: Ready a character.	
MNB-050	Squad Tactics	Plot Twist		X-Men						[Anytime] Combat: Put a +1/+1 counter on each character on your side in the combat.	[Anytime] Combat: Put a +1/+1 counter on each character on your side in the combat.	
MNB-051	Uncanny Defense School for Gifted Youngsters	Plot Twist		X-Men						[Anytime] Combat: Remove a defender on your side from combat and replace it with a different character on your side. Switch their positions.	[Anytime] Combat: Remove a defender on your side from combat and replace it with a different character on your side. Switch their positions.	You must choose face up characters. If you only control 1 character the effect does not replace the defender and they are still struck. Replacing a defender of a Ranged attack with a character with Dodge does not make the attack illegal; the Ranged character will still strike.
MNB-052		Special Location		X-Men						[Energy] or [Intellect] or [Might] or [Skill] for an [X-Men] character.	[Energy] or [Intellect] or [Might] or [Skill] for an [X-Men] character.	

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MNB-053	Rocket	Main Character	L1	Guardians of the Galaxy	2	4	5		X	Murder You! Main [Energy]: Rocket gets +4/+0 the next time he attacks this turn. Back Against the Wall Level Up (1) - When you have no cards in hand, Rocket gains an XP.	Murder You Main [Energy]: While Rocket is attacking the next time this turn, he gets +4/+0. Back Against the Wall Level Up (1) - When a card leaves your hand, if your hand is empty, Rocket gains an XP.	You must have no cards in hand after an effect resolves to get the Xp for Back Against the Wall . If an effect empties your hand and then causes you to draw, you do not get the Xp.
MNB-054	Rocket	Main Character	L2	Guardians of the Galaxy	6	5	5		X	Murder You! Main [Energy]: Rocket gets +4/+0 the next time he attacks this turn. One Raccoon's Garbage Main [Skill]: Choose two random cards in your KO pile, reveal them, and put them into your hand.	Murder You! Main [Energy]: Rocket gets +4/+0 the next time he attacks this turn. One Raccoon's Garbage Main [Skill]: Return two random cards from your KO pile to your hand.	If you pay for One Raccoon's Garbage by discarding a location, that card enters the discard before your randomly choose two cards.
MNB-055	Star-Lord	Main Character	L1	Guardians of the Galaxy	2	5	5		X	Greatest Guardian Build [Intellect]: You pay 1 less to recruit your next character this turn. Recruiting Drive Level Up (5) - When you recruit a character, Star-Lord gains an XP.	Greatest Guardian Build [Intellect]: You pay 1 less to recruit your next character this turn. Recruiting Drive Level Up (5) - When you recruit a character, Star-Lord gains an XP.	Greatest Guardian only effects the next character you recruit this turn. A character must recruited to get the Xp.
MNB-056	Star-Lord	Main Character	L2	Guardians of the Galaxy	4	7	5		X	Greatest Guardian Build [Intellect]: You pay 1 less to recruit your next character this turn. Space Cop Main [Skill]: Each enemy character loses its powers this turn.	Greatest Guardian Build [Intellect]: You pay 1 less to recruit your next character this turn. Space Cop Main [Skill]: Each enemy character loses its powers this turn.	Greatest Guardian only effects the next character you recruit this turn. Space Cop removes all power types from all enemy characters for the turn, this includes Level Up powers.
MNB-057	Gamora	Main Character	L1	Guardians of the Galaxy	2	5	5			Brutal Training Main [Skill]: If Gamora stunned an enemy character this turn, put two +1/+1 counters on her. Deadliest Woman in the Universe Level Up (3) - When Gamora stuns a main character, she gains an XP.	Brutal Training Main [Skill]: If Gamora stunned an enemy character this turn, put two +1/+1 counters on her. Deadliest Woman in the Universe Level Up (3) - When Gamora stuns a main character, she gains an XP.	Gamora still gains the Xp even if she also gets stunned in the attack.
MNB-058	Gamora	Main Character	L2	Guardians of the Galaxy	7	5	5			Brutal Training Main [Skill]: If Gamora stunned an enemy character this turn, put two +1/+1 counters on her. Godslayer Blade Main [Might][Might]: This turn, when Gamora stuns a character, KO it.	Brutal Training Main [Skill]: If Gamora stunned an enemy character this turn, put two +1/+1 counters on her. Godslayer Blade Main [Might][Might]: When Gamora stuns a character by striking it in combat this turn, KO it.	The stun must come from Gamora to KO with Godslayer Blade .
MNB-059	Groot	Main Character	L1	Guardians of the Galaxy	1	1	6			I am Groot [Anytime] Combat [Might]: Groot gets +1/+1 this combat for each resource on your side. I am Groot Level Up (5) - When you gain a resource, Groot gains an XP.	I am Groot [Anytime] Combat [Might]: Groot gets +1/+1 this combat for each resource on your side. I am Groot Level Up (5) - When you gain a resource, Groot gains an XP.	
MNB-060	Groot	Main Character	L2	Guardians of the Galaxy	7	7	6			I am Groot [Anytime] Combat [Might]: Groot gets +1/+1 this combat for each resource on your side. We are Groot Main [Energy]: Heal a wound from each character on your side. Groot becomes Level 1.	I am Groot [Anytime] Combat [Might]: Groot gets +1/+1 this combat for each resource on your side. We are Groot Main [Energy]: Heal a wound from each character on your side. Groot becomes Level 1.	Groot may level up again after being reverted to Level 1.
MNB-061	Cosmo	Supporting Character	1	Guardians of the Galaxy	1	3	1		X	Nullify When he appears, choose an enemy character. It loses and can't gain Keyword and Super Powers until Cosmo gets stunned or leaves play.	Nullify When Cosmo appears, choose an enemy character. It loses and can't gain Keyword and Super Powers until Cosmo gets stunned or leaves play.	Banned and Replaced with MNB-061*
MNB-062	Yondu	Supporting Character	1	Guardians of the Galaxy	2	1	2			Rocket Lance Main [Skill]: Stun a supporting character with cost 3 or less.	Yaka Arrow Main [Skill]: Stun a supporting character with cost 3 or less.	Characters without a printed cost are considered to have a cost of 0.
MNB-063	Major Victory	Supporting Character	2	Guardians of the Galaxy	2	4	1		X	Psychokinetic Shove Main [Intellect]: Push an enemy character to its back row.	Psychokinetic Shove Main [Intellect]: Push an enemy character to its back row.	
MNB-064	Mantis	Supporting Character	2	Guardians of the Galaxy	2	3	1			Rebirth When she gets KO'd, you may have her become a face-down resource.	Rebirth When Mantis gets KO'd, you may turn her into a face-down resource on her owner's side.	Whoever currently controls the card gets to choose whether to use the Rebirth effect. However, she can only be placed in the Resource Row of her owner.

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MNB-065	Agent Venom	Supporting Character	2	Guardians of the Galaxy	3	3	1			Symbiote Strength Main [Might]: Put two +1/+1 counters on Agent Venom.	Symbiote Strength Main [Might]: Put two +1/+1 counters on Agent Venom.	
MNB-066	Rocket	Supporting Character	3	Guardians of the Galaxy	4	1	1		X	Scavenger Main [Skill]: Put a card from your KO pile into your hand.	Scavenger Main [Skill]: Put a card from your KO pile into your hand.	If you pay for this power by discarding a location, it enters your KO pile before you choose. You may choose that location.
MNB-067	Gamora	Supporting Character	3	Guardians of the Galaxy	3	4	2			Lethal When she attacks and stuns a supporting character, KO it.	Lethal If Gamora wounds a defending supporting character, KO it.	
MNB-068	Nova	Supporting Character	4	Guardians of the Galaxy	5	5	1		X	Nova Force Speed Main [Energy]: Ready Nova.	Nova Force Speed Main [Energy]: Ready Nova.	
MNB-069	Star-Lord	Supporting Character	4	Guardians of the Galaxy	3	6	1		X	Leader While he's team attacking, you choose who the defender strikes back against. Team Up [Guardians] Each character on your side is also a [Guardians] character.	Leader While Star-Lord is team attacking, you choose who the defender strikes back against. Team Up [Guardians] Each supporting character on your side is also a [Guardians] supporting character.	
MNB-070	Groot	Supporting Character	5	Guardians of the Galaxy	0+	0+	2			I Am Groot Groot has +1/+1 for each resource on your side.	I Am Groot Groot has +1/+1 for each resource on your side.	If Groot loses I Am Groot , he will stun because his DEF is 0.
MNB-071	Moondragon	Supporting Character	5	Guardians of the Galaxy	4	5	1		X	Memory Erasure Main [Intellect]: Choose an enemy player to discard two cards.	Memory Erasure Main [Intellect]: Choose an enemy player to discard two cards.	
MNB-072	Quasar	Supporting Character	6	Guardians of the Galaxy	6	7	1		X	Quantum Blast Main [Energy]: Turn a location face down.	Quantum Blast Main [Energy]: Turn a location face down.	
MNB-073	Drax	Supporting Character	6	Guardians of the Galaxy	6	6	2			Berserker When he attacks, put a +1/+1 counter on him. Grab While he's in the front row, enemy characters can't fly over him.	Berserker When Drax attacks, put a +1/+1 counter on him. Grab While Drax is in the front row, enemy characters can't fly over him.	
MNB-074	Adam Warlock	Supporting Character	7	Guardians of the Galaxy	13	13	1		X	Evolutionary Cocoon Adam Warlock appears stunned. Emerge Main [Might]: Recover Adam Warlock and ready him. Use this power only while he's stunned.	Evolutionary Cocoon Adam Warlock appears stunned. Emerge Main [Might]: Recover Adam Warlock and ready him. Adam Warlock can only use this power while he's stunned.	Adam Warlock will recover normally on his recovery step.
MNB-075	Vigilante Justice	Plot Twist		Guardians of the Galaxy						[Anytime] Combat: Choose a character to become Ferocious this combat. (<i>During melee combat, it strikes before enemy characters.</i>)	[Anytime] Combat: Choose a character to become Ferocious this combat. (<i>While in melee combat, this character strikes before characters without Ferocious.</i>)	
MNB-076	Even the Odds	Plot Twist		Guardians of the Galaxy						[Anytime] Combat: Remove all +1/+1 counters from a character in the combat. That character's current ATK and DEF become its printed ATK and DEF this combat.	[Anytime] Combat: Remove all +1/+1 counters from a character in the combat. That character's current ATK and DEF become its printed ATK and DEF this combat.	Remove all +1/+1 counters and any modifiers that were affecting base ATK and DEF are overridden or suppressed. Any further modifiers are applied as normal.
MNB-077	Give 'Em a Lift	Plot Twist		Guardians of the Galaxy						Main: Put a +1/+1 counter on a character on your side. It gains [flight] this turn.	Main: Put a +1/+1 counter on a character on your side. It gains [Flight] this turn.	
MNB-078	Knowhere	Special Location		Guardians of the Galaxy						[Energy] or [Intellect] or [Might] or [Skill] for a [Guardians] character.	[Energy] or [Intellect] or [Might] or [Skill] for a [Guardians] character.	
MNB-079	Green Goblin	Main Character	L1	Super Villains	2	4	5		X	Sadistic Choice Main [Intellect]: Choose an enemy supporting character and stun it unless that player discards a random card. Chaos and Destruction Level Up (6) - When an enemy character becomes stunned, Green Goblin gains an XP.	Sadistic Choice Main [Intellect]: Choose an enemy supporting character and stun it unless that player discards a random card. Chaos and Destruction Level Up (6) - When an enemy character gets stunned, Green Goblin gains an XP.	Choose which character you want to stun. Then your opponent may discard a random card from their hand. If they can't or choose not to, then that character gets stunned. Green Goblin still gains the Xp even if he also gets stunned in an attack that stuns an enemy.
MNB-080	Green Goblin	Main Character	L2	Super Villains	6	5	5		X	Sadistic Choice Main [Intellect]: Choose an enemy supporting character and stun it unless that player discards a random card. Bombs Away Main [Skill]: KO a stunned enemy supporting character.	Sadistic Choice Main [Intellect]: Choose an enemy supporting character and stun it unless that player discards a random card. Bombs Away Main [Skill]: KO a stunned enemy supporting character.	Choose which character you want to stun. Then your opponent may discard a random card from their hand. If they can't or choose not to, then that character gets stunned. Bombs Away has no effect on Hidden Characters.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MNB-081	Loki	Main Character	L1	Super Villains	1	6	5			<p>God of Mischief [Anytime] Combat [Skill]: Play an [Anytime] Combat plot twist from your KO pile, then shuffle it into your deck.</p> <p>Plots Within Plots Level Up (5) - When you play a plot twist, Loki gains an XP.</p>	<p>God of Mischief [Anytime] Combat [Skill]: Play an [Anytime] Combat plot twist from your KO pile, then shuffle it into your deck.</p> <p>Plots Within Plots Level Up (5) - When you play a plot twist, Loki gains an XP.</p>	Immediately choose and play an anytime Combat Plot Twist from your KO pile, as though you played it from hand. Then when it resolves, shuffle it into your deck. Plot twists played this way do not reenter the KO pile.
MNB-082	Loki	Main Character	L2	Super Villains	4	8	5			<p>God of Mischief [Anytime] Combat [Skill]: Play an [Anytime] Combat plot twist from your KO pile, then shuffle it into your deck.</p> <p>Master of Plots Main [Intellect]: Choose an enemy player to reveal their hand and discard all of their plot twists.</p>	<p>God of Mischief [Anytime] Combat [Skill]: Play an [Anytime] Combat plot twist from your KO pile, then shuffle it into your deck.</p> <p>Master of Plots Main [Intellect]: Choose an enemy player to reveal their hand and discard all of their plot twists.</p>	Immediately choose and play an anytime Combat Plot Twist from your KO pile, as though you played it from hand. Then when it resolves, shuffle it into your deck. Plot twists played this way do not reenter the KO pile.
MNB-083	Magneto	Main Character	L1	Super Villains	2	4	5	X	X	<p>Magnetic Force Field [Anytime] Combat [Energy]: Magneto gets +0/+4 this combat.</p> <p>Mutant Master Level Up (4) - At the start of your turn, if Magneto is face up, he gains an XP.</p>	<p>Magnetic Force Field [Anytime] Combat [Energy]: Magneto gets +0/+4 this combat.</p> <p>Mutant Master Level Up (4) - At the start of your turn, if Magneto is face up, he gains an XP.</p>	Mutant Master will trigger on the first turn of the game if you go first.
MNB-084	Magneto	Main Character	L2	Super Villains	5	5	5	X	X	<p>Magnetic Force Field [Anytime] Combat [Energy]: Magneto gets +0/+4 this combat.</p> <p>Mutant Supremacy Main [Might]: KO a face-down resource.</p>	<p>Magnetic Force Field [Anytime] Combat [Energy]: Magneto gets +0/+4 this combat.</p> <p>Mutant Supremacy Main [Might]: KO a face-down resource.</p>	
MNB-085	Thanos	Main Character	L1	Super Villains	3	4	6			<p>Court Death Main [Might]: Shuffle each character in a KO pile into its deck. Then put that many +1/+1 counters on Thanos.</p> <p>The Mad Titan Level Up (7) - When a character on any side gets KO'd, Thanos gains an XP.</p>	<p>Court Death Main [Might]: Choose a KO pile and shuffle each character there into its deck. Then, put that many +1/+1 counters on Thanos.</p> <p>The Mad Titan Level Up (7) - When a character on any side gets KO'd, Thanos gains an XP.</p>	Banned and Replaced with MNB-085*
MNB-086	Thanos	Main Character	L2	Super Villains	6	6	6			<p>Court Death Main [Might]: Shuffle each character in a KO pile into its deck. Then put that many +1/+1 counters on Thanos.</p> <p>The Infinity Gauntlet Main [Energy][Intellect][Might][Skill]: For each enemy player, stun their main character, KO one of their resources, KO one of their supporting characters, and they discard their hand.</p>	<p>Court Death Main [Might]: Choose a KO pile and shuffle each character there into its deck. Then, put that many +1/+1 counters on Thanos.</p> <p>The Infinity Gauntlet Main [Energy][Intellect][Might][Skill]: For each enemy player, stun their main character, KO one of their resources, KO one of their supporting characters, and they discard their hand.</p>	Banned and Replaced with MNB-086*
MNB-087	Ronan	Supporting Character	2	Super Villains	3	3	2			<p>Accuse Main [Intellect]: Name any card. Choose an enemy player to reveal their hand and discard each card with that name.</p>	<p>Accuse Main [Intellect]: Name any card. Choose an enemy player to reveal their hand and discard each card with that name.</p>	Discard all copies of the named card and AKA's that share its name. Mantles do not count.
MNB-088	Mystique	Supporting Character	2	Super Villains	2	4	1			<p>Impersonate Main [Skill]: Choose another face-up character. Mystique's base ATK and DEF become the same as that character's current ATK and DEF for the rest of this turn. (<i>She'll still be affected by any +1/+1 or -1/-1 counters she has.</i>)</p>	<p>Impersonate Main [Skill]: Choose another face-up character. Mystique's base ATK and DEF become the same as that character's current ATK and DEF for the rest of this turn. (<i>She'll still be affected by any +1/+1 or -1/-1 counters she has.</i>)</p>	Any additional modifier are applied on top of copied ATK and DEF. This effect modifies Base stats for the turn.
MNB-089	Doctor Octopus	Supporting Character	3	Super Villains	3	5	1			<p>Grab While he's in the front row, enemy characters can't fly over him.</p> <p>Genius At the start of your turn, if he's face up, you may draw a card.</p>	<p>Grab While Doctor Octopus is in the front row, enemy characters can't fly over him.</p> <p>Genius At the start of your turn, draw a card.</p>	
MNB-090	Green Goblin	Supporting Character	3	Super Villains	4	3	1	X		<p>Blast When he appears, choose an enemy row and put a -1/-1 counter on each character there.</p>	<p>Blast When Green Goblin appears, choose an enemy row and put a -1/-1 counter on each character there.</p>	
MNB-091	Red Skull	Supporting Character	3	Super Villains	2	4	1		X	<p>Dodge He can't be ranged attacked.</p> <p>Dust of Death [Anytime] Combat [Skill]: Stun a character that is melee attacking the Red Skull.</p>	<p>Dodge Red Skull can't be ranged attacked.</p> <p>Dust of Death [Anytime] Combat [Skill]: Stun a character that is melee attacking the Red Skull.</p>	Red Skull must be the defender of a Melee attack to use Dust of Death . If that was the only attacker in the combat, the combat will be canceled.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MNB-092	Sabretooth	Supporting Character	4	Super Villains	4	4	2			Ferocious During melee combat he strikes before enemy characters. Berserker When he attacks, put a +1/+1 counter on him.	Ferocious While in melee combat, Sabretooth strikes before characters without Ferocious . Berserker When Sabretooth attacks, put a +1/+1 counter on him.	
MNB-093	Ultron	Supporting Character	4	Super Villains	3	1	1	X	X	Swarm You can have any number of this character on your side. This power can't be turned off. Replicate Build [Energy]: Search your deck for a copy of this character and put it into play, then shuffle your deck.	Swarm You can have any number of this character on your side. This power can't be turned off. Replicate Build [Energy]: Search your deck for a copy of this character and put him onto your side, then shuffle your deck.	Replicate searches your deck this exact card (MNB-093)
MNB-094	Abomination	Supporting Character	5	Super Villains	5	5	3			Monstrous When he is melee team attacked, he strikes back against each attacker.	Monstrous While Abomination is defending against a melee attack, he strikes back against each attacker.	
MNB-095	Mandarin	Supporting Character	5	Super Villains	3	6	1		X	Makluan Rings Main [Intellect]: Draw a card. Main [Skill]: Choose an enemy player to discard a card. Main [Might]: Put a +1/+1 counter on a character. Main [Energy]: Put a -1/-1 counter on a character.	Makluan Rings Main [Intellect]: Draw a card. Main [Skill]: Choose an enemy player to discard a card. Main [Might]: Put a +1/+1 counter on a character. Main [Energy]: Put a -1/-1 counter on a character.	Mandarin's powers all share the name Makluan Rings , but they are different powers and may each be used once per turn.
MNB-096	Juggernaut	Supporting Character	6	Super Villains	8	5	2			Unstoppable Combat [Might]: While attacking solo this combat, if Juggernaut stuns a front row enemy character and survives, he may immediately attack a character in that back row.	Unstoppable Combat [Might]: When Juggernaut stuns a front row enemy character and survives while attacking solo this combat, he may immediately attack a character in that back row.	If Juggernaut stuns the defender and survives the combat, you may then immediately make another solo attack with him against a back row character controlled by the same player. Leave Juggernaut exhausted and resolve his second combat normally. You can attack a back row character this way even if there are still face up front row characters.
MNB-097	Magneto	Supporting Character	6	Super Villains	7	6	1	X	X	Magnetic Suppression Enemy supporting characters can't recover. They remain stunned.	Magnetic Suppression Enemy supporting characters can't recover. They remain stunned.	
MNB-098	Loki	Supporting Character	7	Super Villains	7	8	1			Schemer The first time you play a plot twist each turn, you may draw a card.	Schemer When you play your first plot twist each turn, you may draw a card.	This counts for the first plot twist you play on an opponents turn as well.
MNB-099	Dormammu	Supporting Character	7	Super Villains	6	7	2	X		Immortal When he's KO'd, you may shuffle him into your deck. Summon a New Horseman Main [Intellect][Energy]: Put a character from an enemy player's KO pile onto your side.	Immortal When Dormammu gets KO'd, you may shuffle him into his owner's deck. Necromancy Main [Intellect][Energy]: Put a character from an enemy player's KO pile onto your side.	Characters summoned by Necromancy may be put in any row and attack as though you recruited them.
MNB-100	Thanos	Supporting Character	8	Super Villains	12	12	2			Welcome Death Main [Might]: Add a wound to all stunned characters.	Welcome Death Main [Might]: Add a wound to all stunned characters.	This includes your own stunned characters. This will not wound hidden characters.
MNB-101	Extinguish	Plot Twist		Super Villains						Main: KO a stunned supporting character.	Main: KO a stunned supporting character.	
MNB-102	Metal and Fire	Plot Twist		Super Villains						[Anytime] Combat: Put a -1/-1 counter on each enemy character in the combat.	[Anytime] Combat: Put a -1/-1 counter on each enemy character in the combat.	
MNB-103	Trickster God	Plot Twist		Super Villains						[Anytime] Combat: Switch the current ATK and DEF of a character this combat.	[Anytime] Combat: Switch the current ATK and DEF of a character this combat.	
MNB-104	The Vault	Special Location		Super Villains						[Energy] or [Intellect] or [Might] or [Skill] for a [Villains] character.	[Energy] or [Intellect] or [Might] or [Skill] for a [Villains] character.	
MNB-105	Open Fire	Plot Twist								[Anytime] Combat: Choose an attacker to get +2/+0 this combat.	[Anytime] Combat: Choose an attacker to get +2/+0 this combat.	
MNB-106	Best Offense is a Good Defense	Plot Twist								[Anytime] Combat: Choose an attacker to get +0/+5 this combat.	[Anytime] Combat: Choose an attacker to get +0/+5 this combat.	
MNB-107	Savage Surprise	Plot Twist								[Anytime] Combat: Choose a defender to get +4/+0 this combat.	[Anytime] Combat: Choose a defender to get +4/+0 this combat.	
MNB-108	Find Cover	Plot Twist								[Anytime] Combat: Choose a defender to get +0/+3 this combat.	[Anytime] Combat: Choose a defender to get +0/+3 this combat.	
MNB-109	Training Ground	Basic Location								[Skill]	[Skill]	
MNB-110	Laboratory	Basic Location								[Energy]	[Energy]	
MNB-111	Academy	Basic Location								[Intellect]	[Intellect]	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MNB-112	Fortress	Basic Location								[Might]	[Might]	
DEF-001	Daredevil	Main Character	L1	Defenders	2	5	5			<p><i>The Man Without Fear</i> [Anyturn] Combat [Skill]: Daredevil strikes with double his ATK this combat.</p> <p>Protector of Hell's Kitchen Level (3) - When Daredevil gets attacked, if he's protecting a character, he gains an XP.</p>	<p><i>The Man Without Fear</i> [Anyturn] Combat [Skill]: Daredevil strikes with double his ATK this combat.</p> <p>Protector of Hell's Kitchen Level (3) - When Daredevil gets attacked, if he's protecting a character, he gains an XP.</p>	Double the attack after both players have passed priority and combat is ready to be resolved.
DEF-002	Daredevil	Main Character	L2	Defenders	4	8	5			<p><i>The Man Without Fear</i> [Anyturn] Combat [Skill]: Daredevil strikes with double his ATK this combat.</p> <p>Radar Sense Main [Intellect]: Enemy players must play with their hands revealed. An enemy player may pay a [skill] during their main phase to end this effect.</p>	<p><i>The Man Without Fear</i> [Anyturn] Combat [Skill]: Daredevil strikes with double his ATK this combat.</p> <p>Radar Sense Main [Intellect]: Enemy players must play with their hands revealed. An enemy character may pay a [skill] during their main phase to end this effect.</p>	Double the attack after both players have passed priority and combat is ready to be resolved. Radar Sense creates an ongoing effect that keeps the enemy players hand revealed until this effect is ended by paying [skill]. If the enemy player ends the effect, Daredevil may use this power again on following turns. Enemy players may use a Sanctum Sanctorum (DEF-026) to pay the required [skil] to end this effect.
DEF-003	Dr. Strange	Main Character	L1	Defenders	2	4	5	X		<p>Supreme Knowledge Build [Energy]: Draw a card. You may use this power any number of times on your turn.</p> <p>Supreme Power Level Up (5) - Whenever you draw one or more cards, Dr. Strange gains an XP.</p>	<p>Supreme Knowledge Build [Energy]: Draw a card. Dr. Strange may use this power any number of times on your turn.</p> <p>Supreme Power Level Up (5) - Whenever you draw one or more cards, Dr. Strange gains an XP.</p>	Doctor Strange gains an xp for each time you draw any number of cards, not for each card you draw.
DEF-004	Dr. Strange	Main Character	L2	Defenders	4	7	5	X		<p>Supreme Knowledge Build [Energy]: Draw a card. You may use this power any number of times on your turn.</p> <p>Mass Transmutation Main [Intellect]: Choose any number of characters. For each one, remove its +1/+1 counters and put that many -1/-1 counters onto it, or vice versa.</p>	<p>Supreme Knowledge Build [Energy]: Draw a card. Dr. Strange may use this power any number of times on your turn.</p> <p>Mass Transmutation Main [Intellect]: Choose any number of characters. For each one, remove its +1/+1 counters and put that many -1/-1 counters onto it, or vice versa.</p>	You choose which characters are being transmuted., Every chosen character will have however many counters it currently holds converted to the opposite type. This can result in a stun.
DEF-005	Ghost Rider	Main Character	L1	Defenders	0	6	6			<p>Spirit of Vengeance Main [Intellect][Might]: Stun an enemy character that attacked since the end of your last turn.</p> <p>When Innocent Blood is Spilled Level up (3) - When another character on your side gets KO'd on an enemy player's turn, Ghost Rider gains an XP.</p>	<p>Spirit of Vengeance Main [Intellect][Might]: Stun an enemy character that attacked since the end of your last turn.</p> <p>When Innocent Blood is Spilled Level up (3) - When another character on your side gets KO'd on an enemy player's turn, Ghost Rider gains an XP.</p>	
DEF-006	Ghost Rider	Main Character	L2	Defenders	7	6	6			<p>Spirit of Vengeance Main [Intellect][Might]: Stun an enemy character that attacked since the end of your last turn.</p> <p>Hell on Wheels Main [Skill]: If Ghost Rider is ready, drive him to an enemy row. He may make any number of melee attacks, one at a time, against characters in that row. If Ghost Rider gets stunned, or you're done attacking, drive him back to one of your rows exhausted.</p>	<p>Spirit of Vengeance Main [Intellect][Might]: Stun an enemy character that attacked since the end of your last turn.</p> <p>Hell on Wheels Main [Skill]: If Ghost Rider is ready, drive him to an enemy row. He may make any number of melee attacks, one at a time, against characters in that row. When Ghost Rider gets stunned, or you're done attacking, drive him back to one of your rows exhausted. Ghost Rider is still your Main Character even while he's on an enemy side.</p>	You may attack any characters on the chosen row in any order. Each attack is made and resolved before the next one begins. Plot twists may be played as normal in each combat. If any combat results in a stun for Ghost Rider, or you choose not to make any more attacks return him to one of your rows exhausted. (If he was stunned he is returned stunned).
DEF-007	Luke Cage	Main Character	L1	Defenders	4	3	5			<p>Impervious Skin [Anyturn] Combat [Might]: If Luke Cage gets stunned during this combat, he doesn't get wounded.</p> <p>Hero for Hire Level Up (5) - During your build phase you may pay any amount of resource points to give Luke Cage that much XP.</p>	<p>Impervious Skin [Anyturn] Combat [Might]: If Luke Cage gets stunned during this combat, he doesn't get wounded.</p> <p>Hero for Hire Level Up (5) - During your Build Phase you may pay any amount of recruit points to give Luke Cage that much XP.</p>	Luke Cage will still take a wound If an effect would stun him before or after combat has resolved (like Cable's Ultimate Soldier), or if the wound comes from another source that is not stunning in combat(Like Lady Deathstrikes Death Strike). Resource points spent on Hero for Hire are used up and may not be used for recruitment.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
DEF-008	Luke Cage	Main Character	L2	Defenders	6	6	5			<p>Impervious Skin [Anyturn] Combat [Might]: If Luke Cage gets stunned during this combat, he doesn't get wounded.</p> <p>Power Man and... Build [Intellect]: Search your hand, deck, or KO pile for an Iron Fist supporting character and put him into one of your rows.</p>	<p>Impervious Skin [Anyturn] Combat [Might]: If Luke Cage gets stunned during this combat, he doesn't get wounded.</p> <p>Power Man and... Build [Intellect]: Search your hand, deck, and KO pile for an Iron Fist supporting character and put him onto your side.</p>	Luke Cage will still take a wound if an effect would stun him before or after combat has resolved (like Cable's Ultimate Soldier), or if the wound comes from another source that is not stunning in combat (Like Lady Deathstrikes Death Strike).
DEF-009	Angel	Supporting Character	1	Defenders	2	3	1	X		<p>Dodge Angel can't be ranged attacked.</p> <p>Healing Blood Main [Energy]: Heal a wound from a supporting character on your side.</p>	<p>Dodge Angel can't be ranged attacked.</p> <p>Healing Blood Main [Energy]: Heal a wound from a supporting character on your side.</p>	
DEF-010	Hellcat	Supporting Character	1	Defenders	2	2	2			<p>Pounce While Hellcat is attacking an exhausted character, it can't strike back against Hellcat.</p>	<p>Pounce While Hellcat is attacking an exhausted character, it can't strike back at her.</p>	If an exhausted defender is readied during the attack, they will strike back.
DEF-011	Dagger	Supporting Character	2	Defenders	3	1	1		X	<p>Purifying Light When Dagger appears, remove all -1/-1 counters from characters on your side.</p> <p>Characters on your side can't gain -1/-1 counters.</p>	<p>Purifying Light When Dagger appears, remove all -1/-1 counters from characters on your side.</p> <p>Characters on your side can't gain -1/-1 counters.</p>	
DEF-012	Iron Fist	Supporting Character	2	Defenders	2	4	1			<p>Dodge Iron Fist can't be ranged attacked.</p> <p>Iron Fist Punch [Anyturn] Combat [Skill]: When Iron Fist strikes a character this combat, stun that character.</p>	<p>Dodge Iron Fist can't be ranged attacked.</p> <p>Iron Fist Punch [Anyturn] Combat [Skill]: When Iron Fist strikes a character this combat, stun that character.</p>	Iron Fist must actually strike to stun the character(He must be unstunned for combat resolution)
DEF-013	Scarlet Witch	Supporting Character	2	Defenders	1	5	1		X	<p>Hex Enemy characters can't level up. <i>(They can still gain XP.)</i></p> <p>The Dark Force Hungers At the start of each player's build phase, put a -1/-1 counter on each character on that player's side.</p>	<p>Hex Enemy characters can't level up. <i>(They can still gain XP.)</i></p> <p>The Dark Force Hungers At the start of each player's build phase, put a -1/-1 counter on each character on that player's side.</p>	This prevents enemy Main Characters from Leveling Up. They can still gain XP up to their Level Up number, but not beyond. And once Scarlet Witch gets stunned or leaves play, if they have enough XP, they'll immediately Level Up.
DEF-014	Cloak	Supporting Character	3	Defenders	4	4	1			<p>Rebuilt Body Main [Might]: Put a character in your KO pile on the bottom of your deck. This turn Deathlok has that character's base ATK and DEF instead of his own.</p>	<p>Rebuilt Body Main [Might]: Put a character in your KO pile on the bottom of your deck. Deathlok has that character's base ATK and DEF this turn.</p>	Any additional modifier are applied on top of copied ATK and DEF. This effect modifies Base stats for the turn.
DEF-015	Deathlok	Supporting Character	3	Defenders	3	3	2		X	<p>Multiple Personalities You can discard any character to power-up Moon Knight.</p> <p>Mobilize the Team Build [Intellect]: You pay 4 less to recruit your next [Defenders] character this turn.</p>	<p>Multiple Personalities You can discard any character to power-up Moon Knight.</p> <p>Mobilize the Team Build [Intellect]: You pay 4 less to recruit your next [Defenders] character this turn.</p>	
DEF-016	Moon Knight	Supporting Character	4	Defenders	5	5	1			<p>Night Shift Nighthawk gets +3/+3 during enemy players' turns.</p>	<p>Night Shift Nighthawk gets +3/+3 during enemy players' turns.</p>	
DEF-017	Nighthawk	Supporting Character	4	Defenders	3	3	1	X		<p>Lethal When Punisher stuns a defending supporting character, KO it.</p> <p>Perfect Position [Anyturn] Combat [Skill]: If Punisher is in ranged combat, he can't be struck this combat.</p>	<p>Lethal If Punisher wounds a defending supporting character, KO it.</p> <p>Perfect Position [Anyturn] Combat [Skill]: If Punisher is in ranged combat, he can't be struck this combat.</p>	
DEF-018	Punisher	Supporting Character	5	Defenders	7	3	1		X	<p>Increase Density Combat [Energy]: Double Vision's current ATK and DEF this combat.</p> <p>Decrease Density [Anyturn] Combat [Energy]: If Vision is defending, he can't strike or be struck this combat.</p>	<p>Increase Density Combat [Energy]: Double Vision's current ATK and DEF this combat.</p> <p>Decrease Density [Anyturn] Combat [Energy]: If Vision is defending, he can't strike or be struck this combat.</p>	
DEF-019	Vision	Supporting Character	5	Defenders	5	5	2	X		<p>Chooser of the Slain Build [Intellect]: You may recruit characters from your KO pile this turn.</p>	<p>Chooser of the Slain Build [Intellect]: You may recruit characters from your KO pile this turn.</p>	You still have to pay recruit cost to play the character from KO pile.
DEF-020	Valkyrie	Supporting Character	6	Defenders	5	6	2	X		<p>Rocket Launcher Main [Might] [Might]: KO a supporting character.</p>	<p>Rocket Launcher Main [Might] [Might]: KO a supporting character.</p>	
DEF-021	War Machine	Supporting Character	6	Defenders	7	5	1	X	X			

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
DEF-022	Ghost Rider	Supporting Character	7	Defenders	8	8	2			Penance Stare When Ghost Rider appears, choose an enemy character and put 1/+1 counters on it equal to the number of Good characters in your KO pile.	Penance Stare When Ghost Rider appears, choose an enemy character and put 1/+1 counters on it equal to the number of Good characters in your KO pile.	Good and Evil are based on the team the Character is on. A full list of good and evil teams can be found in the Compiled Rules.
DEF-023	Spellbound	Plot Twist		Defenders						[Anyturn] Combat: Enemy players can't play plot twists this combat.	[Anyturn] Combat: Enemy players can't play plot twists this combat.	
DEF-024	Hidden Weapons	Plot Twist		Defenders						Main: Choose a character on your side to get +1/+1 and [ranged] this turn. [Anyturn] Combat: Choose a character in the combat to get +1/+1 and [ranged] this turn.	Main: Choose a character on your side to get +1/+1 and [Range] this turn. [Anyturn] Combat: Choose a character in the combat to get +1/+1 and [Range] this turn.	
DEF-025	Super Senses	Plot Twist		Defenders						[Anyturn] Combat: Choose a defending character to get +0/+5 this combat.	[Anyturn] Combat: Choose a defending character to get +0/+5 this combat.	
DEF-026	Sanctum Sanctorum	Special Location		Defenders						[Energy] or [Intellect] or [Might] or [Skill] for a [Defenders] character.	[Energy] or [Intellect] or [Might] or [Skill] for a [Defenders] character.	
DEF-027	Bullseye	Main Character	L1	The Underworld	3	4	5		X	Infalible Aim Main [Intellect] [Intellect]: Wound a face-up supporting character. Cold-Blooded Killer Level Up (3) - When Bullseye KO's an enemy, he gains an XP.	Infalible Aim Main [Intellect] [Intellect]: Wound a face-up supporting character. Cold-Blooded Killer Level Up (3) - When Bullseye KO's an enemy, he gains an XP.	The wounded character remains face up. Characters KO'd this way will count for Cold Blooded Killer
DEF-028	Bullseye	Main Character	L2	The Underworld	5	6	5		X	Infalible Aim Main [Intellect] [Intellect]: Wound a face-up supporting character. Lovely Night for a Murder Main [Skill] [Skill] [Skill]: Wound a face-up main character.	Infalible Aim Main [Intellect] [Intellect]: Wound a face-up supporting character. Lovely Night for a Murder Main [Skill] [Skill] [Skill]: Wound a face-up main character.	The wounded character remains face up.
DEF-029	Kingpin	Main Character	L1	The Underworld	2	5	5			Expand the Empire Build [Might]: Reveal the top five cards of your deck. Put a location from among them into your hand and the rest on the bottom in any order. Take Over the City Level Up (5) - When a location appears on your side, Kingpin gains an XP.	Expand the Empire Build [Might]: Reveal the top five cards of your deck. Put a location from among them into your hand and the rest on the bottom in any order. Take Over the City Level Up (5) - When a location appears on your side, Kingpin gains an XP.	Effects that would put a location in play face down and then turn it up such as Nick Fury's The Vast Resources of S.H.I.E.L.D. count as "appearing."
DEF-030	Kingpin	Main Character	L2	The Underworld	5	7	5			Expand the Empire Build [Might]: Reveal the top five cards of your deck. Put a location from among them into your hand and the rest on the bottom in any order. The Kingpin of Crime Main [Energy] or [Intellect] or [Might] or [Skill]: Put a +1/+1 counter on a character. You may use this power any number of times on your turn.	Expand the Empire Build [Might]: Reveal the top five cards of your deck. Put a location from among them into your hand and the rest on the bottom in any order. The Kingpin of Crime Main [Energy] or [Intellect] or [Might] or [Skill]: Put a +1/+1 counter on a character. Kingpin may use this power any number of times on your turn.	
DEF-031	Venom	Main Character	L1	The Underworld	3	3	6			Revenge Bond Recovery [Energy]: If Venom recovered this turn, put two +1/+1 counters on him. <i>Growing Bond</i> Level Up (5) - Whenever Venom gains one or more +1/+1 counters, he gains an XP.	Revenge Bond Recovery [Energy]: If Venom recovered this turn, put two +1/+1 counters on him. Growing Bond Level Up (5) - Whenever Venom gains one or more +1/+1 counters, he gains an XP.	
DEF-032	Venom	Main Character	L2	The Underworld	6	6	6			Revenge Bond Recovery [Energy]: If Venom recovered this turn, put two +1/+1 counters on him. Permanent Bond [Anyturn] Combat [Might]: Venom has Symbiosis until after your next recovery phase. <i>(He can have +1/+1 counters while stunned.)</i>	Revenge Bond Recovery [Energy]: If Venom recovered this turn, put two +1/+1 counters on him. Permanent Bond [Anyturn] Combat [Might]: Venom has Symbiosis until after your next recovery phase. <i>(He can have and gain +1/+1 counters while stunned.)</i>	
DEF-033	Winter Soldier	Main Character	L1	The Underworld	2	4	5		X	Bionic Arm Combat [Might]: If Winter Soldier is in melee combat, he gets +2/+2 this combat. Cryogenic Stasis Level Up (2) - When Winter Soldier stuns a defending enemy character, you may Freeze Winter Soldier. If you do, he gains an XP. <i>(A Frozen character can't ready on its next turn.)</i>	Bionic Arm Combat [Might]: If Winter Soldier is in melee combat, he gets +2/+2 this combat. Cryogenic Stasis Level Up (2) - When Winter Soldier stuns a defending enemy character, you may Freeze Winter Soldier if he's not already Frozen. If you do, he gains an XP. <i>(Characters affected by Freeze can't on their next turn.)</i>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
DEF-034	Winter Soldier	Main Character	L2	The Underworld	6	6	5		X	Bionic Arm Combat [Might]: If Winter Soldier is in melee combat, he gets +2/+2 this combat. Sniper Rifle Main [Skill]: Winter Soldier can make solo ranged attacks against protected characters this turn.	Bionic Arm Combat [Might]: If Winter Soldier is in melee combat, he gets +2/+2 this combat. Sniper Rifle Main [Skill]: Winter Soldier can make solo ranged attacks against protected characters this turn.	
DEF-035	Carnage	Supporting Character	1	The Underworld	1	1	2			Maximum Carnage When Carnage stuns an enemy or gets stunned, put a +1/+1 counter on Carnage. Symbiosis Carnage can have +1/+1 counters while stunned.	Maximum Carnage When Carnage stuns an enemy or gets stunned, put a +1/+1 counter on Carnage. Symbiosis Carnage can have and gain +1/+1 counters while stunned.	If Carnage both gets stunned and stuns his opponent, he gets a +1/+1 Counter for each.
DEF-036	Helmut Zemo	Supporting Character	1	The Underworld	2	1	1		X	Sow Distrust Main [Intellect]: Look at an enemy player's hand and choose a character that doesn't share a team affiliation with that player's main character. That player discards that character.	Sow Distrust Main [Intellect]: Look at an enemy player's hand and choose a character that doesn't share a team affiliation with that player's main character. That player discards that character.	In the case of duel affiliated characters; chosen character must not share any team affiliations with that player's main character.
DEF-037	Electro	Supporting Character	2	The Underworld	2	2	1		X	Chain Lightning Main [Energy]: Stun each enemy character that costs 2 or less.	Chain Lightning Main [Energy]: Stun each enemy supporting character that costs 2 or less.	Characters without a printed cost are considered to have a cost of 0.
DEF-038A	Mary Walker	Supporting Character	2	The Underworld	4	2	1			Bloody Mary While Mary is attacking, a defender with a -1/-1 counter can't strike back against her. One of a Kind You may only have one of this card in your deck.	Bloody Mary While Mary is attacking, a defender with a -1/-1 counter can't strike back against her. One of a Kind You may only have one of this card in your deck.	Each version of Mary Walker has a different text box and ATK and DEF, but they all count as Mary Walker and can be used to Power-Up each other. Each Mary has the "One of a Kind" keyword which means you can only have one of that exact card in your deck.
DEF-038B	Mary Walker	Supporting Character	2	The Underworld	3	3	1			Typhoid Mary When Mary attacks put a -1/-1 counter on up to two enemy characters. One of a Kind You may only have one of this card in your deck.	Typhoid Mary When Mary attacks put a -1/-1 counter on up to two enemy characters. One of a Kind You may only have one of this card in your deck.	Each version of Mary Walker has a different text box and ATK and DEF, but they all count as Mary Walker and can be used to Power-Up each other. Each Mary has the "One of a Kind" keyword which means you can only have one of that exact card in your deck.
DEF-038C	Mary Walker	Supporting Character	2	The Underworld	2	4	1			Innocent Mary While Mary is defending, each attacker with a -1/-1 counter can't strike her. One of a Kind You may only have one of this card in your deck.	Innocent Mary While Mary is defending, each attacker with a -1/-1 counter can't strike her. One of a Kind You may only have one of this card in your deck.	Each version of Mary Walker has a different text box and ATK and DEF, but they all count as Mary Walker and can be used to Power-Up each other. Each Mary has the "One of a Kind" keyword which means you can only have one of that exact card in your deck.
DEF-038D	Mary Walker	Supporting Character	2	The Underworld	4	4	1			Composite Personality Mary has all the powers of cards named Mary Walker in your KO pile. One of a Kind You may only have one of this card in your deck.	Composite Personality Mary has all the powers of cards named Mary Walker in your KO pile. One of a Kind You may only have one of this card in your deck.	Each version of Mary Walker has a different text box and ATK and DEF, but they all count as Mary Walker and can be used to Power-Up each other. Each Mary has the "One of a Kind" keyword which means you can only have one of that exact card in your deck.
DEF-039	Rhino	Supporting Character	2	The Underworld	5	3	1			Angry Rhino must be in your first attack each turn. <i>(It can be a team attack.)</i> Stupid When Rhino attacks, an enemy player may pay an [Intellect] to stun Rhino.	Angry Rhino must be in your first attack each turn if able. <i>(It can be a team attack.)</i> Stupid When Rhino attacks, an enemy character may pay an [Intellect] to stun Rhino.	The enemy player may use a Fisk Tower (DEF-052) to pay for Stupid .
DEF-040	Hellstrom	Supporting Character	3	The Underworld	3	3	2	X	X	Dark soul When Hellstrom gets powered-up, heal a wound from him.	Dark soul When Hellstrom gets powered-up, heal a wound from him.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
DEF-041	Winter Soldier	Supporting Character	3	The Underworld	3	5	1		X	Into the Fray Main [Skill]: If Winter Soldier is in your back row, ready him and move him to your front row.	Into the Fray Main [Skill]: If Winter Soldier is in your back row, ready him and move him to your front row.	
DEF-042	M.O.D.O.K.	Supporting Character	4	The Underworld	4	5	1	X	X	Mental Calculations At the start of your turn, look at the top four cards of your deck. Put two on the bottom of your deck and the other two back on top.	Mental Calculations At the start of your turn, look at the top four cards of your deck. Put two on the bottom of your deck and the other two back on top.	This happens at the same time as your draw step so you may choose which trigger happens first.
DEF-043	Venom	Supporting Character	4	The Underworld	4	4	2			Symbiote Strength Main [Might]: Put two +1/+1 counters on Venom. Symbiosis Venom can have +1/+1 counters while stunned.	Symbiote Strength Main [Might]: Put two +1/+1 counters on Venom. Symbiosis Venom can have and gain +1/+1 counters while stunned.	
DEF-044	Bullseye	Supporting Character	5	The Underworld	6	4	1		X	Improvised Weapon Main [Skill]: Remove a +1/+1 counter from Bullseye. If you do, wound a face-up supporting character.	Improvised Weapon Main [Skill]: Remove a +1/+1 counter from Bullseye. If you do, wound a face-up supporting character.	Bullseye must have a +1/+1 counter to be removed to use Improvised Weapon .
DEF-045	Purple Man	Supporting Character	5	The Underworld	2	5	1			Brainwash Main [Intellect]: Exhaust an enemy supporting character and move it to your back row. When Purple Man gets stunned or leaves play, if that character is still on your side, move it to its owner's back row.	Brainwash Main [Intellect]: Exhaust an enemy supporting character and move it to your back row. When Purple Man gets stunned or leaves play, if that character is still on your side, move it to its owner's back row.	You "control" this character until Purple Man gets stunned or leaves play. If an effect would remove the controlled character from play and return it, it is a new character.
DEF-046	Baron Mordo	Supporting Character	6	The Underworld	8	5	1			Black Magic Main [Energy]: KO a stunned supporting character.	Black Magic Main [Energy]: KO a stunned supporting character.	
DEF-047	Kingpin	Supporting Character	6	The Underworld	5	9	2			Underworld Boss Main [Might]: If there are two or more other [underworld] characters on your side, you may have Kingpin take over being your main character. If you do, your current main character becomes a supporting character.	Underworld Boss Main [Might]: If there are two or more other [underworld] characters on your side, you may have Kingpin take over being your main character. If you do, your current main character becomes a supporting character.	Your former Main Character becomes a Supporting Character and remains in the game. It can still gain XP and Level Up, but you don't lose the game if it gets KO'd. Instead, you now lose the game when Kingpin gets KO'd.
DEF-048	Blackheart	Supporting Character	7	The Underworld	4	4	2	X	X	Created from Evil Blackheart gets +1/+1 for each Evil character in your KO pile.	Created from Evil Blackheart gets +1/+1 for each Evil character in your KO pile.	Good and Evil are based on the team the Character is on. A full list of good and evil teams can be found in the Compiled Rules.
DEF-049	Fair and Balanced	Plot Twist		The Underworld						Main: Put a +1/+1 counter on a character and a -1/-1 counter on a character.	Main: Put a +1/+1 counter on a character and a -1/-1 counter on a character.	
DEF-050	Pain and Suffering	Plot Twist		The Underworld						[Anyturn] Combat: Choose a character to get -0/-2 this combat.	[Anyturn] Combat: Choose a character in combat to get -0/-2 this combat.	This may result in a stun before the defending player gets priority.
DEF-051	Play Dead	Plot Twist		The Underworld						[Anyturn] Combat: Stun a defending supporting character on your side but it doesn't get wounded.	[Anyturn] Combat: Stun a defending supporting character on your side but it doesn't get wounded.	
DEF-052	Fisk Tower	Special Location		The Underworld						[Energy] or [Intellect] or [Might] or [Skill] for an [Underworld] character.	[Energy] or [Intellect] or [Might] or [Skill] for an [Underworld] character.	
DEF-053	Loyal Soldiers	Plot Twist								Main: Choose a team affiliation. If all characters on your side have that team affiliation, put a +1/+1 counter on each of them.	Main: Choose a team affiliation. If all characters on your side have that team affiliation, put a +1/+1 counter on each of them.	Face down character still have a team affiliation. In order to play this all characters you currently control must have the same team affiliation.
DEF-054	Shock to the System	Plot Twist								[Anyturn] Combat: Choose an attacker to get -3/-0 this combat.	[Anyturn] Combat: Choose an attacker to get -3/-0 this combat.	
DEF-055	Academy	Basic Location								[Intellect]	[Intellect]	
DEF-056	Fortress	Basic Location								[Might]	[Might]	
DEF-057	Laboratory	Basic Location								[Energy]	[Energy]	
DEF-058	Training Ground	Basic Location								[Skill]	[Skill]	
AFF-001	Captain Marvel	Main Character	L1	A-Force	2	4	6	X	X	AKA Ms. Marvel Energy Absorption Main [Energy]: Put a +1/+1 counter on Captain Marvel for each other [ranged] character on your side. Woman of War Level Up (4) - When Captain Marvel stuns an enemy character in combat, she gains an XP.	AKA Ms. Marvel Energy Absorption Main [Energy]: Put a +1/+1 counter on Captain Marvel for each other [Range] character on your side. Woman of War Level Up (4) - When Captain Marvel stuns an enemy character in combat, she gains an XP.	Energy Absorption counts character that have gained [Range] from modifying effects (Equipment, Plot twists, Powers, etc.) If Captain Marvel is also stunned in the combat that she stuns an opponent, she still receives the Xp.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
AFF-002	Captain Marvel	Main Character	L2	A-Force	4	6	6	X	X	AKA Ms. Marvel Energy Absorption Main [Energy]: Put a +1/+1 counter on Captain Marvel for each other [ranged] character on your side. Photonic Blast Main [Skill]: Put a -1/-1 counter on an enemy character for each +1/+1 counter on Captain Marvel.	AKA Ms. Marvel Energy Absorption Main [Energy]: Put a +1/+1 counter on Captain Marvel for each other [Range] character on your side. Photonic Blast Main [Skill]: Put a -1/-1 counter on an enemy character for each +1/+1 counter on Captain Marvel.	Energy Absorption counts character that have gained [Range] from modifying effects (Equipment, Plot twists, Powers, etc.)
AFF-003	She-Hulk	Main Character	L1	A-Force	3	4	6			A-Force Assemble! Main [Skill]: When characters on your side team attack the next time this turn, put a +1/+1 counter on each of them. Fight Together Level Up (5) - When characters on your side team attack, She-Hulk gains an XP.	A-Force Assemble! Main [Skill]: When characters on your side team attack the next time this turn, put a +1/+1 counter on each of them. Fight Together Level Up (5) - When characters on your side team attack, She-Hulk gains an XP.	She-Hulk gains an XP for each time you team attack, not for each character in the team attack.
AFF-004	She-Hulk	Main Character	L2	A-Force	6	6	6			A-Force Assemble! Main [Skill]: When characters on your side team attack the next time this turn, put a +1/+1 counter on each of them. Rules Lawyer Reaction [Intellect]: When an enemy player uses a super power, you may say "Objection!" If you do, cancel that super power.	A-Force Assemble! Main [Skill]: When characters on your side team attack the next time this turn, put a +1/+1 counter on each of them. Rules Lawyer Reaction [Intellect]: When an enemy character uses a super power, you may say "Objection!" If you do, cancel that super power.	Whenever an opponent uses a Super Power, they will need to give the She-Hulk player a chance to respond before resolving the effect. She-Hulk can pay (and say "Objection" of course) and if you do it cancels the super power so it never takes effect.
AFF-005	Sister Grimm	Main Character	L1	A-Force	2	5	5		X	When Blood Is Shed... Level Up (1) - When Sister Grimm gets wounded on an enemy player's turn, she gains an XP.	When Blood Is Shed... Level Up (1) - When Sister Grimm gets wounded on an enemy player's turn, she gains an XP.	
AFF-006	Sister Grimm	Main Character	L2	A-Force	4	5	5		X	...Let the Staff of One Emerge Each of these super powers can be used only once this game. When you use one, Sister Grimm becomes Level 1. Muzzle Main [Skill]: Characters on your side can't be attacked until after your next turn. Bounce House Main [Energy]: Put up to two supporting characters into their owners' hands. Open Sesame Main [Intellect]: Draw three cards. Caffeine Injection Main [Might]: Put four +1/+1 counters on a supporting character.	...Let the Staff of One Emerge Each of these super powers can be used only once this game. When you use one, Sister Grimm becomes Level 1. Muzzle Main [Skill]: Characters on your side can't be attacked until after your next turn. Bounce House Main [Energy]: Put up to two supporting characters into their owners' hands. Open Sesame Main [Intellect]: Draw three cards. Caffeine Injection Main [Might]: Put four +1/+1 counters on a supporting character.	
AFF-007	Phoenix	Main Character	L1	A-Force	3	3	7	X	X	AKA Dark Phoenix Life Incarnate Main [Intellect]: Heal a wound from a supporting character. The Sum of All Life and Death Level Up (1) - When a character appears, if there are 20 or more total supporting characters on all sides and/or KO piles, Phoenix gains an XP.	AKA Dark Phoenix Life Incarnate Main [Intellect]: Heal a wound from a supporting character. The Sum of All Life and Death Level Up (1) - When a character appears, if there are 20 or more total supporting characters on all sides and/or KO piles, Phoenix gains an XP.	
AFF-008	Phoenix	Main Character	L2	A-Force	7	7	7	X	X	AKA Dark Phoenix Life Incarnate Main [Intellect]: Heal a wound from a supporting character. From the Ashes Main [Energy][Might]: Put a character from your KO pile onto your side.	AKA Dark Phoenix Life Incarnate Main [Intellect]: Heal a wound from a supporting character. From the Ashes Main [Energy][Might]: Put a character from your KO pile onto your side.	Characters summoned by From the Ashes may be put in any row and attack as though you recruited them.
AFF-009	Wasp	Supporting Character	1	A-Force	1	2	1	X		Sting When Wasp appears, put a -1/-1 counter on an enemy character. Shrink When Wasp gets attacked the first time each turn, you may cancel the combat.	Sting When Wasp appears, put a -1/-1 counter on an enemy character. Shrink When Wasp gets attacked for the first time each turn, you may cancel the combat.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
AFF-010	Sister Grimm	Supporting Character	1	A-Force	2	2	1		X	The Staff of One [Anyturn] Any Combat [Intellect] : Search your deck for an [anyturn] Combat plot twist with a different name from each plot twist in your KO pile, and play it if able.	The Staff of One [Anyturn] Any Combat [Intellect] : Search your deck for an [anyturn] Combat plot twist with a different name from each plot twist in your KO pile, and play it if able.	If you are unable to play the Plot twist because you do not control a character on that team, it will stay in your deck
AFF-011	Pixie	Supporting Character	2	A-Force	1	4	1	X		Hallucinogenic Dust Main [Energy] : Reveal cards from the top of your deck until you reveal a character that is not already on your side. Put that character onto your side and shuffle the rest of the revealed cards into your deck. At the end of the turn, KO that character.	Hallucinogenic Dust Main [Energy] : Reveal cards from the top of your deck until you reveal a character that is not already on your side. Put that character onto your side and shuffle the rest of the revealed cards into your deck. At the end of the turn, KO that character.	
AFF-012	Spider-Woman	Supporting Character	2	A-Force	3	3	1	X		Dodge Spider-Woman can't be ranged attacked. Venom Blast [Anyturn] Combat [Skill] : Choose a character in melee combat with Spider-Woman to get -0/-3 this combat.	Dodge Spider-Woman can't be ranged attacked. Venom Blast [Anyturn] Combat [Skill] : Choose a character in melee combat with Spider-Woman to get -0/-3 this combat.	This may result in a stun before the defending player gets priority.
AFF-013	Meggan	Supporting Character	2	A-Force	2	2	2	X	X	Empathic Metamorph Main [Might] : Put +1/+1 counters on Meggan equal to the total number of +1/+1 counters on all other characters on your side.	Empathic Metamorph Main [Might] : Put +1/+1 counters on Meggan equal to the total number of +1/+1 counters on all other characters on your side.	
AFF-014	Medusa	Supporting Character	3	A-Force	3	5	1			Grab While Medusa is in the front row, enemy characters can't fly over her. Prehensile Hair Main [Skill] : Exhaust a front row enemy character. It can't ready or be moved until Medusa gets stunned or leaves play.	Grab While Medusa is in the front row, enemy characters can't fly over her. Prehensile Hair Main [Skill] : Exhaust a front row enemy character. It can't ready or be moved until Medusa gets stunned or leaves play.	Characters under the effect of Prehensile Hair cannot be moved by any means.
AFF-015	Singularity	Supporting Character	3	A-Force	2	6	1	X		Pocket Dimension At the end of your turn, remove any number of other face-up characters on your side from the game, but keep all counters on them. At the start of your next turn or when Singularity leaves play, those characters appear on their owner's side with those counters.	Pocket Dimension At the end of your turn, remove any number of other face-up characters on your side from the game, but keep all counters on them. At the start of your next turn or when Singularity leaves play, those characters appear on their owner's side with those counters.	Banned and Replaced with AFF-015*
AFF-016	Dazzler	Supporting Character	4	A-Force	3	7	1		X	Dazzle Main [Energy] : Daze an enemy supporting character. (Stun it, but it doesn't get a wound.)	Dazzle Main [Energy] : Daze an enemy supporting character. (Stun it, but it doesn't get a wound.)	
AFF-017	She-Hulk	Supporting Character	4	A-Force	5	5	2			Leader While She-Hulk is team attacking, you choose who the defender strikes back against. Baroness of Arcadia Any Combat [Might] : Each attacking [A-Force] character gets +2/+2 this combat.	Leader While She-Hulk is team attacking, you choose who the defender strikes. Baroness of Arcadia Any Combat [Might] : Each attacking [A-Force] character gets +2/+2 this combat.	
AFF-018	Spectrum	Supporting Character	5	A-Force	4	4	2	X	X	Energy Form When Spectrum appears or recovers, put a +1/+1 counter on her for each basic [energy] location on all sides.	Energy Form When Spectrum appears or recovers, put a +1/+1 counter on her for each basic [Energy] location on all sides.	
AFF-019	Miss America	Supporting Character	5	A-Force	6	4	3	X		Tough When Miss America gets stunned, you may recover her. (<i>She still gets a wound.</i>)	Tough When Miss America gets stunned, you may recover her. (She still gets wounded.)	
AFF-020	Loki	Supporting Character	6	A-Force	7	6	1			Power Hungry Once per turn, when a character on your side gets powered up, draw three cards. Questionable Loyalty At the start of your Build Phase, if a face-up enemy character has higher ATK than each face-up character on your side, move Loki to that player's back row.	Power Hungry Once per turn, when a character on your side gets powered up, draw three cards. Questionable Loyalty At the start of your Build Phase, if a face-up enemy character has higher ATK than each face-up character on your side, move Loki to that player's back row.	
AFF-021	Rogue	Supporting Character	6	A-Force	6	6	2	X		Absorb Powers When Rogue KO's an enemy supporting character, she gains its keyword and super powers until Rogue becomes stunned or leaves play.	Absorb Powers When Rogue KO's an enemy supporting character, she gains its printed keyword and super powers until Rogue becomes stunned or leaves play.	Rogue has the ability to gain the keyword and super powers of supporting characters she's KO'd. When she does this, if that character's power refers to its own name, use Rogue's name instead.
AFF-022	Phoenix	Supporting Character	7	A-Force	7	7	1	X	X	AKA Dark Phoenix Teke Shield [Any Turn] Any Combat [Intellect] : The defending character can't be struck this combat. You may use this power any number of times each turn.	AKA Dark Phoenix Teke Shield [Any Turn] Any Combat [Intellect] : The defending character can't be struck this combat. Phoenix may use this power any number of times each turn.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
AFF-023	Heroines of Arcadia	Plot Twist		A-Force						[Anyturn] Combat: If this is a team attack, each attacker gets +3/+0 this combat.	[Anyturn] Combat: If this is a team attack, each attacker gets +3/+0 this combat.	
AFF-024	You Won't Like Her When She's Angry	Plot Twist		A-Force						[Anyturn] Combat: Put two +1/+1 counters on a defender in the combat.	[Anyturn] Combat: Put two +1/+1 counters on a defender in the combat.	
AFF-025	Build a Better World	Plot Twist		A-Force						Main: Turn one of your face-down basic locations face up. [Anyturn] Combat: Turn one of your face-down basic locations face up.	Main: Turn one of your face-down basic locations face up. [Anyturn] Combat: Turn one of your face-down basic locations face up.	
AFF-026	Arcadia	Special Location		A-Force						[Energy] or [Intellect] or [Might] or [Skill] for an [A-Force] character.	[Energy] or [Intellect] or [Might] or [Skill] for an [A-Force] character.	
AFF-027	Black Cat	Main Character	L1	Femme Fatales	2	5	5			Bad Luck Main [Intellect]: Choose an enemy player to discard a card. Queen of Thieves Level Up (9) - At the end of your turn, choose an enemy player. If you have more cards in your hand than they do, Black Cat gains XP equal to the difference.	Bad Luck Main [Intellect]: Choose an enemy player to discard a card. Queen of Thieves Level Up (9) - At the end of your turn, choose an enemy player. If you have more cards in your hand than they do, Black Cat gains XP equal to the difference.	The enemy player chooses which card in their hand to discard.
AFF-028	Black Cat	Main Character	L2	Femme Fatales	4	8	5			Bad Luck Main [Intellect]: Choose an enemy player to discard a card. Cross their Path [Anyturn] Combat [Skill]: Daze each enemy character in combat with Black Cat. (<i>Stun it, but it doesn't get a wound.</i>)	Bad Luck Main [Intellect]: Choose an enemy player to discard a card. Cross their Path [Anyturn] Combat [Skill]: Daze each enemy character in combat with Black Cat. (<i>Stun it, but it doesn't get a wound.</i>)	
AFF-029	Dark Phoenix	Main Character	L1	Femme Fatales	3	3	7	X	X	AKA Phoenix What Was, What Is, What Will Be Main [intellect] [intellect]: Put the top two cards of your deck face down into your resource row. If any are locations, you may place them face up instead. Inevitable Corruption Level Up (1) - When a resource appears on any side, if there are 20 or more total resources on all sides, Dark Phoenix gains an XP.	AKA Phoenix What Was, What Is, What Will Be Main [intellect] [intellect]: Put the top two cards of your deck face down into your resource row. If any are locations, you may place them face up instead. Inevitable Corruption Level Up (1) - When a resource appears on any side, if there are 20 or more total resources on all sides, Dark Phoenix gains an XP.	
AFF-030	Dark Phoenix	Main Character	L2	Femme Fatales	7	7	7	X	X	AKA Phoenix What Was, What Is, What Will Be Main [intellect] [intellect]: Put the top two cards of your deck face down into your resource row. If any are locations, you may place them face up instead. Ravager of Worlds Main [Energy][Energy][Might]: KO all face-down enemy resources.	AKA Phoenix What Was, What Is, What Will Be Main [intellect] [intellect]: Put the top two cards of your deck face down into your resource row. If any are locations, you may place them face up instead. Ravager of Worlds Main [Energy][Energy][Might]: KO all face-down enemy resources.	
AFF-031	Enchantress	Main Character	L1	Femme Fatales	2	5	5		X	Imbue with Power Main [Energy]: Put two +1/+1 counters on a supporting character that appeared this turn. Champion of Amora Level Up (3) - At the end of your turn, if a face-up supporting character on your side has a higher ATK than each face-up enemy supporting character, Enchantress gains an XP.	Imbue with Power Main [Energy]: Put two +1/+1 counters on a supporting character that appeared this turn. Champion of Amora Level Up (3) - At the end of your turn, if a face-up supporting character on your side has a higher ATK than each face-up enemy supporting character, Enchantress gains an XP.	Enchantress can only gain one XP per turn with this level up condition.
AFF-032	Enchantress	Main Character	L2	Femme Fatales	3	8	5		X	Imbue with Power Main [Energy]: Put two +1/+1 counters on a supporting character that appeared this turn. I'll Not Sully My Hands Main [Intellect]: Ready each supporting character on your side that has a +1/+1 counter.	Imbue with Power Main [Energy]: Put two +1/+1 counters on a supporting character that appeared this turn. I'll Not Sully My Hands Main [Intellect]: Ready each supporting character on your side that has a +1/+1 counter.	
AFF-033	Mystique	Main Character	L1	Femme Fatales	1	6	5			Masquerade [Anyturn] Combat [Skill]: Choose another face-up character. Mystique gains ATK this combat until her ATK is the same as that character's. Bitter Fury Level Up (10) - Whenever Mystique gains ATK, she gains that much XP.	Masquerade [Anyturn] Combat [Skill]: Choose another face-up character. Mystique gains ATK this combat until her ATK is the same as that character's. Bitter Fury Level Up (10) - Whenever Mystique gains ATK, she gains that much XP.	ATK values that are below 0 are treated as 0 except when trying to raise or lower them. In the latter case, always use the real value.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
AFF-034	Mystique	Main Character	L2	Femme Fatales	6	7	5			<p>Masquerade [Anyturn] Combat [Skill]: Choose another face-up character. Mystique gains ATK this combat until her ATK is the same as that character's.</p> <p>Martial Savagery [Anyturn] Combat [Might]: Mystique is Ferocious and enemy characters lose and can't gain Ferocious this combat.</p>	<p>Masquerade [Anyturn] Combat [Skill]: Choose another face-up character. Mystique gains ATK this combat until her ATK is the same as that character's.</p> <p>Martial Savagery [Anyturn] Combat [Might]: Mystique is Ferocious and enemy characters lose and can't gain Ferocious this combat.</p>	ATK values that are below 0 are treated as 0 except when trying to raise or lower them. In the latter case, always use the real value.
AFF-035	Black Cat	Supporting Character	1	Femme Fatales	3	1	1			<p>Pounce While Black Cat is attacking an exhausted character, it can't strike back at her.</p> <p>Unlucky Break When Black Cat attacks, remove all +1/+1 counters from the defender. Enemy characters can't gain +1/+1 counters this combat.</p>	<p>Pounce While Black Cat is attacking an exhausted character, it can't strike back at her.</p> <p>Unlucky Break When Black Cat attacks, remove all +1/+1 counters from the defender. Enemy characters can't gain +1/+1 counters this combat.</p>	
AFF-036	Madame Masque	Supporting Character	1	Femme Fatales	2	2	1		X	<p>Bio-Duplicate When you power up Madame Masque by discarding a card named Madame Masque, you may put the discarded card onto your side.</p> <p>Swarm You can have any number of Madame Masques on your side. This power can't be turned off.</p>	<p>Bio-Duplicate When you power up Madame Masque by discarding a card named Madame Masque, you may put the discarded card onto your side.</p> <p>Swarm You can have any number of Madame Masques on your side. This power can't be turned off.</p>	
AFF-037	Titania	Supporting Character	2	Femme Fatales	2	2	2			<p>Cellular Augmentation [Anyturn] Combat [Might]: Titania gets +3/+3 this combat.</p> <p>Durable If Titania gets stunned other than by getting struck in combat, recover her and she doesn't get wounded.</p>	<p>Cellular Augmentation [Anyturn] Combat [Might]: Titania gets +3/+3 this combat.</p> <p>Durable If Titania would get stunned other than by getting struck in combat, she doesn't get wounded.</p> <p>When Titania gets stunned other than by getting struck in combat, you may recover her.</p>	
AFF-038	Sin	Supporting Character	2	Femme Fatales	2	4	1		X	<p>Like Father, Like Daughter [Anyturn] Combat [Skill]: Stun a character that is melee attacking Sin.</p>	<p>Like Father, Like Daughter [Anyturn] Combat [Skill]: Stun a character that is melee attacking Sin.</p>	Sin must be the defender of a Melee attack to use Like Father, Like Daughter . If that was the only attacker in the combat, the combat will be canceled.
AFF-039	Moonstone	Supporting Character	2	Femme Fatales	3	2	1	X	X	<p>Gravity Stone Enemy characters lose and can't gain [flight].</p>	<p>Gravity Stone Enemy characters lose and can't gain [Flight].</p>	
AFF-040	Silver Sable	Supporting Character	3	Femme Fatales	1	5	1		X	<p>Mercenary Silver Sable can team attack with any main character.</p> <p>Wealthy At the start of your Build Phase, you gain a Recruit Point.</p>	<p>Mercenary Silver Sable can team attack with any main character.</p> <p>Wealthy At the start of your Build Phase, gain a recruit point.</p>	
AFF-041	Nebula	Supporting Character	3	Femme Fatales	3	3	2			<p>Underling Nebula gets +3/+3 if your main character is Evil and is Level 2 or higher.</p>	<p>Underling While your main character is Evil and is Level 2 or higher, Nebula gets +3/+3</p>	Good and Evil are based on the team the Character is on. A full list of good and evil teams can be found in the Compiled Rules.
AFF-042	Goblin Queen	Supporting Character	4	Femme Fatales	2	6	1	X		<p>Summon Goblins Main [Intellect]: Put Demon Goblin tokens into your front row until there are four on your side.</p>	<p>Summon Goblins Main [Intellect]: Put Demon Goblin tokens into your front row until there are four on your side.</p>	
AFF-043	Spiral	Supporting Character	4	Femme Fatales	7	3	1			<p>Mobile Once per turn during your Main Phase but not during combat, you may move Spiral to your front or back row.</p> <p>Ferocious During melee combat, Spiral strikes before enemy characters without Ferocious.</p>	<p>Mobile Once per turn during your Main Phase but not during combat, you may move Spiral to your front or back row.</p> <p>Ferocious While in melee combat, Spiral strikes before characters without Ferocious.</p>	
AFF-044	Viper	Supporting Character	5	Femme Fatales	4	6	1		X	<p>Poison Darts Main [Skill]: Put a -1/-1 counter on up to two enemy characters.</p> <p>Succumb to Poison At the end of your turn, double the -1/-1 counters on each enemy character.</p>	<p>Poison Darts Main [Skill]: Put a -1/-1 counter on up to two enemy characters.</p> <p>Succumb to Poison At the end of your turn, double the -1/-1 counters on each enemy character.</p>	If an effect would copy Succumb to Poison , you would double the counters, then double the counters again.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
AFF-045	Satana	Supporting Character	5	Femme Fatales	6	5	1	X		Fatal Females [Femme Fatale] characters on your side are Lethal . Consume Soul Main [Energy]: Remove a character in an enemy player's KO pile from the game. That player reveals their hand and deck, and removes all characters with that name from the game. Then they shuffle their deck.	Fatal Females [Femme Fatale] characters on your side are Lethal . Consume Soul Main [Energy]: Remove a character in an enemy player's KO pile from the game. That player reveals their KO pile, hand, and deck and removes all characters with that name from the game. Then, they shuffle their deck.	remove all copies of the named card and AKA's that share its name. Mantles do not count.
AFF-046	Lady Deathstrike	Supporting Character	6	Femme Fatales	5	6	2			Death Strike [Anyturn] Combat [Might]: When Lady Deathstrike stuns an enemy main character this combat and survives, put an extra wound on that character.	Death Strike [Anyturn] Combat [Might]: When Lady Deathstrike stuns an enemy main character this combat and survives, put an extra wound on that character.	The extra wound given by Lady Deathstrike's is not from stunning, it is given directly by the resolving effect.
AFF-047	Morgan le Fay	Supporting Character	6	Femme Fatales	3	7	2	X		Immortal When Morgan le Fay gets KO'd, you may shuffle her into your deck. Growing Magic Main [Intellect]: Draw cards equal to the number of times you've used a super power named Growing Magic this game.	Immortal When Morgan le Fay gets KO'd, you may shuffle her into her owner's deck. Growing Magic Main [Intellect]: Draw cards equal to the number of times a character on your side has used a super power named Growing Magic this game.	The first time you use Growing magic will draw one card, the next use will draw 2, etc.
AFF-048	Enchantress	Supporting Character	7	Femme Fatales	4	8	2		X	Go Forth, My Champion Main [Energy]: Put two +1/+1 counters on another character on your side. The next time it attacks this turn, ready it.	Go Forth, My Champion Main [Energy]: Put two +1/+1 counters on another character on your side. The next time it attacks this turn, ready it.	
AFF-049	Femme Fatality	Plot Twist		Femme Fatales						Main: Choose a character and put a -1/-1 counter on it for each supporting character on your side.	Main: Choose a character and put a -1/-1 counter on it for each supporting character on your side.	
AFF-050	Dramatic Entrance	Plot Twist		Femme Fatales						[Anyturn] Combat: If the defender is on your side, you may put a character from your hand next to it. If you do, remove the defender from combat, and the new character becomes the defender. At the end of combat, KO that character.	[Anyturn] Combat: If the defender is on your side, you may put a character from your hand next to it. If you do, remove the defender from combat, and the new character becomes the defender. At the end of combat, KO that character.	Characters put into play this way will "appear" and become the new defender. At the end of the combat they will KO.
AFF-051	Cat Fight	Plot Twist		Femme Fatales						[Anyturn] Combat: Choose an attacker to get +4/+0 this combat.	[Anyturn] Combat: Choose an attacker to get +4/+0 this combat.	
AFF-052	Madripoor	Special Location		Femme Fatales						[Energy] or [Intellect] or [Might] or [Skill] for a [Femme Fatales] character.	[Energy] or [Intellect] or [Might] or [Skill] for a [Femme Fatales] character.	
AFF-053	Main Strength	Plot Twist								[Anyturn] Combat: Your main character gets +2/+0 this combat.	[Anyturn] Combat: Your main character gets +2/+0 this combat.	
AFF-054	Demon Goblin	Supporting Character - Token	0	Femme Fatales	1	1	1			Swarm You can have any number of Demon Goblins on your side. This power can't be turned off.	Swarm You can have any number of Demon Goblins on your side. This power can't be turned off.	A token character works just like a regular character except that if it ever gets put into a KO pile or otherwise leaves play, remove it from the game.
AFF-055	Academy	Basic Location								[Intellect]	[Intellect]	
AFF-056	Fortress	Basic Location								[Might]	[Might]	
AFF-057	Laboratory	Basic Location								[Energy]	[Energy]	
AFF-058	Training Ground	Basic Location								[Skill]	[Skill]	
ALN-001	Warrant Officer Ripley	Main Character	L1	The Company	2	5	5			Hide in the Shadows Main [Humanity]: Daze a character on your side but it keeps its equipment. Last Survivor of the Nostromo Level up (7) - At the start of your Build Phase, Warrant Officer Ripley gains an XP for each wound she has.	Hide in the Shadows Main [Humanity]: Daze a character on your side but it keeps its equipment. Last Survivor of the Nostromo Level up (7) - At the start of your Build Phase, Warrant Officer Ripley gains an XP for each wound she has.	
ALN-002	Warrant Officer Ripley	Main Character	L2	The Company	4	8	5			Hide in the Shadows Main [Humanity]: Daze a character on your side but it keeps its equipment. Set the Self Destruct Main [Energy]: At the end of the turn, stun all supporting characters. This power can be used only once this game.	Hide in the Shadows Main [Humanity]: Daze a character on your side but it keeps its equipment. Set the Self Destruct Main [Energy]: At the end of the turn, stun all supporting characters. This power can be used only once this game.	
ALN-003	Lt. Ripley	Main Character	L1	The Company	2	4	5		X	Gear Up Build [Humanity]: Reveal the top five cards of your deck. Put an equipment from among them into your hand and the rest on the bottom in any order. We Got Nukes, We Got Knives, Sharp Sticks Level Up (3) - When an equipment appears on your side, Lt. Ripley gains an XP.	Gear Up Build [Humanity]: Reveal the top five cards of your deck. Put an equipment from among them into your hand and the rest on the bottom in any order. We Got Nukes, We Got Knives, Sharp Sticks Level Up (3) - When an equipment appears on your side, Lt. Ripley gains an XP.	

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ALN-004	Lt. Ripley	Main Character	L2	The Company	7	5	5		X	<p>Gear Up Build [Humanity]: Reveal the top five cards of your deck. Put an equipment from among them into your hand and the rest on the bottom in any order.</p> <p>I Can Handle Myself Main [Skill]: Search your deck, hand, and KO pile for an equipment and equip it to a character on your side. This power can be used only once this game.</p> <p>Your A** is Already on the Line. Main [Intellect]: Put a +1/+1 counter on up to two characters in your front row.</p>	<p>Gear Up Build [Humanity]: Reveal the top five cards of your deck. Put an equipment from among them into your hand and the rest on the bottom in any order.</p> <p>I Can Handle Myself Main [Skill]: Search your deck, hand, and KO pile for an equipment and equip it to a character on your side. This power can be used only once this game.</p> <p>Your A** is Already on the Line. Main [Intellect]: Put a +1/+1 counter on up to two characters in your front row.</p>	
ALN-005	Sister Ripley	Main Character	L1	The Company	3	4	5			<p>No Weapons of Any Kind? Level Up (5) - When one or more characters on your side make a melee attack, Sister Ripley gains an XP.</p> <p>Your A** is Already on the Line. Main [Intellect]: Put a +1/+1 counter on up to two characters in your front row.</p>	<p>No Weapons of Any Kind? Level Up (5) - When one or more characters on your side make a melee attack, Sister Ripley gains an XP.</p> <p>Your A** is Already on the Line. Main [Intellect]: Put a +1/+1 counter on up to two characters in your front row.</p>	She will gain XP as soon as the attack is declared so if it's the last XP she needs, she will be attacking with her level 2 stats.
ALN-006	Sister Ripley	Main Character	L2	The Company	5	7	5			<p>Your A** is Already on the Line. Main [Intellect]: Put a +1/+1 counter on up to two characters in your front row.</p> <p>Sacrifice and Resurrection [Anyturn] Combat [Humanity]: KO Sister Ripley, and put a Ripley #8 Level 2 from outside the game onto your side stunned as your new main character.</p>	<p>Your A** is Already on the Line. Main [Intellect]: Put a +1/+1 counter on up to two characters in your front row.</p> <p>Sacrifice and Resurrection [Anyturn] Combat [Humanity]: KO Sister Ripley, and put a Ripley #8 Level 2 from outside the game onto your side stunned as your new main character.</p>	
ALN-007	Ripley #8	Main Character	L1	The Company	3	4	5			<p>Acidic Blood Main [Energy]: Put any number of -1/-1 counters on Ripley #8 as long as this doesn't reduce her DEF to 0. Then put that many -1/-1 counters on an enemy supporting character.</p> <p>Rapid Cell Regeneration Level Up (1) - At the start of your Build Phase, you may have Ripley #8 gain an XP. When Ripley #8 levels up, heal all wounds from her.</p>	<p>Acidic Blood Main [Energy]: Put any number of -1/-1 counters on Ripley #8 as long as this doesn't reduce her DEF to 0. Then put that many -1/-1 counters on an enemy supporting character.</p> <p>Rapid Cell Regeneration Level Up (1) - At the start of your Build Phase, you may have Ripley #8 gain an XP. When Ripley #8 levels up, heal all wounds from her.</p>	
ALN-008	Ripley #8	Main Character	L2	The Company	5	7	2			<p>Acidic Blood Main [Energy]: Put any number of -1/-1 counters on Ripley #8 as long as this doesn't reduce her DEF to 0. Then put that many -1/-1 counters on an enemy supporting character.</p> <p>I'm Sorry Main [Humanity]: KO a supporting character. This power can be used only once this game.</p>	<p>Acidic Blood Main [Energy]: Put any number of -1/-1 counters on Ripley #8 as long as this doesn't reduce her DEF to 0. Then put that many -1/-1 counters on an enemy supporting character.</p> <p>I'm Sorry Main [Humanity]: KO a supporting character. This power can be used only once this game.</p>	
ALN-009	Newt	Supporting Character	1	The Company	0	1	1			<p>We'd Better Get Back When Newt gets attacked, put her into her owner's hand.</p>	<p>We'd Better Get Back When Newt gets attacked, put her into her owner's hand.</p>	This ability triggers immediately when the attack is declared legal.
ALN-010	Vriess	Supporting Character	1	The Company	2	1	2		X	<p>Immobilized Vriess can't move during your Formation Step.</p> <p>I'll Put Holes In You! When Vriess gets stunned on an enemy player's turn, put a -1/-1 counter on an enemy character.</p>	<p>Immobilized Vriess can't move during his Formation Step.</p> <p>I'll Put Holes In You! When Vriess gets stunned on an enemy player's turn, put a -1/-1 counter on an enemy character.</p>	
ALN-011	Kane	Supporting Character	2	The Company	3	1	1			<p>Explore When Kane appears, reveal cards from the top of your deck until you reveal a basic location. Put it into your hand and shuffle the rest of the revealed cards into your deck.</p>	<p>Explore When Kane appears, reveal cards from the top of your deck until you reveal a basic location. Put it into your hand and shuffle the rest of the revealed cards into your deck.</p>	
ALN-012	Captain Dallas	Supporting Character	2	The Company	2	4	1			<p>You Have Your Orders At the start of your Main Phase, put a +1/+1 counter on another [The Company] character on your side.</p>	<p>You Have Your Orders At the start of your Main Phase, put a +1/+1 counter on another [The Company] character on your side.</p>	
ALN-013	Call	Supporting Character	2	The Company	2	2	3		X	<p>Full of Surprises While Call is in your hand, you can discard her to power-up any character on your side. (You can do this any time you could normally power-up that character.)</p>	<p>Full of Surprises While Call is in your hand, you can discard her to power-up any character on your side. (You can do this any time you could normally power-up that character.)</p>	
ALN-014	CMO Clemens	Supporting Character	3	The Company	2	6	1			<p>Medical Attention Main [Skill]: Heal a wound from a supporting character on your side.</p> <p>Do You Trust Me With A Needle? Main [Skill] [Humanity]: Heal a wound from a main character on your side.</p>	<p>Medical Attention Main [Skill]: Heal a wound from a supporting character on your side.</p> <p>Do You Trust Me With A Needle? Main [Skill] [Humanity]: Heal a wound from a main character on your side.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
ALN-015	Parker	Supporting Character	3	The Company	3	5	1			Cattle Prod Main [Energy]: Remove all +1/+1 counters from an unprotected enemy character. You may push it to its back row.	Cattle Prod Main [Energy]: Remove all +1/+1 counters from an unprotected enemy character. You may push it to its back row.	
ALN-016	Bishop	Supporting Character	4	The Company	4	4	3			Artificial Person You may pay an [Intellect] and [Humanity] to recruit Bishop instead of his recruit cost.	Artificial Person A character on your side may pay an [Intellect] and [Humanity] instead of paying Bishop's recruit cost to recruit him.	Bishop is still considered to have been recruited.
ALN-017	Christie	Supporting Character	4	The Company	6	3	1		X	Ricocheting Bullets When Christie stuns a defending enemy character, stun each other enemy character on that side with the same name as that character.	Ricocheting Bullets When Christie stuns a defending enemy character, stun each other enemy character on that side with the same name as that character.	
ALN-018	Brother Dillon	Supporting Character	5	The Company	4	6	2			Eulogy Main [Humanity]: Put a character from your KO pile on the bottom of your deck. Your main character gets +ATK and +DEF this turn equal to that character's ATK and DEF.	Eulogy Main [Humanity]: Put a character from your KO pile on the bottom of your deck. Your main character gets +ATK and +DEF this turn equal to that character's ATK and DEF.	
ALN-019	Private Hudson	Supporting Character	5	The Company	5	7	1		X	You Want Some Of This? [Anyturn] Any Combat: Stun a character that is melee attacking a character on your side. Private Hudson may use this power any number of times on each turn.	You Want Some Of This? [Anyturn] Any Combat [Skill]: Stun a character that is melee attacking a character on your side. Private Hudson may use this power any number of times on each turn.	This card was misprinted, the cost of You Want Some Of This? is [Skill].
ALN-020	Johner	Supporting Character	6	The Company	5	5	1		X	Game Over, Man! When Hudson gets KO'd, wound your main character.	Game Over, Man! When Hudson gets KO'd, wound your main character.	
ALN-021	Ash	Supporting Character	6	The Company	6	4	3			I Mostly Just Hurt People Johner gets +5/+5 while in melee combat.	I Mostly Just Hurt People Johner gets +5/+5 while in melee combat.	
ALN-022	Corporal Hicks	Supporting Character	7	The Company	7	6	2		X	Special Order When Ash appears, you may move him to another player's back row.	Special Order When Ash appears, you may move him to another player's back row.	
ALN-023	M41A Pulse Rifle	Equipment	1	The Company						Crew Expendable At the start of your Main Phase, stun another character on your side.	Crew Expendable At the start of your Main Phase, stun another character on your side.	
ALN-024	MU-TH-ER 6000	Equipment	2	The Company						Twitchy Main [Intellect]: Move Ash to another player's back row.	Twitchy Main [Intellect]: Move Ash to another player's back row.	
ALN-025	Power Loader	Equipment	3	The Company						Stay Frosty At the end of your turn, put two +1/+1 counters on each other ready character on your side.	Stay Frosty At the end of your turn, put two +1/+1 counters on each other ready character on your side.	
ALN-026	Weyland-Utani Complex	Special Location		The Company						Light Armor-Piercing Rounds Equipped character has [Ranged] and has +3/+0 while making a ranged attack.	Light Armor-Piercing Rounds Equipped character has [Range] and has +3/+0 while making a ranged attack.	Equipment gives the character new powers and will stay with it until that character gets stunned or leaves play.
ALN-027	The Perfect Organism	Main Character	L1	Xenomorphs	5	2	5			M-40 Grenades [MAIN] [ENERGY]: Put three -1/-1 counters on an enemy back row character.	M-40 Grenades [MAIN] [ENERGY]: Put three -1/-1 counters on an enemy back row character.	Equipment gives the character new powers and will stay with it until that character gets stunned or leaves play.
										Access Mother Main [Intellect]: Draw two cards.	Access Mother Main [Intellect]: Draw two cards.	Equipment gives the character new powers and will stay with it until that character gets stunned or leaves play.
										Get Away From Her, You B****! Equipped character has +5/+5 and can't make ranged attacks.	Get Away From Her, You B****! Equipped character has +5/+5 and can't make ranged attacks.	Equipment gives the character new powers and will stay with it until that character gets stunned or leaves play.
										[Humanity] or [Energy] or [Intellect] or [Skill] for a [The Company] character on your side.	[Humanity] or [Energy] or [Intellect] or [Skill] for a [The Company] character.	
										Creature Its Structural Perfection... [Anyturn] Combat [Alien]: If the Perfect Organism is defending, cancel the combat.	Creature Its Structural Perfection... Combat [Alien]: If the Perfect Organism is melee attacking, the defender cant strike back this combat.	
										A Survivor, Unclouded by Delusions of Morality Level Up (3) - When the Perfect Organism survives a combat, it gains an XP.	A Survivor, Unclouded by Delusions of Morality Level Up (3) - At the end of combat, if The Perfect Organism survived, it gains an XP.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
ALN-028	The Perfect Organism	Main Character	L2	Xenomorphs	9	3	5			<p>Creature</p> <p><i>Its Structural Perfection...</i> [Anyturn] Combat [Alien]: If the Perfect Organism is defending, cancel the combat.</p> <p><i>...Is Matched Only By Its Hostility</i> Combat [Intellect]: If the Perfect Organism is attacking, the defender can't strike back this combat.</p>	<p>Creature</p> <p><i>Its Structural Perfection...</i> Combat [Alien]: If the Perfect Organism is melee attacking, the defender can't strike back this combat</p> <p><i>...Is Matched Only By Its Hostility</i> [Anyturn] Combat [Intellect]: If the Perfect Organism is defending against a melee attack, attackers can't strike this combat.</p>	
ALN-029	The Queen	Main Character	L1	Xenomorphs	2	5	6			<p>Creature</p> <p><i>They're Coming Out of the Walls!</i> Main [Energy]: Reveal the top five cards of your deck. Choose a character with Swarm from among them and any number of other characters with the same name as it, and put them into your hand. Put the rest on the bottom of your deck.</p> <p><i>They're All Around Us, Man</i> Level Up (3) - When a character with Swarm appears on your side, if you already have a character with that name on your side, The Queen gains an XP.</p>	<p>Creature</p> <p><i>They're Coming Out of the Walls!</i> Main [Energy]: Reveal the top five cards of your deck. Choose a character with Swarm from among them and any number of other characters with the same name as it, and put them into your hand. Put the rest on the bottom of your deck.</p> <p><i>They're All Around Us, Man</i> Level Up (3) - When a character with Swarm appears on your side, if you already have a character with that name on your side, The Queen gains an XP.</p>	
ALN-030	The Queen	Main Character	L2	Xenomorphs	6	6	6			<p>Creature</p> <p><i>They're Coming Out of the Walls!</i> Main [Energy]: Reveal the top five cards of your deck. Choose a character with Swarm from among them and any number of other characters with the same name as it, and put them into your hand. Put the rest on the bottom of your deck.</p> <p><i>Who's Laying the Eggs?</i> Main [Alien]: Search your deck, hand, and KO pile for an Ovomorph and put it into your back row. Then one at a time, you may have each Ovomorph on your side try to Hatch.</p>	<p>Creature</p> <p><i>They're Coming Out of the Walls!</i> Main [Energy]: Reveal the top five cards of your deck. Choose a character with Swarm from among them and any number of other characters with the same name as it, and put them into your hand. Put the rest on the bottom of your deck.</p> <p><i>Who's Laying the Eggs?</i> Main [Alien]: Search your deck, hand, and KO pile for an Ovomorph and put it into your back row. Then one at a time, you may have each Ovomorph on your side try to Hatch.</p>	
ALN-031	The Dragon	Main Character	L1	Xenomorphs	3	4	5			<p>Creature</p> <p><i>Nobody Can Stop It</i> Main [Might]: Ready the Dragon.</p> <p><i>Blood and Terror</i> Level Up (5) - Whenever The Dragon attacks, it gains an XP.</p>	<p>Creature</p> <p><i>Nobody Can Stop It</i> Main [Might]: Ready the Dragon.</p> <p><i>Blood and Terror</i> Level Up (5) - Whenever The Dragon attacks, it gains an XP.</p>	
ALN-032	The Dragon	Main Character	L2	Xenomorphs	6	7	5			<p>Creature</p> <p><i>Nobody Can Stop It</i> Main [Might]: Ready the Dragon.</p> <p><i>It Feeds on Minds</i> Main [Alien]: The Dragon is Lethal this turn. When the Dragon KOs an enemy character this turn, heal a wound from it.</p>	<p>Creature</p> <p><i>Nobody Can Stop It</i> Main [Might]: Ready the Dragon.</p> <p><i>It Feeds on Minds</i> Main [Alien]: The Dragon is Lethal this turn. When the Dragon KOs an enemy character this turn, heal a wound from it.</p>	
ALN-033	The Newborn	Main Character	L1	Xenomorphs	3	3	6			<p>Creature</p> <p><i>Rrrrrrrraaaaaaaaaaaaaaaaar!!!</i> [Anyturn] Combat [Might]: Put three +1/+1 counters on the Newborn. Use this power only if you have no cards in hand.</p> <p><i>Ungrateful Child</i> Level Up (1) - At the start of your Main Phase, you may discard your hand. If you do, the Newborn gains an XP.</p>	<p>Creature</p> <p><i>Rrrrrrrraaaaaaaaaaaaaaaaar!!!</i> [Anyturn] Combat [Might]: Put three +1/+1 counters on the Newborn. The Newborn can only use this power if you have no cards in hand.</p> <p><i>Ungrateful Child</i> Level Up (1) - At the start of your Main Phase, you may discard your hand. If you do, the Newborn gains an XP.</p>	You must have no cards in hand before you try to pay for Rrrrrrrraaaaaaaaaaaaaaaaar!!!
ALN-034	The Newborn	Main Character	L2	Xenomorphs	6	6	6			<p>Creature</p> <p><i>Rrrrrrrraaaaaaaaaaaaaaaaar!!!</i> [Anyturn] Combat [Might]: Put three +1/+1 counters on the Newborn. Use this power only if you have no cards in hand.</p> <p><i>A Beautiful Butterfly</i> [Anyturn] Combat [Alien]: If the Newborn is defending, it's Ferocious and Monstrous this combat.</p>	<p>Creature</p> <p><i>Rrrrrrrraaaaaaaaaaaaaaaaar!!!</i> [Anyturn] Combat [Might]: Put three +1/+1 counters on the Newborn. The Newborn can only use this power if you have no cards in hand.</p> <p><i>A Beautiful Butterfly</i> [Anyturn] Combat [Alien]: If the Newborn is defending, it's Ferocious and Monstrous this combat.</p>	You must have no cards in hand before you try to pay for Rrrrrrrraaaaaaaaaaaaaaaaar!!!

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
ALN-035	Ovomorph	Supporting Character	1	Xenomorphs	0	3	1			<p>Creature, Swarm</p> <p>Passive This character can't attack or strike back.</p> <p>Hatch At the start of your Build Phase, if there's an enemy supporting character, reveal a random card from your Facehugger pile.</p>	<p>Creature, Swarm</p> <p>Passive This character can't attack or strike back.</p> <p>Hatch At the start of your Build Phase, if there's an enemy supporting character, reveal a random card from your Facehugger pile.</p>	When an Ovomorph is ready to Hatch, reveal a random card from your Facehugger Pile. If you reveal the Extended Incubation card, the Ovomorph doesn't open yet. Shuffle the Extended Incubation card back into your Facehugger Pile. If you reveal a Facehugger token character, KO its Ovomorph, put the Facehugger into your Back Row, and it captures an enemy supporting character. (It can capture a face-up or stunned supporting character.)
ALN-036	Adolescent Xenomorph	Supporting Character	1	Xenomorphs	2	2	1			<p>Creature, Swarm</p> <p>Legion When you build your deck, you can include up to eight of this character.</p> <p>Accelerated Growth This character gets +1/+1 for each other face-up Adolescent Xenomorph on your side.</p>	<p>Creature, Swarm</p> <p>Legion You may have up to eight of this card in your deck.</p> <p>Accelerated Growth When this character appears, put a +1/+1 counter on each other Adolescent Xenomorph on your side.</p>	
ALN-037	Xenomorph Ambusher	Supporting Character	2	Xenomorphs	2	3	1			<p>Creature, Swarm</p> <p>Camouflage This character can't be attacked while it's in your back row.</p>	<p>Creature, Swarm</p> <p>Camouflage Xenomorph Ambusher can't be attacked while it's in your back row.</p>	
ALN-038	Leaping Xenomorph	Supporting Character	2	Xenomorphs	4	1	2			<p>Creature, Swarm</p> <p>Leap This character has [flight] during your turn.</p>	<p>Creature, Swarm</p> <p>Leap Leaping Xenomorph has [Flight] on your turn.</p>	
ALN-039	Ferocious Xenomorph	Supporting Character	2	Xenomorphs	3	2	1			<p>Creature, Swarm</p> <p>Ferocious During melee combat, this character strikes before enemy characters without Ferocious.</p>	<p>Creature, Swarm</p> <p>Ferocious During melee combat, Ferocious Xenomorph strikes before characters without Ferocious.</p>	
ALN-040	Salivating Xenomorph	Supporting Character	3	Xenomorphs	2	4	1			<p>Creature, Swarm</p> <p>Salivate Main [Intellect]: Draw cards until you have three cards in hand.</p>	<p>Creature, Swarm</p> <p>Salivate Main [Intellect]: Draw cards until you have three cards in hand.</p>	
ALN-041	Acid Blood Xenomorph	Supporting Character	3	Xenomorphs	4	3	2			<p>Creature, Swarm</p> <p>Bleed Acid When this character attacks or defends while wounded, put a -1/-1 counter on each enemy character in the combat.</p>	<p>Creature, Swarm</p> <p>Bleed Acid When this character attacks or defends while wounded, put a -1/-1 counter on each enemy character in the combat.</p>	
ALN-042	Xenomorph Spitter	Supporting Character	4	Xenomorphs	5	3	1		X	<p>Creature, Swarm</p> <p>Spit Acid Main [Energy]: Put two -1/-1 counters on an enemy character. Repeat this process for each other character named Xenomorph Spitter on your side.</p>	<p>Creature, Swarm</p> <p>Spit Acid Main [Energy]: Put two -1/-1 counters on an enemy character. Repeat this process for each other character named Xenomorph Spitter on your side.</p>	
ALN-043	Screeching Xenomorph	Supporting Character	4	Xenomorphs	3	5	1			<p>Creature, Swarm</p> <p>Screech Main [Might]: Put two +1/+1 counters on a character with Swarm on your side and on each other character on your side with the same name.</p>	<p>Creature, Swarm</p> <p>Screech Main [Might]: Put two +1/+1 counters on a character with Swarm on your side and on each other character on your side with the same name.</p>	
ALN-044	The Dragon	Supporting Character	5	Xenomorphs	7	2	3			<p>Creature</p> <p>Leap The Dragon has [flight] during your turn.</p> <p>It Is Generally Unpleasant [Anyturn] Combat [Alien]: Heal a wound from the Dragon. Amplify - Heal two wounds from it instead.</p>	<p>Creature</p> <p>Leap The Dragon has [Flight] on your turn.</p> <p>It Is Generally Unpleasant [Anyturn] Combat [Alien]: Heal a wound from the Dragon. Amplify - Heal two wounds from it instead.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
ALN-045	The Perfect Organism	Supporting Character	5	Xenomorphs	4	6	2			<p>Creature</p> <p>Ferocious During melee combat, the Perfect Organism strikes before enemy characters without Ferocious.</p> <p>This thing is Huge! It's... It's Big! [Anyturn] Combat [Intellect]: The Perfect Organism strikes with double its ATK this combat. Amplify - It strikes with triple its ATK instead.</p>	<p>Creature</p> <p>Ferocious During melee combat, the Perfect Organism strikes before characters without Ferocious.</p> <p>This thing is Huge! It's... It's Big! [Anyturn] Combat [Intellect]: The Perfect Organism strikes with double its ATK this combat. Amplify - It strikes with triple its ATK instead.</p>	Double (or triple if Amplified) the attack after both players have passed priority and combat is ready to be resolved.
ALN-046	The Newborn	Supporting Character	6	Xenomorphs	6	6	2			<p>Creature</p> <p>Monstrous While the Newborn is defending against a melee team attack, it strikes back against each attacker.</p> <p>Tantrum [Anyturn] Combat [Might]: Put two +1/+1 counters on the Newborn. Amplify - Put five +1/+1 counters on it instead.</p>	<p>Creature</p> <p>Monstrous While Newborn is defending against a melee attack, he strikes back against each attacker.</p> <p>Tantrum [Anyturn] Combat [Might]: Put two +1/+1 counters on the Newborn. Amplify - Put five +1/+1 counters on it instead.</p>	
ALN-047	The Queen	Supporting Character	7	Xenomorphs	8	8	2			<p>Creature</p> <p>Leader While the Queen is team attacking, you choose who the defender strikes back against.</p> <p>Who's Laying the Eggs? [Anyturn] Combat [Energy]: Search your deck, hand, and KO pile for up to two Ovomorphs, reveal them, and put them into your hand. Amplify - Put them into your back row instead.</p>	<p>Creature</p> <p>Leader While the Queen is team attacking, you choose who the defender strikes.</p> <p>Who's Laying the Eggs? [Anyturn] Combat [Energy]: Search your deck, hand, and KO pile for up to two Ovomorphs, reveal them, and put them into your hand. Amplify - Put them into your back row instead.</p>	
ALN-048	Chestburst	Plot Twist		Xenomorphs						[Anyturn] Combat : If this is a melee attack, put two -1/-1 counters on a character in the combat.	[Anyturn] Combat : If this is a melee attack, put two -1/-1 counters on a character in the combat.	This may result in a stun before the defending player gets priority.
ALN-049	Swipe	Plot Twist		Xenomorphs						Main : Daze an unprotected enemy character.	Main : Daze an unprotected enemy character.	
ALN-050	Build the Hive	Plot Twist		Xenomorphs						Main : Turn an enemy location face down.	Main : Turn an enemy location face down.	
ALN-051	LV-426	Special Location		Xenomorphs						[Alien] or [Energy] or [Intellect] or [Might] for a [Xenomorph] character on your side.	[Alien] or [Energy] or [Intellect] or [Might] for a [Xenomorph] character.	
ALN-052	Facehugger	Supporting Character - Token	4	Xenomorphs	0	5	1			<p>Creature, Swarm, Passive</p> <p>Facehug When this character is revealed, KO its Ovomorph. Then put this character into your back row. It captures an enemy supporting character.</p> <p>Burst At the start of your Build Phase, you may pay an [Alien]. If you do, KO this character and its captive. You may put a [xenomorph] character from your hand into your back row.</p>	<p>Creature, Swarm, Passive</p> <p>Facehug When this character is revealed, KO its Ovomorph. Then put this character into your back row. It captures an enemy supporting character.</p> <p>Burst At the start of your Build Phase, you may pay an [Alien]. If you do, KO this character and its captive. You may put a [xenomorph] character from your hand into your back row.</p>	Remove the Captive card from the game, but keep any wound counters on it. Put the Captive card next to (or underneath) its Captor to make it clear who its Captor is. When the Captor leaves play, put its Captive back into play stunned in its owner's back row. You may pay an (Alien) at the start of your Build Phase. If you do, KO the Facehugger and put its captive into its owner's KO pile. Then you may put an (Xenomorph) character from your hand into your back row.
ALN-053	Extended Incubation	Facehugger Pile		Xenomorphs						The Ovomorph does not open yet. Shuffle this card into your Facehugger pile.	The Ovomorph does not open yet. Shuffle this card into your Facehugger pile.	The Facehugger Pile includes three Facehugger token characters and one Extended Incubation card. These cards start the game out of play. (If more than one player is using Ovomorphs, they will each use their own Facehugger Pile.)
ALN-054	Let's Rock!	Plot Twist								[ANYTURN] Combat : Choose an attacker to get +1/+0 or a defender to get +0/+2 this combat.	[Anyturn] Combat : Choose an attacker to get +1/+0 or a defender to get +0/+2 this combat.	
ALN-055	The Nostromo	Basic Location								[Energy]	[Energy]	
ALN-056	The Sulaco	Basic Location								[Skill]	[Skill]	
ALN-057	The Auriga	Basic Location								[Intellect]	[Intellect]	
ALN-058	Fury 161	Basic Location								[Might]	[Might]	
ALN-059	Earth	Basic Location								[Humanity]	[Humanity]	
ALN-060	Space	Basic Location								[Alien]	[Alien]	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
LEG-001	Thor	Main Character	L1	Avengers	1	4	6	X		Berserker Lightning Strike Main [Energy]: Put three -1/-1 counters on an enemy character. Worthiness Level Up (7) - When a Good character on your side attacks, Thor gains an XP.	Berserker Lightning Strike Main [Energy]: Put three -1/-1 counters on an enemy character. Worthiness Level Up (7) - When a Good character on your side attacks, Thor gains an XP.	Good and Evil are based on the team the Character is on. A full list of good and evil teams can be found in the Compiled Rules.
LEG-002	Thor	Main Character	L2	Avengers	5	5	6	X		Berserker Lightning Strike Main [Energy]: Put three -1/-1 counters on an enemy character. God of Thunder Main [Might]: Double the +1/+1 counters on Thor. You may double the -1/-1 counters on another character.	Berserker Lightning Strike Main [Energy]: Put three -1/-1 counters on an enemy character. God of Thunder Main [Might]: Double the +1/+1 counters on Thor. You may double the -1/-1 counters on another character.	
LEG-003	Spider-Man	Main Character	L2	Avengers	4	10	5			Great Power [Anyturn] Combat [Might]: Spider-Man gets +1/+1 this combat for each face-up supporting character on your side. Greater Responsibility Level Up (5) - At the end of your turn, Spidey gains 1 XP for each face-up supporting character on your side.	Great Power [Anyturn] Combat [Might]: Spider-Man gets +1/+1 this combat for each face-up supporting character on your side. Greater Responsibility Level Up (5) - At the end of your turn, Spidey gains 1 XP for each face-up supporting character on your side.	
LEG-004	Spider-Man	Main Character	L3	Avengers	6	11	6			Great Power [Anyturn] Combat [Might]: Spider-Man gets +1/+1 this combat for each face-up supporting character on your side. His Amazing Friends Build [Intellect]: Draw a card for each face-up supporting character on your side.	Great Power [Anyturn] Combat [Might]: Spider-Man gets +1/+1 this combat for each face-up supporting character on your side. His Amazing Friends Build [Intellect]: Draw a card for each face-up supporting character on your side.	
LEG-005	Falcon	Supporting Character	1	Avengers	1	4	1	X		Mobile Once per turn during your Main Phase but not during combat, you may move Falcon to your front or back row. Sidekick When Falcon team attacks, put a +1/+1 counter on each other attacker.	Mobile Once per turn during your Main Phase, but not during combat, you may move Falcon to your front or back row. Sidekick When Falcon team attacks, put a +1/+1 counter on each other attacker.	
LEG-006	Agent Peggy Carter	Supporting Character	2	Avengers	3	2	1		X	Honorary Avenger You pay 1 less to recruit [Avengers] characters.	Honorary Avenger You pay 1 less to recruit [Avengers] characters.	
LEG-007	Mockingbird	Supporting Character	3	Avengers	4	5	1			Martial Mastery Main [Skill]: Choose an enemy side and put +1/+1 counters on Mockingbird equal to the number of supporting characters on that side.	Martial Mastery Main [Skill]: Choose an enemy side and put +1/+1 counters on Mockingbird equal to the number of supporting characters on that side.	
LEG-008	Captain Britain	Supporting Character	4	Avengers	4	4	2	X	X	Rule Britannia! When Captain Britain gets powered-up, put two extra +1/+1 counters on him.	Rule Britannia! When Captain Britain gets powered-up, put two extra +1/+1 counters on him.	Power ups for Captain Britain result in a total of 3 +1/+1 counters.
LEG-009	Avenge	Plot Twist		Avengers						[Avengers] Loyalty Put this in your deck only if each card in your deck with a team affiliation has [Avengers]. Main: Stun an exhausted supporting character.	[Avengers] Loyalty Put this in your deck only if each card with a team affiliation and each character in your deck has [Avengers]. Main: Stun an exhausted supporting character.	This is a deck building restriction. The updated text for loyalty decks is "Put this in your deck only if each card with a team affiliation and each character in your deck is [Team]"
LEG-010	Cyclops	Main Character	L1	X-Men	2	5	5		X	Leader Battle Tactics Main [Skill]: Move a character on your side to your front or back row. Homo Superior Level Up (5) - When an [X-Men] supporting character appears on your side, Cyclops gains an XP.	Leader Battle Tactics Main [Skill]: Move a character on your side to your front or back row. Homo Superior Level Up (5) - When an [X-Men] supporting character appears on your side, Cyclops gains an XP.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
LEG-011	Cyclops	Main Character	L2	X-Men	5	8	5		X	Leader Battle Tactics Main [Skill]: Move a character on your side to your front or back row. Optic Blast Main [Energy][Energy]: Stun an unprotected supporting character other than Cyclops or Havok.	Leader Battle Tactics Main [Skill]: Move a character on your side to your front or back row. Optic Blast Main [Energy][Energy]: Stun an unprotected supporting character other than Cyclops or Havok.	
LEG-012	Wolverine	Main Character	L2	X-Men	6	8	5			SNIKT! [Anyturn] Combat [Skill]: Wolverine gets +3/+0 this combat. What He Does Isn't Very Nice Level Up (2) - When Wolverine stuns an enemy defender while attacking solo, he gains an XP.	SNIKT! [Anyturn] Combat [Skill]: Wolverine gets +3/+0 this combat. What He Does Isn't Very Nice Level Up (2) - When Wolverine stuns an enemy defender while attacking solo, he gains an XP.	Wolverine still gains the XP even if he also gets stunned in the solo attack.
LEG-013	Wolverine	Main Character	L3	X-Men	9	8	6			SNIKT! [Anyturn] Combat [Skill]: Wolverine gets +3/+0 this combat. Kill-Frenzy Main [Might]: When Wolverine stuns an enemy defender while attacking solo this turn, ready him.	SNIKT! [Anyturn] Combat [Skill]: Wolverine gets +3/+0 this combat. Kill-Frenzy Main [Might]: When Wolverine stuns an enemy defender while attacking solo this turn, ready him.	
LEG-014	Shadowcat	Supporting Character	1	X-Men	1	3	1			Intangible Escape [Anyturn] Combat [Energy]: If an attacker or defender is on your side, put Shadowcat next to it and cancel the combat. Use this power only while Shadowcat is in your hand	Intangible Escape [Anyturn] Any Combat [Energy]: If an attacker or defender is on your side, put Shadowcat next to it. If you do, cancel the combat. Shadowcat can only use this power while she is in your hand.	
LEG-015	Bishop	Supporting Character	2	X-Men	2	2	2		X	Energy Transference When you use an [Energy] super power, put two +1/+1 counters on Bishop.	Energy Transference When you use an [Energy] super power, put two +1/+1 counters on Bishop.	Stars removed from name
LEG-016	Psylocke	Supporting Character	3	X-Men	4	5	1			Psychic Knife When Psylocke stuns an enemy defender, that player discards a card.	Psychic Knife When Psylocke stuns an enemy defender, that player discards a card.	
LEG-017	Havok	Supporting Character	5	X-Men	5	6	1		X	Plasma Blast Main [Energy][Energy][Energy]: Stun all supporting characters other than Cyclops and Havok.	Plasma Blast Main [Energy][Energy][Energy]: Stun all supporting characters other than Cyclops and Havok.	
LEG-018	Gifted and Talented	Plot Twist		X-Men						[X-men] Loyalty Put this in your deck only if each card in your deck with a team affiliation has [X-Men]. Build: Draw two cards.	[X-men] Loyalty Put this in your deck only if each card with a team affiliation and each character in your deck has [X-Men]. Build: Draw two cards.	This is a deck building restriction. The updated text for loyalty decks is "Put this in your deck only if each card with a team affiliation and each character in your deck is [Team]"
LEG-019	Drax	Main Character	L1	Guardians of the Galaxy	4	3	6			Lethal Call Enemy Main [Intellect]: Move an enemy supporting character to its front row. The Destroyer Level Up (4) - When Drax KO's an enemy character, he gains XP equal to their health.	Lethal Call Enemy Main [Intellect]: Move an enemy supporting character to its front row. The Destroyer Level Up (4) - When Drax KO's an enemy character, he gains XP equal to their health.	Drax gains XP equal to the KO'd characters total health, not just their remaining health.
LEG-020	Drax	Main Character	L2	Guardians of the Galaxy	6	6	6			Lethal Call Enemy Main [Intellect]: Move an enemy supporting character to its front row. Brutal Strength Main [Might]: Put +1/+1 counters on Drax equal to the total health of enemy characters that were KO'd this turn.	Lethal Call Enemy Main [Intellect]: Move an enemy supporting character to its front row. Brutal Strength Main [Might]: Put +1/+1 counters on Drax equal to the total health of enemy characters that were KO'd this turn.	
LEG-021	Groot	Main Character	L2	Guardians of the Galaxy	8	8	6			I am Groot [Anyturn] Combat [Might]: Groot gets +1/+1 this combat for each resource on your side. I am Groot Level Up (3) - When you gain a resource, Groot gains an XP.	I am Groot [Anyturn] Combat [Might]: Groot gets +1/+1 this combat for each resource on your side. I am Groot Level Up (3) - When you gain a resource, Groot gains an XP.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
LEG-022	Groot	Main Character	L3	Guardians of the Galaxy	10	10	7			I am Groot [Anyturn] Combat [Might]: Groot gets +1/+1 this combat for each resource on your side. I am Groot Main [Energy]: Put +1/+1 counters on Groot equal to the number of resources on your side.	I am Groot [Anyturn] Combat [Might]: Groot gets +1/+1 this combat for each resource on your side. I am Groot Main [Energy]: Put +1/+1 counters on Groot equal to the number of resources on your side.	
LEG-023	Charlie-27	Supporting Character	1	Guardians of the Galaxy	1	1	3			Jovian Strength Combat [Might]: Charlie-27 gains ATK and DEF until he is 27/27 this combat.	Jovian Strength Combat [Might]: Charlie-27 gains ATK and DEF until he is 27/27 this combat.	
LEG-024	Martinex	Supporting Character	3	Guardians of the Galaxy	3	5	1		X	Heat Up Main [Energy]: Stun an enemy supporting character that costs 2 or less. Cool Down Main [Energy]: Exhaust an enemy character that costs 4 or more. It can't ready until after your next turn.	Heat Up Main [Energy]: Stun an enemy supporting character that costs 2 or less. Cool Down Main [Energy]: Exhaust an enemy character that costs 4 or more. It can't ready until after your next turn.	
LEG-025	Starhawk	Supporting Character	4	Guardians of the Galaxy	4	4	2	X	X	One Who Knows You may look at the top card of your deck at any time. You may recruit characters and play equipment and plot twists from the top of your deck.	One Who Knows You may look at the top card of your deck at any time. You may recruit characters and play equipment and plot twists from the top of your deck.	While Starhawk is face up, the top of your deck becomes an extension of your hand. You must still meet the requirements to recruit characters and play equipment and plot twists from the top of your deck.
LEG-026	The Collector	Supporting Character	5	Guardians of the Galaxy	0	1	1			Elder of the Universe If the Collector gets stunned during combat, he doesn't get wounded. Add to the Collection Main [Intellect]: Collect a supporting character. <i>(Remove it from the game. You may only collect a character with a different team affiliation from every other character you've collected this game.)</i>	Elder of the Universe If the Collector gets stunned during combat, he doesn't get wounded. Add to the Collection Main [Intellect]: Collect a supporting character. <i>(Remove it from the game. You may only collect a character with a different team affiliation from every other character you've collected this game.)</i>	
LEG-027	You Are Groot	Plot Twist		Guardians of the Galaxy						[Guardians] Loyalty Put this in your deck only if each card in your deck with a team affiliation has [Guardians]. [Anyturn] Combat: Choose a character in the combat to get +1/+1 this combat for each resource on your side.	[Guardians] Loyalty Put this in your deck only if each card in your deck with a team affiliation has [Guardians]. [Anyturn] Combat: Choose a character in the combat to get +1/+1 this combat for each resource on your side.	This is a deck building restriction. The updated text for loyalty decks is "Put this in your deck only if each card with a team affiliation and each character in your deck is [Team]"
LEG-028	Green Goblin	Main Character	L2	Super Villains	5	6	5	X		Sadistic Choice Main [Intellect]: Choose an enemy supporting character and stun it unless that player discards a random card. Mayhem and Devastation Level Up (3) - When an enemy character becomes stunned, Green Goblin gains an XP.	Sadistic Choice Main [Intellect]: Choose an enemy supporting character and stun it unless that player discards a random card. Mayhem and Devastation Level Up (3) - When an enemy character gets stunned, Green Goblin gains an XP.	Choose which character you want to stun. Then your opponent may discard a random card from their hand. If they can't or choose not to, then that character gets stunned. Green Goblin still gains the Xp even if he also gets stunned in an attack that stuns an enemy.
LEG-029	Green Goblin	Main Character	L3	Super Villains	8	8	6	X		Sadistic Choice Main [Intellect]: Choose an enemy supporting character and stun it unless that player discards a random card. Goblin's Game Main [Skill]: Choose a player with no cards in hand or no supporting characters on their side. KO their main character.	Sadistic Choice Main [Intellect]: Choose an enemy supporting character and stun it unless that player discards a random card. Goblin's Game Main [Skill]: Choose a player with no cards in hand or no supporting characters on their side. KO their main character.	Choose which character you want to stun. Then your opponent may discard a random card from their hand. If they can't or choose not to, then that character gets stunned.
LEG-030	Ultron	Main Character	L1	Super Villains	3	1	7	X	X	Swarm Iterate Build [Intellect]: Put a supporting character named Ultron from your hand or KO pile onto your side. All of You Against All of Me Level Up (6) - At the end of your turn, Ultron gains an XP for each character on your side named Ultron <i>(including himself)</i> .	Swarm Iterate Build [Intellect]: Put an Ultron supporting character from your hand or KO pile into your side. All of You Against All of Me Level Up (6) - At the end of your turn, Ultron gains an XP for each character on your side named Ultron <i>(including himself)</i> .	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
LEG-031	Ultron	Main Character	L2	Super Villains	6	2	7	X	X	<p>Swarm</p> <p>Iterate Build [Intellect]: Put a supporting character named Ultron from your hand or KO pile onto your side.</p> <p>Reiterate Build [Energy]: Put up to two total supporting characters named Ultron from your hand and/or KO pile onto your side.</p>	<p>Swarm</p> <p>Iterate Build [Intellect]: Put an Ultron supporting character from your hand or KO pile into your side.</p> <p>Reiterate Build [Energy]: Put up to two total Ultron supporting characters from your hand and/or KO onto your side.</p>	
LEG-032	Crossbones	Supporting Character	1	Super Villains	1	1	2		X	<p>Henchman When a [Supervillain] supporting character appears on your side, put a +1/+1 counter on Crossbones.</p> <p>Combat Master While Crossbones is in combat, enemy players can't play plot twists.</p>	<p>Henchman When a [Supervillain] supporting character appears on your side, put a +1/+1 counter on Crossbones.</p> <p>Combat Master While Crossbones is in combat, enemy players can't play plot-twists.</p>	Crossbones will see himself appear for Henchman .
LEG-033	The Grandmaster	Supporting Character	3	Super Villains	0	1	1			<p>Elder of the Universe If the Grandmaster gets stunned during combat, he doesn't get wounded.</p> <p>Enforce the Rules of the Game When a supporting character appears other than by getting recruited from a hand, KO it.</p>	<p>Elder of the Universe If the Grandmaster gets stunned during combat, he doesn't get wounded.</p> <p>Enforce the Rules of the Game When a supporting character appears other than by getting recruited from a hand, KO it.</p>	If The Grandmaster is stunned outside of combat, he will receive a wound.
LEG-034	Mister Sinister	Supporting Character	5	Super Villains	6	6	2			<p>Genius At the start of your turn, draw a card.</p> <p>Genetic Manipulation Main [Energy]: Choose another supporting character to gain one: [Flight], [Range], Berserker, Dodge, Ferocious, or Lethal.</p>	<p>Genius At the start of your turn, draw a card.</p> <p>Genetic Manipulation Main [Energy]: Choose another supporting character to gain one: [Flight], [Range], Berserker, Dodge, Ferocious, or Lethal.</p>	
LEG-035	Onslaught	Supporting Character	8	Super Villains	*	*	*			<p>Joint Consciousness When you recruit Onslaught, each player reveals cards from the top of their deck until they reveal a character other than Onslaught. Remove those characters from the game and shuffle the remaining cards into those decks. Onslaught has the powers of the removed cards, and base stats equal to their total ATK, total DEF, and total [health].</p>	<p>Joint Consciousness When you recruit Onslaught, each player reveals cards from the top of their deck until they reveal a character other than Onslaught. Remove those characters from the game and shuffle the remaining cards into those decks. Onslaught has the printed powers of the removed cards and base stats equal to their total printed ATK, total printed DEF, and total printed [Health].</p>	When you pay to recruit him, but before he appears. This way he will trigger any "appears" powers on cards he removed from the game. If he is removed from the game and comes back, he is a 0/0 with 0 health. The Modifier created by Joint Consciousness cannot track him between zones, so once he leaves play, it no longer applies. When he comes back into play, Joint Consciousness will not trigger.
LEG-036	Steel and Flame	Plot Twist		Super Villains						<p>[Supervillains] Loyalty Put this in your deck only if each card in your deck with a team affiliation has [Supervillains]. Main: Put two -1/-1 counters on each enemy character.</p>	<p>[Supervillains] Loyalty Put this in your deck only if each card with a team affiliation and each character in your deck has [Supervillains]. Main: Put two -1/-1 counters on each enemy character.</p>	This is a deck building restriction. The updated text for loyalty decks is "Put this in your deck only if each card with a team affiliation and each character in your deck is [Team]"
LEG-037	Jessica Jones	Main Character	L1	Defenders	2	4	6	X		<p>Tough</p> <p>Limited Invulnerability [Anyturn] Combat [Might]: Jessica can't be wounded this turn. Use this power only once while Jessica is Level 1.</p> <p>Stake Out [Level Up (5)] - When an enemy character appears, Jessica gains a XP</p>	<p>Tough</p> <p>Limited Invulnerability [Anyturn] Combat [Might]: Jessica can't be wounded this turn. Jessican can only use this power once while she is Level 1.</p> <p>Stake Out [Level Up (5)] - When an enemy character appears, Jessica gains a XP</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
LEG-038	Jessica Jones	Main Character	L2	Defenders	6	6	6	X		<p>Tough</p> <p>Limited Invulnerability [Anyturn] Combat [Might]: Jessica can't be wounded this turn. Use this power only once while Jessica is Level 2.</p> <p>Collar the Suspect Main [Intellect]: Look at an enemy player's hand, and discard a character from it.</p>	<p>Tough</p> <p>Limited Invulnerability [Anyturn] Combat [Might]: Jessica can't be wounded this turn. Jessica can only use this power once while she is Level 2.</p> <p>Collar the Suspect Main [Intellect]: Look at an enemy player's hand, and discard a character from it.</p>	
LEG-039	Daredevil	Main Character	L2	Defenders	5	9	5			<p>The Man Without Fear [Anyturn] Combat [Skill]: Daredevil strikes with double his ATK this combat.</p> <p>Defender of Hell's Kitchen Level Up (1) - When Daredevil gets attacked, if he's protecting a character, he gains an XP.</p>	<p>The Man Without Fear [Anyturn] Combat [Skill]: Daredevil strikes with double his ATK this combat.</p> <p>Defender of Hell's Kitchen Level Up (1) - When Daredevil gets attacked, if he's protecting a character, he gains an XP.</p>	Double the attack after both players have passed priority and combat is ready to be resolved.
LEG-040	Daredevil	Main Character	L3	Defenders	7	10	6			<p>The Man Without Fear [Anyturn] Combat [Skill]: Daredevil strikes with double his ATK this combat.</p> <p>Savior of Hell's Kitchen [Anyturn] Combat [Intellect]: No more attacks can be made this turn.</p>	<p>The Man Without Fear [Anyturn] Combat [Skill]: Daredevil strikes with double his ATK this combat.</p> <p>Savior of Hell's Kitchen [Anyturn] Combat [Intellect]: No more attacks can be made this turn.</p>	
LEG-041	Misty Knight	Supporting Character	1	Defenders	2	3	1		X	<p>Detective Work When Misty appears, look at an enemy player's hand.</p> <p>Bionic Arm Combat [Might]: If Misty Knight is in melee combat, she gets +2/+2 this combat.</p>	<p>Detective Work When Misty appears, look at an enemy player's hand.</p> <p>Bionic Arm Combat [Might]: If Misty Knight is in melee combat, she gets +2/+2 this combat.</p>	
LEG-042	White Tiger	Supporting Character	2	Defenders	3	3	2			<p>Mystical Tiger Amulets While White Tiger has any +1/+1 counters she has the following: At least one - Leap At least two - Ferocious At least three - Lethal</p>	<p>Mystical Tiger Amulets While White Tiger has any +1/+1 counters she has the following: At least one - Leap At least two - Ferocious At least three - Lethal</p>	
LEG-043	Jessica Jones	Supporting Character	3	Defenders	4	3	3	X		<p>Tough When Jessica gets stunned, you may recover her. She still gains a wound.</p> <p>Psionic Protection Enemy players can't use [Intellect] super powers.</p>	<p>Tough When Jessica Jones gets stunned, you may recover her. (She still gets wounded.)</p> <p>Psionic Protection Enemy players can't use [Intellect] super powers.</p>	This power refers to (Intellect) super powers. This counts for any super power with the appropriate symbol in its cost (even if it also has other symbols in its cost).
LEG-044	Stick	Supporting Character	4	Defenders	5	6	1			<p>Dodge Stick can't be ranged attacked.</p> <p>Mentor When Stick appears, put two +1/+1 counters on your main character. If it's Daredevil, put another two +1/+1 counters on him.</p>	<p>Dodge Stick can't be ranged attacked.</p> <p>Mentor When Stick appears, put two +1/+1 counters on your main character. If it's Daredevil, put another two +1/+1 counters on him.</p>	
LEG-045	Reality Shift	Plot Twist		Defenders						<p>[Defenders] Loyalty Put this in your deck only if each card in your deck with a team affiliation has [Defenders]. Main: Heal a wound from a character on your side.</p>	<p>[Defenders] Loyalty Put this in your deck only if each card with a team affiliation and each character in your deck has [Defenders]. Main: Heal a wound from a character on your side.</p>	This is a deck building restriction. The updated text for loyalty decks is "Put this in your deck only if each card with a team affiliation and each character in your deck is [Team]"
LEG-046	Kingpin	Main Character	L2	The Underworld	7	7	5			<p>Expand the Empire Build [Might]: Reveal the top five cards of your deck. Put a location from among them into your hand and the rest on the bottom in any order.</p> <p>Take Over the Country Level Up (2) - When a location appears on your side, Kingpin gains an XP.</p>	<p>Expand the Empire Build [Might]: Reveal the top five cards of your deck. Put a location from among them into your hand and the rest on the bottom in any order.</p> <p>Take Over the Country Level Up (2) - When a location appears on your side, Kingpin gains an XP.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
LEG-047	Kingpin	Main Character	L3	The Underworld	8	9	6			<p>Expand the Empire Build [Might]: Reveal the top five cards of your deck. Put a location from among them into your hand and the rest on the bottom in any order.</p> <p>Take Over the World Main [Energy][Intellect][Skill]: Search your deck and KO plie for any number of locations and put them into your resource row.</p>	<p>Expand the Empire Build [Might]: Reveal the top five cards of your deck. Put a location from among them into your hand and the rest on the bottom in any order.</p> <p>Take Over the World Main [Energy][Intellect][Skill]: Search your deck and KO plie for any number of locations and put them into your resource row.</p>	
LEG-048	Baron Mordo	Main Character	L1	The Underworld	2	4	5		X	<p>Hex</p> <p>Mesmerize Main [Energy]: Choose a player to discard a random card. You may use this power any number of times on your turn.</p> <p>The Black Arts Level Up (4) - Whenever an enemy player discards one or more cards, Mordo gains an XP.</p>	<p>Hex</p> <p>Mesmerize Main [Energy]: Choose a player to discard a random card. Baron Mordo may use this power any number of times on your turn.</p> <p>The Black Arts Level Up (4) - Whenever an enemy player discards one or more cards, Mordo gains an XP.</p>	Mordo gains an xp for each time your opponant discards any number of cards, not for each card they discard.
LEG-049	Baron Mordo	Main Character	L2	The Underworld	5	7	5		X	<p>Hex</p> <p>Mesmerize Main [Energy]: Choose a player to discard a random card. You may use this power any number of times on your turn.</p> <p>Hypnotize Main [Intellect]: Choose an enemy main character. It becomes Level 1 until the start of your next turn.</p>	<p>Hex</p> <p>Mesmerize Main [Energy]: Choose a player to discard a random card. Baron Mordo may use this power any number of times on your turn.</p> <p>Hypnotize Main [Intellect]: Choose an enemy main character. It becomes Level 1 until the start of your next turn.</p>	
LEG-050	Leader	Supporting Character	2	The Underworld	2	4	1		X	<p>Leadership Leader has Leader and all other characters lose and can't gain Leader.</p> <p>Massive Brain Main [Intellect]: Choose an enemy player. Draw cards until you have as many cards in hand as that player.</p>	<p>Leadership Leader has Leader and all other characters lose and can't gain Leader.</p> <p>Massive Brain Main [Intellect]: Choose an enemy player. Draw cards until you have as many cards in hand as that player.</p>	
LEG-051	Taskmaster	Supporting Character	3	The Underworld	3	6	1			<p>Photographic Reflexes Taskmaster has all the printed Keyword powers of face-up enemy supporting characters.</p>	<p>Photographic Reflexes Taskmaster has all the printed Keyword powers of face-up enemy supporting characters.</p>	A copied power can't copy a power with the same name as itself. In the case of a taskmaster on both sides, taskmaster will only have 2 instances of Photographic Reflexes .
LEG-052	Mister Hyde	Supporting Character	4	The Underworld	10	10	2			<p>Dr. Calvin Zabo Mister Hyde appears with five -1/-1 counters.</p>	<p>Dr. Calvin Zabo Mister Hyde appears with five -1/-1 counters.</p>	
LEG-053	Nightmare	Supporting Character	7	The Underworld	7	7	1		X	<p>Waking Nightmare Enemy characters can have and gain -1/-1 counters while stunned.</p>	<p>Waking Nightmare Enemy characters can have and gain -1/-1 counters while stunned.</p>	The act of stunning does not remove -1/-1 counters from opposing characters if Nightmare is on the board.
LEG-054	Not Finished Yet	Plot Twist		The Underworld						<p>[Underworld] Loyalty Put this in your deck only if each card in your deck with a team affiliation has [Underworld].Main: Recover an enemy character.</p>	<p>[Underworld] Loyalty Put this in your deck only if each card with a team affiliation and each character in your deck has [Underworld].Main: Recover an enemy character.</p>	This is a deck building restriction. The updated text for loyalty decks is "Put this in your deck only if each card with a team affiliation and each character in your deck is [Team]"
LEG-055	Singularity	Main Character	L1	A-Force	0	4	5		X	<p>Inspire Envelop Reaction [Energy]: When a supporting character on your side gets KO'd, put it into your hand.</p> <p>Find Her Friends Level Up (1) - At the start of your turn, if there are five or more characters with the same team affiliation on your side, Singularity gains an XP.</p>	<p>Inspire Envelop Reaction [Energy]: When a supporting character on your side gets KO'd, put it into your hand.</p> <p>Find Her Friends Level Up (1) - At the start of your turn, if there are five or more characters with the same team affiliation on your side, Singularity gains an XP.</p>	If multiple Support Characters KO, each SC would give you the opportunity to use the Reaction power, but only the one you choose could come back. It is like have three triggers, you can only pay the cost once, but you can decide which trigger you pay for.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
LEG-056	Singularity	Main Character	L2	A-Force	0	7	5	X		Inspire Envelop Reaction [Energy]: When a supporting character on your side gets KO'd, put it into your hand. Gravity Vortex Main [Intellect]: Put an enemy supporting character into its owner's hand.	Inspire Envelop Reaction [Energy]: When a supporting character on your side gets KO'd, put it into your hand. Gravity Vortex Main [Intellect]: Put an enemy supporting character into its owner's hand.	If multiple Support Characters KO, each SC would give you the opportunity to use the Reaction power, but only the one you choose could come back. It is like have three triggers, you can only pay the cost once, but you can decide which trigger you pay for.
LEG-057	She-Hulk	Main Character	L2	A-Force	7	6	6			A-Force Assemble! Main [Skill]: When characters on your side team attack the next time this turn, put a +1/+1 counter on each of them. Keep Fighting Level Up (3) - When characters on your side team attack, She-Hulk gains an XP.	A-Force Assemble! Main [Skill]: When characters on your side team attack the next time this turn, put a +1/+1 counter on each of them. Keep Fighting Level Up (3) - When characters on your side team attack, She-Hulk gains an XP.	
LEG-058	She-Hulk	Main Character	L3	A-Force	7	9	7			A-Force Assemble! Main [Skill]: When characters on your side team attack the next time this turn, put a +1/+1 counter on each of them. Welcome to the Team Build [Intellect]: Search your deck for two characters with the same team affiliation, reveal them, and put them into your hand.	A-Force Assemble! Main [Skill]: When characters on your side team attack the next time this turn, put a +1/+1 counter on each of them. Welcome to the Team Build [Intellect]: Search your deck for two characters with the same team affiliation, reveal them, and put them into your hand.	
LEG-059	*Hawkeye*	Supporting Character	1	A-Force	3	1	1		X	Quick Draw While Hawkeye is ranged attacking, enemy characters can't strike back at her.	Quick Draw While Hawkeye is ranged attacking, enemy characters can't strike back at her.	
LEG-060	Squirrel Girl	Supporting Character	2	A-Force	3	3	2			Let's Get Nuts! When Squirrel Girl appears, you may put a Monkey Joe token onto your side. When Squirrel Girl recovers, you may put a Tippy Toe token onto your side.	Let's Get Nuts! When Squirrel Girl appears, you may put a Monkey Joe token onto your side. When Squirrel Girl recovers, you may put a Tippy Toe token onto your side.	
LEG-061	Spider-Gwen	Supporting Character	4	A-Force	4	7	1			Dodge Spider-Gwen can't be ranged attacked. Dimensional Wristwatch You may recruit Spider-Gwen from your deck. <i>(Search your deck for her, shuffle your deck, then recruit her.)</i>	Dodge Spider-Gwen can't be ranged attacked. Dimensional Wristwatch You may recruit Spider-Gwen from your deck. <i>(Search your deck for her, shuffle your deck, then recruit her.)</i>	Announce that you're recruiting her, then search your deck for her, shuffle your deck, and then pay to recruit her. (Note: You may only announce that you are recruiting her if she actually is in your deck.)
LEG-062	Crystal	Supporting Character	6	A-Force	5	5	1			Elemental Master Crystal has the following for each basic location type on your side: [Energy]: [Flight] [Skill]: [Ranged] [Might]: +5 ATK [Intellect]: +5 DEF	Elemental Master Crystal has the following for each basic location type on your side: [Energy]: [Flight] [Skill]: [Range] [Might]: +5 ATK [Intellect]: +5 DEF	
LEG-063	Monkey Joe	Supporting Character - Token	0	A-Force	0	1	1			Cover Squirrel Squirrel Girl has +0/+2 while she's on your side. Squirrel Interrupted When Squirrel Girl is on your side and leaves play, KO Monkey Joe.	Cover Squirrel Squirrel Girl has +0/+2 while she's on your side. Squirrel Interrupted When Squirrel Girl is on your side and leaves play, KO Monkey Joe.	
LEG-064	Tippy Toe	Supporting Character - Token	0	A-Force	0	1	1			Squirrel Power Squirrel Girl has +2/+0 while she's on your side. Squirrel Interrupted When Squirrel Girl is on your side and leaves play, KO Tippy Toe.	Squirrel Power Squirrel Girl has +2/+0 while she's on your side. Squirrel Interrupted When Squirrel Girl is on your side and leaves play, KO Tippy Toe.	
LEG-065	Ready for Anything	Plot Twist		A-Force						[A-Force] Loyalty Put this in your deck only if each card in your deck with a team affiliation has [A-Force].Main: Ready each character on your side.	[A-Force] Loyalty Put this in your deck only if each card in your deck with a team affiliation has [A-Force]. Main: Ready each character on your side.	This is a deck building restriction. The updated text for loyalty decks is "Put this in your deck only if each card with a team affiliation and each character in your deck is [Team]"

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
LEG-066	Mystique	Main Character	L2	Femme Fatales	1	10	5			Masquerade [Anyturn] Combat [Skill] : Choose another face-up character. Mystique gains ATK this combat until her ATK is the same as that character's. Still Bitter Level Up (9) - Whenever Mystique gains ATK, she gains that much XP.	Masquerade [Anyturn] Combat [Skill] : Choose another face-up character. Mystique gains ATK this combat until her ATK is the same as that character's. Still Bitter Level Up (9) - Whenever Mystique gains ATK, she gains that much XP.	
LEG-067	Mystique	Main Character	L3	Femme Fatales	5	12	6			Masquerade [Anyturn] Combat [Skill] : Choose another face-up character. Mystique gains ATK this combat until her ATK is the same as that character's. Identity Theft Main [Intellect] : Choose a Level 2 [Marvel] main character from outside the game. Mystique transforms into that character.	Masquerade [Anyturn] Combat [Skill] : Choose another face-up character. Mystique gains ATK this combat until her ATK is the same as that character's. Identity Theft Main [Intellect] : Choose a Level 2 [Marvel] main character from outside the game. Mystique transforms into that character.	
LEG-068	Elektra	Main Character	L1	Femme Fatales	3	4	5			Dodge Ninja Training Main: [Skill] : Elektra gains Stealth this turn. (She can melee attack back row characters even while they're protected.) Assassination Level Up (2) - When Elektra stuns a enemy back row defender, she gains an XP.	Dodge Ninja Training Main: [Skill] : Elektra gains Stealth this turn. (She can melee attack protected characters.) Assassination Level Up (2) - When Elektra stuns a enemy back row defender, she gains an XP.	
LEG-069	Elektra	Main Character	L2	Femme Fatales	6	7	5			Dodge Ninja Training Main: [Skill] : Elektra gains Stealth this turn. Hand Experience Main [Intellect] : Put Elektra into her owner's hand and set aside any counters on her. At the start of their next turn, put her onto their side with those counters.	Dodge Ninja Training Main: [Skill] : Elektra gains Stealth this turn. Hand Experience Main [Intellect] : Put Elektra into her owner's hand and set aside any counters on her. At the start of their next turn, put her onto their side with those counters.	If she somehow gets discarded from your hand, shuffled into your deck, or otherwise goes anywhere except into play, then you'll lose the game at the start of your next turn.
LEG-070	Calypso	Supporting Character	1	Femme Fatales	2	3	1			Voodoo Potion When Calypso appears, you may remove all +1/+1 counters from a character.	Voodoo Potion When Calypso appears, you may remove all +1/+1 counters from a character.	
LEG-071	Elektra	Supporting Character	3	Femme Fatales	3	4	2			Dodge Elektra can't be ranged attacked. Stealth Elektra can melee attack back row characters even while they're protected. Paid Assassin When Elektra KO's an enemy back row defender, draw a card.	Dodge Elektra can't be ranged attacked. Stealth Elektra can melee attack protected characters. Paid Assassin When Elektra KO's an enemy back row defender, draw a card.	
LEG-072	Lilith	Supporting Character	4	Femme Fatales	4	6	1	X		Vampirism When Lilith KO's an enemy character and survives, remove that character from the game. Lilith has +1 [Health] for each character removed this way.	Vampirism When Lilith KO's an enemy character in combat and survives, remove that character from the game. If you do, Lilith has +1 Health.	
LEG-073	Hela	Supporting Character	5	Femme Fatales	5	5	2		X	Touch of Death Main [Might] : If all enemy characters are stunned, put five +1/+1 counters on Hela.	Touch of Death Main [Might] : If all enemy characters are stunned, put five +1/+1 counters on Hela.	
LEG-074	Fatal Attraction	Plot Twist		Femme Fatales						[Femme Fatales] Loyalty Put this in your deck only if each card in your deck with a team affiliation has [Femme Fatales]. Main : Put three +1/+1 counters on a character.	[Femme Fatales] Loyalty Put this in your deck only if each card in your deck with a team affiliation has [Femme Fatales]. Main : Put three +1/+1 counters on a character.	This is a deck building restriction. The updated text for loyalty decks is "Put this in your deck only if each card with a team affiliation and each character in your deck is [Team]"
MNB-085*	Thanos	Main Character	L1	Super Villains	3	4	6			Court Death Main [Strength] : Shuffle each character in a KO pile its deck. Then put that many +1/+1 counters on Thanos. The Mad Titan Level Up (6) - When an enemy character gets KO'd, Thanos gains an XP.	Court Death Main [Strength] : Shuffle each character in a KO pile its deck. Then put that many +1/+1 counters on Thanos. The Mad Titan Level Up (6) - When an enemy character gets KO'd, Thanos gains an XP.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MNB-086*	Thanos	Main Character	L2	Super Villains	6	6	6			<p>Court Death Main [Strength]: Shuffle each character in a KO pile its deck. Then put that many +1/+1 counters on Thanos.</p> <p>The Infinity Gauntlet Main [Energy][Intellect][Might][Skill]: When a Good character on your side attacks, Thor gains an XP.</p>	<p>Court Death Main [Strength]: Shuffle each character in a KO pile its deck. Then put that many +1/+1 counters on Thanos.</p> <p>The Infinity Gauntlet Main [Energy][Intellect][Might][Skill]: For each enemy player, stun their main character, KO one of their resources, KO one of their supporting characters, and they discard a random card.</p>	
MNB-061*	Cosmo	Supporting Character	1	Guardians of the Galaxy	1	3	1		X	<p>Nullify When Cosmo appears, choose an enemy character. It loses and can't gain Keyword and Super Powers this turn.</p> <p>SNIKT! [Anyturn] Combat [Skill]: Wolverine gets +3/+0 this combat.</p>	<p>Nullify When Cosmo appears, choose an enemy character. It loses and can't gain Keyword and Super Powers this turn.</p> <p>SNIKT! [Anyturn] Combat [Skill]: Wolverine gets +3/+0 this combat.</p>	
B-085*/VSP-	Wolverine	Main Character	L2V	X-Men	9	8	6			<p>Kill-Frenzy Main [Might]: When Wolverine stuns an enemy defender while attacking solo this turn, ready him.</p>	<p>Kill-Frenzy Main [Might]: When Wolverine stuns an enemy defender while attacking solo this turn, ready him.</p>	Variant Art Promo
MMU-001	*Hulk*	Main Character	L1	Champions	4	3	6			<p>Brains and Brawn Main [Intellect][Might]: Draw a card. Put a +1/+1 counter on Hulk.</p> <p>Totally Awesome Level Up (8) - When you draw one or more cards or Hulk gains one or more +1/+1 counters, Hulk gains an XP.</p>	<p>Brains and Brawn Main [Intellect][Might]: Draw a card. Put a +1/+1 counter on Hulk.</p> <p>Totally Awesome Level Up (8) - When you draw one or more cards or Hulk gains one or more +1/+1 counters, Hulk gains an XP.</p>	Brains and Brawn will draw a card and then place a +1/+1 counter. This results in 2 XP.
MMU-002	*Hulk*	Main Character	L2	Champions	6	6	6			<p>Smartest and Strongest One There Is Main [Intellect][Might]: Draw cards equal to the number of +1/+1 counters on Hulk or put +1/+1 counters on Hulk, equal to the number of cards in your hand.</p>	<p>Smartest and Strongest One There Is Main [Intellect][Might]: Draw cards equal to the number of +1/+1 counters on Hulk or put +1/+1 counters on Hulk, equal to the number of cards in your hand.</p>	
MMU-003	*Ms. Marvel*	Main Character	L1	Champions	3	4	5			<p>Embiggen [Anyturn] Combat [Skill]: Ms. Marvel gets +2/+0 or +0/+2 this combat.</p> <p>Polymorph Level Up (12) - When Ms. Marvel gains ATK or DEF, she gains that much XP.</p>	<p>Embiggen [Anyturn] Combat [Skill]: Ms. Marvel gets +2/+0 or +0/+2 this combat.</p> <p>Polymorph Level Up (12) - When Ms. Marvel gains ATK or DEF, she gains that much XP.</p>	
MMU-004	*Ms. Marvel*	Main Character	L2	Champions	5	8	5			<p>Embiggen [Anyturn] Combat [Skill]: Ms. Marvel gets +2/+0 or +0/+2 this combat.</p> <p>Fan Fiction Main [Intellect]: Put two +1/+1 counters on exactly two supporting characters on your side. They are in a Relationship. <i>(They can team attack together, and they can't be struck back while team attacking.)</i></p>	<p>Embiggen [Anyturn] Combat [Skill]: Ms. Marvel gets +2/+0 or +0/+2 this combat.</p> <p>Fan Fiction Main [Intellect]: Put two +1/+1 counters on exactly two supporting characters on your side. They are in a Relationship. <i>(They can team attack together, and they can't be struck back while team attacking.)</i></p>	
MMU-005	Nova	Main Character	L1	Champions	2	5	5		X	<p>The Nova Force Main [Energy]: Put a +1/+1 counter on each character with [flight] on your side.</p> <p>The Nova Corps Level Up (4) - When you recruit a character with [flight], Nova gains an XP.</p>	<p>The Nova Force Main [Energy]: Put a +1/+1 counter on each character with [Flight] on your side.</p> <p>The Nova Corps Level Up (4) - When you recruit a character with [Flight], Nova gains an XP.</p>	
MMU-006	Nova	Main Character	L2	Champions	7	6	5		X	<p>The Nova Force Main [Energy]: Put a +1/+1 counter on each character with [flight] on your side.</p> <p>Dominate the Skies Main [Skill]: Enemy characters lose [Flight] this turn.</p>	<p>The Nova Force Main [Energy]: Put a +1/+1 counter on each character with [Flight] on your side.</p> <p>Dominate the Skies Main [Skill]: Enemy characters lose [Flight] this turn.</p>	
MMU-007	*Spider-Man*	Main Character	L1	Champions	2	5	5			<p>Venom Blast [Anyturn] Combat [Skill]: Choose a character in melee combat with Spider-Man to get -0/-3 this combat.</p> <p>Honor the Legacy Level Up (8) - At the end of your turn, Spider-Man gains 1 XP for each face-up character on your side that shares a mantle <i>(even if it shares a mantle with a character outside the game)</i>.</p>	<p>Venom Blast [Anyturn] Combat [Skill]: Choose a character in melee combat with Spider-Man to get -0/-3 this combat.</p> <p>Honor the Legacy Level Up (8) - At the end of your turn, Spider-Man gains 1 XP for each face-up character on your side that shares a mantle <i>(even if it shares a mantle with a character outside the game)</i>.</p>	This may result in a stun before the defending player gets priority. A list of Characters with a Mantle can be found in the Compiled Rules Document.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MMU-008	*Spider-Man*	Main Character	L2	Champions	4	8	5			Venom Blast [Anyturn] Combat [Skill]: Choose a character in melee combat with Spider-Man to get -0/-3 this combat. Generations Build [Intellect]: Search your deck for a supporting character that shares a mantle with a character on your side and put it on your side.	Venom Blast [Anyturn] Combat [Skill]: Choose a character in melee combat with Spider-Man to get -0/-3 this combat. Generations Build [Intellect]: Search your deck for a supporting character that shares a mantle with a character on your side and put it on your side.	This may result in a stun before the defending player gets priority. A list of Characters with a Mantle can be found in the Compiled Rules Document.
MMU-009	Viv Vision	Main Character	L1	Champions	2	4	6	X		Zeroes Combat [Skill]: The defender's ATK becomes 0 this combat. Ones Level Up (11) - When you recruit a character, Viv gains 1 XP for each 1 printed in its cost, ATK, DEF, and health.	Zeroes Combat [Skill]: The defender's ATK becomes 0 this combat. Ones Level Up (11) - When you recruit a character, Viv gains 1 XP for each 1 printed in its cost, ATK, DEF, and health.	
MMU-010	Viv Vision	Main Character	L2	Champions	5	7	6	X		Zeroes Combat [Skill]: The defender's ATK becomes 0 this combat. Reboot Build [Might][Energy]: Shuffle your hand and KO pile into your deck, then draw seven cards. Use this power only once this game.	Zeroes Combat [Skill]: The defender's ATK becomes 0 this combat. Reboot Build [Might][Energy]: Shuffle your hand and KO pile into your deck, then draw seven cards. Viv Vision can only use this power once this game.	
MMU-011	*Cyclops*	Supporting Character	1	Champions	2	2	1		X	Trigonomic Blast Main [Energy]: Choose an enemy side and put a -1/-1 counter on a main character, a front row supporting character, and a back row supporting character on that side.	Trigonomic Blast Main [Energy]: Choose an enemy side and put a -1/-1 counter on a main character, a front row supporting character, and a back row supporting character on that side.	
MMU-012	Dinah Soar	Supporting Character	1	Champions	3	1	1			Support When Dinah Soar appears, put a +1/+1 counter on another character on your side.	Support When Dinah Soar appears, put a +1/+1 counter on another character on your side.	
MMU-013	*Ms. Marvel*	Supporting Character	2	Champions	3	3	2			Size Alteration While Ms. Marvel is in combat, you may discard a supporting character as though it were an [anyturn] Combat plot twist. If you do, her base ATK and DEF become equal to that character's for this combat.	Size Alteration While Ms. Marvel is in combat, you may discard a supporting character as though it were an [Anyturn] Combat plot twist. If you do, her base ATK and DEF become equal to that character's for this combat.	This does not count as actually playing a plot twist for any effects that looks for Plot Twists.
MMU-014	Big Bertha	Supporting Character	2	Champions	1	1	2			Rapid Weight Gain Main [Might]: If Big Bertha has no +1/+1 counters, put four +1/+1 counters on her.	Rapid Weight Gain Main [Might]: If Big Bertha has no +1/+1 counters, put four +1/+1 counters on her.	
MMU-015	Darkstar	Supporting Character	2	Champions	0	0	1	X	X	Tap into the Darkforce Darkstar gets +1/+1 for each face-down resource on your side.	Tap into the Darkforce Darkstar gets +1/+1 for each face-down resource on your side.	
MMU-016	Doorman	Supporting Character	2	Champions	2	4	1			Doorway to the Next Room Main [Energy]: Remove another supporting character on your side from the game but keep all counters on it. Then put it into your other row.	Doorway to the Next Room Main [Energy]: Remove another supporting character on your side from the game but keep all counters on it. Then put it into your other row.	This effect does not return characters to their Owners control. Simply from one row to another.
MMU-017	Black Widow	Supporting Character	3	Champions	2	4	1		X	Spy Game Main [Intellect]: Choose a random card in an enemy player's hand but only they look at it. They name a card type, and you say whether the card is that type. Then reveal the card. If you were correct, they discard it and you repeat this process.	Spy Game Main [Intellect]: Choose a random card in an enemy player's hand but only they look at it. They name a card type, and you say whether the card is that type. Then reveal the card. If you were correct, they discard it and you repeat this process.	
MMU-018	Flatman	Supporting Character	3	Champions	5	5	1			Two-Dimensional Flatman can't have any counters. If he would get wounded, KO him instead.	Two-Dimensional Flatman can't have any counters. If he would get wounded, KO him instead.	
MMU-019	Iceman	Supporting Character	3	Champions	1	4	1		X	Frosty Welcome Reaction [Skill]: When an enemy character appears, exhaust it. It can't ready this turn.	Frosty Welcome Reaction [Skill]: When an enemy character appears, exhaust it. It can't ready this turn.	
MMU-020	*Spider-Man*	Supporting Character	4	Champions	4	7	1			Venom Blast [Anyturn] Combat [Skill]: Choose a character in melee combat with Spider-Man to get -0/-3 this combat. Invisibility At the end of your turn, if Spider-Man is ready, you may hide him. (Turn him face down but ready. He doesn't count as being stunned.)	Venom Blast [Anyturn] Combat [Skill]: Choose a character in melee combat with Spider-Man to get -0/-3 this combat. Invisibility At the end of your turn, if Spider-Man is ready, you may hide him. (Turn him face down but ready. He doesn't count as being stunned.)	This may result in a stun before the defending player gets priority.
MMU-021	Angel	Supporting Character	4	Champions	3	6	1	X		Wealthy At the start of your Build Phase, you gain a Recruit Point. Mobile Once per turn during your Main Phase, but not during combat, you may move Angel to your front or back row.	Wealthy At the start of your Build Phase, gain a recruit point. Mobile Once per turn during your Main Phase, but not during combat, you may move Angel to your front or back row.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MMU-022	Viv Vision	Supporting Character	4	Champions	4	4	2	X		Our Own Personal Search Engine Build[Intellect]: Look at the top X cards of your deck, where X is the number of [champion] characters on your side. Put any number on the top of your deck and the rest on the bottom. Then draw a card.	Our Own Personal Search Engine Build [Intellect]: Look at the top X cards of your deck, where X is the number of [champion] characters on your side. Put any number on the top of your deck and the rest on the bottom. Then draw a card.	
MMU-023	Gwenpool	Supporting Character	5	Champions	4	4	2		X	Helpful Info about Marvel Universe When your main character gains 1 or more XP the first time each turn, it gains an additional XP.	Helpful Info about Marvel Universe When your main character gains 1 or more XP the first time each turn, it gains an additional XP.	This only effects the first XP gained each turn.
MMU-027	Mister Immortal	Supporting Character	5	Champions	7	4	1			Instant Resurrection Reaction [Might]: When Mister Immortal gets KO'd, put him onto his owner's side. Immortal When Mr. Immortal gets KO'd, you may shuffle him into your deck.	Instant Resurrection Reaction [Might]: When Mister Immortal gets KO'd, put him onto his owner's side. Immortal When Mr. Immortal gets KO'd, you may shuffle him into his owner's deck.	
MMU-028	Nova	Supporting Character	5	Champions	5	5	1	X		The Human Rocket While Nova is attacking solo in your first attack each turn, he gets +5/+0 and can't be stunned.	The Human Rocket While Nova is attacking solo in your first attack each turn, he gets +5/+0 and can't be stunned.	
MMU-029	*Hulk*	Supporting Character	6	Champions	6	6	2			Genius At the start of your turn, draw a card. Smashing Intelligence When you draw one or more cards, put that many +1/+1 counters on Hulk.	Genius At the start of your turn, draw a card. Smashing Intelligence When you draw one or more cards, put that many +1/+1 counters on Hulk.	
MMU-030	Ghost Rider	Supporting Character	6	Champions	5	9	2			Seek Vengeance When another character on your side gets stunned by an Evil attacking supporting character, stun that attacker. Good Loyalty Put Ghost Rider in your deck only if each card in your deck with a team affiliation is Good.	Seek Vengeance When another character on your side gets stunned by an Evil attacking supporting character, stun that attacker. Good Loyalty Put Ghost Rider in your deck only if each card in your deck with a team affiliation is Good.	This is a deck building restriction. The updated text for loyalty decks is "Put this in your deck only if each card with a team affiliation and each character in your deck is [Team]"
MMU-031	Hercules	Supporting Character	7	Champions	8	8	2			The Labors of Hercules At the start of your Main Phase, each enemy player chooses a character on their side. When Hercules stuns a chosen character this turn, draw two cards.	The Labors of Hercules At the start of your Main Phase, each enemy player chooses a character on their side. When Hercules stuns a chosen character this turn, draw two cards.	
MMU-032	Baby Avengers	Plot Twist		Champions						[Anyturn] Combat: Choose a character in the combat to get +0/+4 this combat.	[Anyturn] Combat: Choose a character in the combat to get +0/+4 this combat.	
MMU-033	Fall Back	Plot Twist		Champions						[Anyturn] Combat: If a front row character on your side is defending, cancel the combat and you may move them to your back row.	[Anyturn] Combat: If a front row character on your side is defending, cancel the combat and you may move them to your back row.	
MMU-034	Tough Kids	Plot Twist		Champions						[Anyturn] Combat: Choose a character in the combat to get +2/+0 and Tough this combat.	[Anyturn] Combat: Choose a character in the combat to get +2/+0 and Tough this combat.	
MMU-035	Change the World	Plot Twist		Champions						[Champions] Loyalty [Anyturn] Combat: Put two +1/+1 counters on each character on your side in the combat.	[Champions] Loyalty [Anyturn] Combat: Put two +1/+1 counters on each character on your side in the combat.	This is a deck building restriction. The updated text for loyalty decks is "Put this in your deck only if each card with a team affiliation and each character in your deck is [Team]"
MMU-036	Jersey City	Special Location		Champions						[Energy] or [Intellect] or [might] or [skill] for a [champion] character.	[Energy] or [Intellect] or [might] or [skill] for a [champion] character.	
MMU-037	Black Bolt	Main Character	L1	Inhumans	2	4	6	X		Sonic Whisper [Anyturn] Combat [Energy]: Amplify - Stun an enemy supporting character in the combat. A Kingdom Lost Level Up (3) - When one or more locations are put into your KO pile from anywhere, Black Bolt gains an XP.	Sonic Whisper [Anyturn] Combat [Energy]: Amplify - Stun an enemy supporting character in the combat. A Kingdom Lost Level Up (3) - When one or more locations are put into your KO pile from anywhere, Black Bolt gains an XP.	You may only pay for this power by discarding a Location to pay its cost.
MMU-038	Black Bolt	Main Character	L2	Inhumans	6	6	6	X		Sonic Whisper [Anyturn] Combat [Energy]: Amplify - Stun an enemy supporting character in the combat. Sonic Scream [Anyturn] Combat [Might]: Amplify - Stun an enemy main character in the combat.	Sonic Whisper [Anyturn] Combat [Energy]: Amplify - Stun an enemy supporting character in the combat. Sonic Scream [Anyturn] Combat [Might]: Amplify - Stun an enemy main character in the combat.	You may only pay for these powers by discarding a Location to pay their cost.
MMU-039	Crystal	Main Character	L1	Inhumans	2	4	5	X	X	Harness the Elements Build [Energy][Intellect][Might][Skill]: Crystal gains an XP. Master the Elements Level Up (1)	Harness the Elements Build [Energy][Intellect][Might][Skill]: Crystal gains an XP. Master the Elements Level Up (1)	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MMU-040	Crystal	Main Character	L2	Inhumans	5	7	5	X	X	<p>Unleash the Elements Main [Energy][Intellect][Might][Skill]: Put four +1/+1 counters on a character on your side, put four -1/-1 counters on an enemy character, draw four cards, and choose an enemy player to discard four cards.</p>	<p>Unleash the Elements Main [Energy][Intellect][Might][Skill]: Put four +1/+1 counters on a character on your side, put four -1/-1 counters on an enemy character, draw four cards, and choose an enemy player to discard four cards.</p>	
MMU-041	Karnak	Main Character	L1	Inhumans	3	4	6			<p>Perceive Stress Point Main [Intellect]: Choose a number, 1 or higher. Enemy players can't recruit or play cards that cost that number until your next turn.</p> <p>The Flaw in All Things Level Up (3) - At the end of each enemy player's Build Phase, Karnak gains 1 XP if that player didn't spend all of their recruit points.</p>	<p>Perceive Stress Point Main [Intellect]: Choose a number, 1 or higher. Enemy players can't recruit or play cards that cost that number until your next turn.</p> <p>The Flaw in All Things Level Up (3) - At the end of each enemy player's Build Phase, Karnak gains 1 XP if that player didn't spend all of their recruit points.</p>	
MMU-042	Karnak	Main Character	L2	Inhumans	5	7	6			<p>Perceive Stress Point Main [Intellect]: Choose a number, 1 or higher. Enemy players can't recruit or play cards that cost that number until your next turn.</p> <p>The Shatterer Main [Skill]: Choose an enemy player to split their deck in half. Remove one half from the game face down.</p>	<p>Perceive Stress Point Main [Intellect]: Choose a number, 1 or higher. Enemy players can't recruit or play cards that cost that number until your next turn.</p> <p>The Shatterer Main [Skill]: Choose an enemy player to split their deck in half. Remove one half from the game face down.</p>	
MMU-043	Medusa	Main Character	L1	Inhumans	2	5	5			<p>Tangle Up Main [Skill]: Enemy characters can't move until your next turn. (This includes the Formation Step.)</p> <p>Ruler of the Inhumans Level Up (8) - When you recruit or play a card with the [inhuman] team affiliation, Medusa gains an XP.</p>	<p>Tangle Up Main [Skill]: Enemy characters can't move until your next turn. (This includes the Formation Step.)</p> <p>Ruler of the Inhumans Level Up (8) - When you recruit or play a card with the [inhuman] team affiliation, Medusa gains an XP.</p>	
MMU-044	Medusa	Main Character	L2	Inhumans	5	8	5			<p>Tangle Up Main [Skill]: Enemy characters can't move until your next turn. (This includes the Formation Step.)</p> <p>You Are My Hope For the Future Main [Energy]: Ready two [inhuman] supporting characters on your side.</p>	<p>Tangle Up Main [Skill]: Enemy characters can't move until your next turn. (This includes the Formation Step.)</p> <p>You Are My Hope For the Future Main [Energy]: Ready two [inhuman] supporting characters on your side.</p>	
MMU-045	Moon Girl	Main Character	L1	Inhumans, MG-DD	1	5	4			<p>BFFs You start the game with an additional main character named Devil Dinosaur on your side.</p> <p>Smartest Person in the Whole World Level Up (2) - When you play a basic [intellect] location, Moon Girl gains an XP.</p>	<p>BFFs You start the game with an additional main character named Devil Dinosaur on your side.</p> <p>Smartest Person in the Whole World Level Up (2) - When you play a basic [intellect] location, Moon Girl gains an XP.</p>	
MMU-046	Moon Girl	Main Character	L2	Inhumans, MG-DD	3	6	4			<p>Let's Crack Open Some Science Build [Intellect]: Draw a card, then draw another for each basic [intellect] location on your side.</p>	<p>Let's Crack Open Some Science Build [Intellect]: Draw a card, then draw another for each basic [intellect] location on your side.</p>	
MMU-047	Captain Swain	Supporting Character	1	Inhumans	1	1	1			<p>Terrigenesis When Swain appears, you may exhaust her. If you do, put two +1/+1 counters on her.</p> <p>Telepathic Nudge When Swain appears, choose a super power on a supporting character. It costs 1 power symbol less to use that power the next time this turn.</p>	<p>Terrigenesis When Swain appears, you may exhaust her. If you do, put two +1/+1 counters on her.</p> <p>Telepathic Nudge When Swain appears, choose a super power on a supporting character. It costs 1 power symbol less to use that power the next time this turn.</p>	
MMU-048	Naja	Supporting Character	1	Inhumans	1	1	1	X		<p>Terrigenesis When Naja appears, you may exhaust her. If you do, put two +1/+1 counters on her.</p> <p>Ferocious While in melee combat, Naja strikes before characters without Ferocious.</p>	<p>Terrigenesis When Naja appears, you may exhaust her. If you do, put two +1/+1 counters on her.</p> <p>Ferocious While in melee combat, Naja strikes before characters without Ferocious.</p>	
MMU-049	Inferno	Supporting Character	2	Inhumans	2	2	1		X	<p>Terrigenesis When Inferno appears, you may exhaust him. If you do, put two +1/+1 counters on him.</p> <p>Pyrokinesis Main [Energy]: Move all -1/-1 counters on all sides onto an enemy character.</p>	<p>Terrigenesis When Inferno appears, you may exhaust him. If you do, put two +1/+1 counters on him.</p> <p>Pyrokinesis Main [Energy]: Move all -1/-1 counters on all sides onto an enemy character.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MMU-050	Panacea	Supporting Character	2	Inhumans	1	2	1			<p>Terrigenesis When Panacea appears, you may exhaust her. If you do, put two +1/+1 counters on her.</p> <p>Minor Heal When Panacea appears, you may heal a wound from a supporting character on your side.</p>	<p>Terrigenesis When Panacea appears, you may exhaust her. If you do, put two +1/+1 counters on her.</p> <p>Minor Heal When Panacea appears, you may heal a wound from a supporting character on your side.</p>	
MMU-051	Triton	Supporting Character	2	Inhumans	3	2	2			<p>Plumb the Depths Build [Skill]: Look at the bottom five cards of your deck. Put one into your hand and shuffle the rest into your deck.</p>	<p>Plumb the Depths Build [Skill]: Look at the bottom five cards of your deck. Put one into your hand and shuffle the rest into your deck.</p>	
MMU-052	Frank McGee	Supporting Character	3	Inhumans	3	3	2		X	<p>Terrigenesis When Frank appears, you may exhaust him. If you do, put two +1/+1 counters on him.</p> <p>Blinding Light Main [Energy]: Daze an enemy main character.</p>	<p>Terrigenesis When Frank appears, you may exhaust him. If you do, put two +1/+1 counters on him.</p> <p>Blinding Light Main [Energy]: Daze an enemy main character.</p>	
MMU-053	Grid	Supporting Character	3	Inhumans	2	3	1			<p>Terrigenesis When Grid appears, you may exhaust him. If you do, put two +1/+1 counters on him.</p> <p>Magnetokinesis Main [Intellect]: Move an equipment from one character to another character who doesn't have an equipment.</p>	<p>Terrigenesis When Grid appears, you may exhaust him. If you do, put two +1/+1 counters on him.</p> <p>Magnetokinesis Main [Intellect]: Move an equipment from one character to another character who doesn't have an equipment.</p>	You may only move equipment to characters that are able to be equipped with it.
MMU-054	Moon Girl	Supporting Character	3	Inhumans, MG-DD	2	5	1			<p>Genius At the start of your turn, draw a card.</p> <p>Mind Switch Main [Might]: Search your deck for a supporting character named Devil Dinosaur and put him onto your side. Shuffle Moon Girl into her owner's deck. You can't use a power called Mind Switch again this turn.</p>	<p>Genius At the start of your turn, draw a card.</p> <p>Mind Switch Main [Might]: Search your deck for a supporting character named Devil Dinosaur and put him onto your side. Shuffle Moon Girl into her owner's deck. You can't use a power called Mind Switch again this turn.</p>	
MMU-055	Flint	Supporting Character	4	Inhumans	4	4	1		X	<p>Terrigenesis When Flint appears, you may exhaust him. If you do, put two +1/+1 counters on him.</p> <p>Geokinesis Main[Might]: Move all +1/+1 counters on all sides onto Flint.</p>	<p>Terrigenesis When Flint appears, you may exhaust him. If you do, put two +1/+1 counters on him.</p> <p>Geokinesis Main[Might]: Move all +1/+1 counters on all sides onto Flint.</p>	
MMU-056	Lockjaw	Supporting Character	4	Inhumans	4	6	1			<p>Creature Along for the Ride When Lockjaw appears, you may put any number of characters with a total cost of 3 or less from your hand onto your side.</p>	<p>Creature Along for the Ride When Lockjaw appears, you may put any number of characters with a total cost of 3 or less from your hand onto your side.</p>	
MMU-057	Quake	Supporting Character	4	Inhumans	5	5	2			<p>Vibration Wave Main [Might]: Push each enemy front row supporting character on a side to their back row.</p>	<p>Vibration Wave Main [Might]: Push each enemy front row supporting character on a side to their back row.</p>	
MMU-058	Ahura	Supporting Character	5	Inhumans	2	5	1		X	<p>Soul Split Main [Intellect]: Search your hand, deck, and KO pile for up to three cards named Ahura and put them onto your side. They have Swarm this turn. At the end of the turn, shuffle them into your deck.</p>	<p>Soul Split Main [Intellect]: Search your hand, deck, and KO pile for up to three cards named Ahura and put them onto your side. They have Swarm this turn. At the end of the turn, shuffle them into your deck.</p>	
MMU-059	Iso	Supporting Character	5	Inhumans	4	7	1			<p>Terrigenesis When Iso appears, you may exhaust her. If you do, put two +1/+1 counters on her.</p> <p>Tremendous Pressure Main [Skill]: Each enemy player chooses two supporting characters on their side and KOs the rest.</p>	<p>Terrigenesis When Iso appears, you may exhaust her. If you do, put two +1/+1 counters on her.</p> <p>Tremendous Pressure Main [Skill]: Each enemy player chooses two supporting characters on their side and KOs the rest.</p>	
MMU-060	Karnak	Supporting Character	5	Inhumans	5	7	1			<p>Flawed Strike If Karnak gets stunned while defending, he doesn't get wounded unless he was struck for an amount exactly equal to his DEF.</p>	<p>Flawed Strike If Karnak gets stunned while defending, he doesn't get wounded unless he was struck for an amount exactly equal to his DEF.</p>	
MMU-061	Gorgon	Supporting Character	6	Inhumans	7	6	1			<p>Shockwave When Gorgon attacks, you may turn a basic location face down.</p>	<p>Shockwave When Gorgon attacks, you may turn a basic location face down.</p>	
MMU-062	Reader	Supporting Character	6	Inhumans	5	8	2			<p>Literary Manifestation When Reader appears, read a card on an enemy side or in an enemy KO pile, then search your deck for a copy of that card, reveal it and put it into your hand.</p>	<p>Literary Manifestation When Reader appears, read a card on an enemy side or in an enemy KO pile, then search your deck for a copy of that card, reveal it and put it into your hand.</p>	Reader searches for an exact copy of the card, not cards with the same name.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MMU-063	Black Bolt	Supporting Character	7	Inhumans	7	6	2	X		Hypersonic Voice When you play your first plot twist each turn, say its name out loud. Put X -1/-1 counters on an enemy character, where X is the number of words in that plot twist's name.	Hypersonic Voice When you play your first plot twist each turn, say its name out loud. Put X -1/-1 counters on an enemy character, where X is the number of words in that plot twist's name.	
MMU-064	Medusa	Supporting Character	7	Inhumans	5	5	1			The Queen's Gambit You pay 1 less, to a minimum of 1, to recruit Medusa for each [Inhuman] character on your side. Queen of the Inhumans When Medusa appears, put atwo +1/+1 counters on each other [inhuman] character on your side.	The Queen's Gambit You pay 1 less, to a minimum of 1, to recruit Medusa for each [Inhuman] character on your side. Queen of the Inhumans When Medusa appears, put two +1/+1 counters on each other [inhuman] character on your side.	
MMU-065	A Killer Voice	Plot Twist		Inhumans						Combat: Choose an attacker to get +2/+0 and Lethal this combat.	Combat: Choose an attacker to get +2/+0 and Lethal this combat.	
MMU-066	Emerge from the Cocoon	Plot Twist		Inhumans						Main: Put two +1/+1 counters on a character that appeared this turn.	Main: Put two +1/+1 counters on a character that appeared this turn.	
MMU-067	The Nuhmans	Plot Twist		Inhumans						[Anyturn] Combat: Choose a character in the combat to get +1/+1 this combat for each +1/+1 counter it has.	[Anyturn] Combat: Choose a character in the combat to get +1/+1 this combat for each +1/+1 counter it has.	
MMU-068	Diplomatic Immunity	Plot Twist		Inhumans						[Inhumans] Loyalty Put this in your deck only if each card in your deck with a team affiliation has [Inhumans]. [Anyturn] Combat: Characters on your side can't be struck this combat.	[Inhumans] Loyalty Put this in your deck only if each card in your deck with a team affiliation has [Inhumans]. [Anyturn] Combat: Characters on your side can't be struck this combat.	This is a deck building restriction. The updated text for loyalty decks is "Put this in your deck only if each card with a team affiliation and each character in your deck is [Team]"
MMU-069	New Attilan	Special Location		Inhumans						[Energy] or [intellect] or [might] or [skill] for an [inhuman] character.	[Energy] or [intellect] or [might] or [skill] for an [inhuman] character.	
MMU-070	Leviathon Mother	Main Character	L1	Leviathons	2	5	7			Creature Come Forth, My Servitors Build [Alien] or [Intellect]: Search your deck for a Leviathon Servitor and put it onto your side. My Children Will Crush the Resistance Level Up (30) - At the end of your turn, the Leviathon Mother gains XP equal to the total ATK of face-up One of a Kind characters on your side.	Creature Come Forth, My Servitors Build [Alien] or [Intellect]: Search your deck for a Leviathon Servitor and put it onto your side. My Children Will Crush the Resistance Level Up (30) - At the end of your turn, the Leviathon Mother gains XP equal to the total ATK of face-up One of a Kind characters on your side.	
MMU-071	Leviathon Mother	Main Character	L2	Leviathons	8	8	7			Creature Come Forth, My Servitors Build [Alien] or [Intellect]: Search your deck for a Leviathon Servitor and put it onto your side. No Mere Monsters Can Defeat Me [Anyturn] Combat [Might] or [Skill]: The Leviathon Mother gets +8/+8 this combat.	Creature Come Forth, My Servitors Build [Alien] or [Intellect]: Search your deck for a Leviathon Servitor and put it onto your side. No Mere Monsters Can Defeat Me [Anyturn] Combat [Might] or [Skill]: The Leviathon Mother gets +8/+8 this combat.	
MMU-072	Leviathon Servitor	Supporting Character	1	Leviathons	2	2	1			Creature, Swarm, Legion Stealth This character can melee attack back row characters even while they're protected.	Creature, Swarm, Legion Stealth Leviathon Servitor can melee attack protected characters.	
MMU-073	Leviathon Demolisher	Supporting Character	2	Leviathons	2	3	1			One of a Kind, Creature Comet Fall When Leviathon Demolisher appears, put a -1/-1 counter on each enemy character. Tectonic Impact When Leviathon Demolisher appears, turn an enemy location face down.	One of a Kind, Creature Comet Fall When Leviathon Demolisher appears, put a -1/-1 counter on each enemy character. Tectonic Impact When Leviathon Demolisher appears, turn an enemy location face down.	
MMU-074	Plasma Throat Leviathon	Supporting Character	2	Leviathons	4	1	2		X	One of a Kind, Creature Lumbering As Plasma Throat Leviathon attacks, the defending player chooses who the defender is. <i>(It must be a character that it could attack.)</i>	One of a Kind, Creature Lumbering As Plasma Throat Leviathon attacks, the defending player chooses who the defender is. <i>(It must be a character that it could attack.)</i>	
MMU-075	Serpentine Leviathon	Supporting Character	2	Leviathons	4	4	1			One of a Kind, Creature Intimidating Roar Main [Intellect]: Enemy characters can't use super powers this turn.	One of a Kind, Creature Intimidating Roar Main [Intellect]: Enemy characters can't use super powers this turn.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MMU-076	Fanged Leviathon	Supporting Character	3	Leviathons	3	4	1			<p>One of a Kind, Creature</p> <p>Comet Fall When Fanged Leviathon appears, put a -1/-1 counter on each enemy character.</p> <p>Sudden Impact When Fanged Leviathon appears, you may wound an enemy main character that has no wounds.</p>	<p>One of a Kind, Creature</p> <p>Comet Fall When Fanged Leviathon appears, put a -1/-1 counter on each enemy character.</p> <p>Sudden Impact When Fanged Leviathon appears, you may wound an enemy main character that has no wounds.</p>	
MMU-077	Leviathon Crusher	Supporting Character	3	Leviathons	6	4	1			<p>One of a Kind, Creature</p> <p>Pummel Main [Skill]: KO a supporting character with cost 2 or less.</p>	<p>One of a Kind, Creature</p> <p>Pummel Main [Skill]: KO a supporting character with cost 2 or less.</p>	
MMU-078	Turtle Shell Leviathon	Supporting Character	3	Leviathons	4	4	2			<p>One of a Kind, Creature</p> <p>Lumbering As Turtle Shell Leviathon attacks, the defending player chooses who the defender is. <i>(It must be a character that it could attack.)</i></p> <p>Berserker When Turtle Shell Leviathon attacks, put a +1/+1 counter on it.</p>	<p>One of a Kind, Creature</p> <p>Lumbering As Turtle Shell Leviathon attacks, the defending player chooses who the defender is. <i>(It must be a character that it could attack.)</i></p> <p>Berserker When Turtle Shell Leviathon attacks, put a +1/+1 counter on it.</p>	
MMU-079	Eggplant Leviathon	Supporting Character	4	Leviathons	8	2	2			<p>One of a Kind, Creature</p> <p>Lumbering As Eggplant Leviathon attacks, the defending player chooses who the defender is. <i>(It must be a character that it could attack.)</i></p> <p>Invade While Eggplant Leviathon is attacking a back row character, it can't strike back at it.</p>	<p>One of a Kind, Creature</p> <p>Lumbering As Eggplant Leviathon attacks, the defending player chooses who the defender is. <i>(It must be a character that it could attack.)</i></p> <p>Invade While Eggplant Leviathon is attacking a back row character, that character can't strike Eggplant Leviathon.</p>	
MMU-080	Furnace Chest Leviathon	Supporting Character	4	Leviathons	5	7	1			<p>One of a Kind, Creature</p> <p>Chest Furnace Main [Alien]: Remove a stunned supporting character from the game.</p>	<p>One of a Kind, Creature</p> <p>Chest Furnace Main [Alien]: Remove a stunned supporting character from the game.</p>	
MMU-081	Leviathon Hydra	Supporting Character	4	Leviathons	6	6	1			<p>One of a Kind, Creature</p> <p>Two-Headed Main [Alien]: Leviathon Hydra may attack an additional defender each time it solo attacks this turn. Both defenders must be in the same row and Leviathon Hydra strikes both with its full ATK.</p>	<p>One of a Kind, Creature</p> <p>Two-Headed Main [Alien]: Leviathon Hydra may attack an additional defender each time it solo attacks this turn. Both defenders must be in the same row and Leviathon Hydra strikes both with its full ATK.</p>	Strike with full ATK against each defender, and the defenders will total up their ATK to strike back.
MMU-082	Savage Leviathon	Supporting Character	4	Leviathons	5	4	1			<p>One of a Kind, Creature</p> <p>Comet Fall When Savage Leviathon appears, put a -1/-1 counter on each enemy character.</p> <p>Staggering Impact When Savage Leviathon appears, you may push a front row enemy character to its back row.</p>	<p>One of a Kind, Creature</p> <p>Comet Fall When Savage Leviathon appears, put a -1/-1 counter on each enemy character.</p> <p>Staggering Impact When Savage Leviathon appears, you may push a front row enemy character to its back row.</p>	
MMU-083	Charging Leviathon	Supporting Character	5	Leviathons	11	3	1			<p>One of a Kind, Creature</p> <p>Relentless Charge Main [Might]: Charging Leviathon can't be stunned during its next attack this turn.</p>	<p>One of a Kind, Creature</p> <p>Relentless Charge Main [Might]: Charging Leviathon can't be stunned during its next attack this turn.</p>	
MMU-084	Leviathon Shambler	Supporting Character	5	Leviathons	7	6	2			<p>One of a Kind, Creature</p> <p>Lumbering As Leviathon Shambler attacks, the defending player chooses who the defender is. <i>(It must be a character that it could attack.)</i></p> <p>Ferocious During melee combat, Leviathon Shambler strikes before enemy characters without Ferocious.</p>	<p>One of a Kind, Creature</p> <p>Lumbering As Leviathon Shambler attacks, the defending player chooses who the defender is. <i>(It must be a character that it could attack.)</i></p> <p>Ferocious During melee combat, Leviathon Shambler strikes before characters without Ferocious.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MMU-085	Leviathon Vanguard	Supporting Character	5	Leviathons	5	9	1			<p>One of a Kind, Creature</p> <p>Revere the Mother Main [Intellect]: Put three +1/+1 counters on the Leviathon Mother.</p>	<p>One of a Kind, Creature</p> <p>Revere the Mother Main [Intellect]: Put three +1/+1 counters on the Leviathon Mother.</p>	
MMU-086	Spiked Leviathon	Supporting Character	5	Leviathons	6	6	1			<p>One of a Kind, Creature</p> <p>Comet Fall When Spiked Leviathon appears, put a -1/-1 counter on each enemy character.</p> <p>Disintegrating Impact When Spiked Leviathon appears, you may remove an enemy KO pile from the game.</p>	<p>One of a Kind, Creature</p> <p>Comet Fall When Spiked Leviathon appears, put a -1/-1 counter on each enemy character.</p> <p>Disintegrating Impact When Spiked Leviathon appears, you may remove an enemy KO pile from the game.</p>	
MMU-087	Blazing Leviathon	Supporting Character	6	Leviathons	8	6	2			<p>One of a Kind, Creature</p> <p>Lumbering As Blazing Leviathon attacks, the defending player chooses who the defender is. <i>(It must be a character that it could attack.)</i></p> <p>Lethal When Blazing Leviathon wounds a defending supporting character, KO it.</p>	<p>One of a Kind, Creature</p> <p>Lumbering As Blazing Leviathon attacks, the defending player chooses who the defender is. <i>(It must be a character that it could attack.)</i></p> <p>Lethal If Blazing Leviathon wounds a defending supporting character, KO it.</p>	
MMU-088	Death's Head Leviathon	Supporting Character	6	Leviathons	7	7	1			<p>One of a Kind, Creature</p> <p>Terrifying Gaze Main [Might]: Enemy supporting characters have -1 [health] to a minimum of 1 this turn.</p>	<p>One of a Kind, Creature</p> <p>Terrifying Gaze Main [Might]: Enemy supporting characters have -1 [health] to a minimum of 1 this turn.</p>	
MMU-089	Leviathon Beast	Supporting Character	6	Leviathons	6	8	1			<p>One of a Kind, Creature</p> <p>Comet Fall When Leviathon Beast appears, put a -1/-1 counter on each enemy character.</p> <p>Concussive Impact When Leviathon Beast appears, you may daze an enemy character.</p>	<p>One of a Kind, Creature</p> <p>Comet Fall When Leviathon Beast appears, put a -1/-1 counter on each enemy character.</p> <p>Concussive Impact When Leviathon Beast appears, you may daze an enemy character.</p>	
MMU-090	Dual Maw Leviathon	Supporting Character	7	Leviathons	8	7	1			<p>One of a Kind, Creature</p> <p>Comet Fall When Dual Maw Leviathon appears, put a -1/-1 counter on each enemy character.</p> <p>Mind-Blowing Impact When Dual Maw Leviathon appears, each enemy player discards two cards.</p>	<p>One of a Kind, Creature</p> <p>Comet Fall When Dual Maw Leviathon appears, put a -1/-1 counter on each enemy character.</p> <p>Mind-Blowing Impact When Dual Maw Leviathon appears, each enemy player discards two cards.</p>	
MMU-091	Leviathon Brute	Supporting Character	7	Leviathons	10	10	2			<p>One of a Kind, Creature</p> <p>Lumbering As Leviathon Brute attacks, the defending player chooses who the defender is. <i>(It must be a character that it could attack.)</i></p> <p>Angry Leviathon Brute must be in your first attack each turn if able. <i>(It can be a team attack.)</i></p>	<p>One of a Kind, Creature</p> <p>Lumbering As Leviathon Brute attacks, the defending player chooses who the defender is. <i>(It must be a character that it could attack.)</i></p> <p>Angry Leviathon Brute must be in your first attack each turn if able. <i>(It can be a team attack.)</i></p>	
MMU-092	Rampaging Leviathon	Supporting Character	7	Leviathons	7	9	1		X	<p>One of a Kind, Creature</p> <p>Rampage Main [Skill]: KO a location.</p>	<p>One of a Kind, Creature</p> <p>Rampage Main [Skill]: KO a location.</p>	
MMU-093	Property Damage	Plot Twist		Leviathons						<p>[Leviathon] Loyalty Put this in your deck only if each card in your deck with a team affiliation has [Leviathon]. Main: Each player KO's a resource on their side.</p>	<p>[Leviathon] Loyalty Put this in your deck only if each card with a team affiliation and each character in your deck has [Leviathon]. Main: Each player KO's a resource on their side.</p>	<p>This is a deck building restriction. The updated text for loyalty decks is "Put this in your deck only if each card with a team affiliation and each character in your deck is [Team]"</p>

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MMU-094	The Leviathon Tide	Plot Twist		Leviathons						[Leviathon] Loyalty Put this in your deck only if your main character and each card in your deck with a team affiliation has [Leviathon]. Main: KO each stunned enemy supporting character.	[Leviathon] Loyalty Put this in your deck only if each card with a team affiliation and each character in your deck is [Leviathon]. Main: KO each stunned enemy supporting character.	This is a deck building restriction. The updated text for loyalty decks is "Put this in your deck only if each card with a team affiliation and each character in your deck is [Team]"
MMU-095	The Queen Demands Tribute!	Plot Twist		Leviathons						[Leviathon] Loyalty [Anyturn] Combat: Choose an enemy attacker to get-3/-3 this combat.	[Leviathon] Loyalty [Anyturn] Combat: Choose an enemy attacker to get-3/-3 this combat.	This is a deck building restriction. The updated text for loyalty decks is "Put this in your deck only if each card with a team affiliation and each character in your deck is [Team]"
MMU-096	The Desecrated Nest	Special Location		Leviathons						[Alien] or [Intellect] or [might] or [skill] for a [leviathon] character.	[Alien] or [Intellect] or [might] or [skill] for a [leviathon] character.	
MMU-097	Elsa Bloodstone	Main Character	L1	Monsters Unleashed	3	4	5		X	Monster Hunter Main[Humanity]: When Elsa attacks the face-up enemy with the highest ATK this turn, she gets +6/+0 this combat. Bloodstone Heir Level Up (3) - When Elsa stuns a defender, if it was the highest ATK face-up enemy character when she attacked, she gains an XP.	Monster Hunter Main [Humanity]: When Elsa attacks the face-up enemy with the highest ATK this turn, she gets +6/+0 this combat. Bloodstone Heir Level Up (3) - When Elsa stuns a defender, if it was the highest ATK face-up enemy character when she attacked, she gains an XP.	
MMU-098	Elsa Bloodstone	Main Character	L2	Monsters Unleashed	6	7	5		X	Monster Hunter Main[Humanity]: When Elsa attacks the face-up enemy with the highest ATK this turn, she gets +6/+0 this combat. Bloodstone Choker Main [Energy]: Put the top card of your deck into your KO pile. If it's a character, heal wounds from Elsa equal to its [health].	Monster Hunter Main [Humanity]: When Elsa attacks the face-up enemy with the highest ATK this turn, she gets +6/+0 this combat. Bloodstone Choker Main [Energy]: Put the top card of your deck into your KO pile. If it's a character, heal wounds from Elsa equal to its [health].	
MMU-099	Fin Fang Foom	Main Character	L1	Monsters Unleashed	3	4	6		X	Acid Mist Main [Energy]: Put a -1/-1 counter on each front row enemy character. No Place On Earth Will Give You Safety Level Up (8) - When an enemy character gains one or more -1/-1 counters, Fin Fang Foom gains an XP.	Acid Mist Main [Energy]: Put a -1/-1 counter on each front row enemy character. No Place On Earth Will Give You Safety Level Up (8) - When an enemy character gains one or more -1/-1 counters, Fin Fang Foom gains an XP.	
MMU-100	Fin Fang Foom	Main Character	L2	Monsters Unleashed	7	7	6		X	Acid Mist Main [Energy]: Put a -1/-1 counter on each front row enemy character. Hibernate Main [Skill][Intellect]: Fin Fang Foom is Hibernating . (If he's face up at the end of your turn, heal a wound from him. When he attacks, defends, or uses a super power, hibernation ends.)	Acid Mist Main [Energy]: Put a -1/-1 counter on each front row enemy character. Hibernate Main [Skill][Intellect]: Fin Fang Foom is Hibernating . (If he's face up at the end of your turn, heal a wound from him. When he attacks, defends, or uses a super power, hibernation ends.)	
U-100/VSP-	Fin Fang Foom	Main Character	L2	Monsters Unleashed	7	7	6		X	Acid Mist Main [Energy]: Put a -1/-1 counter on each front row enemy character. Hibernate Main [Skill][Intellect]: Fin Fang Foom is Hibernating . (If he's face up at the end of your turn, heal a wound from him. When he attacks, defends, or uses a super power, hibernation ends.)	Acid Mist Main [Energy]: Put a -1/-1 counter on each front row enemy character. Hibernate Main [Skill][Intellect]: Fin Fang Foom is Hibernating . (If he's face up at the end of your turn, heal a wound from him. When he attacks, defends, or uses a super power, hibernation ends.)	Variant Art Promo
MMU-101	Goom	Main Character	L1	Monsters Unleashed	4	3	6		X	De-Aging Time Machine Main [Energy]: Put -1/-1 counters on an enemy character until its ATK is less than Goom's. Cower Before the All-Powerful Goom! Level Up (5) - When Goom strikes an enemy character with lower ATK than Goom's, Goom gains an XP.	De-Aging Time Machine Main [Energy]: Put -1/-1 counters on an enemy character until its ATK is less than Goom's. Cower Before the All-Powerful Goom! Level Up (5) - When Goom strikes an enemy character with lower ATK than Goom's, Goom gains an XP.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MMU-102	Goom	Main Character	L2	Monsters Unleashed	4	9	6	X		<p>De-Aging Time Machine Main [Energy]: Put -1/-1 counters on an enemy character until its ATK is less than Goom's.</p> <p>Father of Googam Build [Might]: Search your deck for a supporting character named Googam and put him onto your side and/or put two +1/+1 counters on a supporting character named Googam.</p>	<p>De-Aging Time Machine Main [Energy]: Put -1/-1 counters on an enemy character until its ATK is less than Goom's.</p> <p>Father of Googam Build [Might]: Search your deck for a supporting character named Googam and put him onto your side and/or put two +1/+1 counters on a supporting character named Googam.</p>	
MMU-103	Kid Kaiju	Main Character	L1	Monsters Unleashed	0	4	4			<p>Monsters are My Favorite Build [Anyturn] Build [humanity]: Reveal the top five cards of your deck. Put one with [monster] from among them into your hand and the rest on the bottom in any order.</p> <p>Five Fingers Make a Fist Level Up (1) - At the start of your turn, you may remove a [monster] supporting character in your hand, front row, back row, resource row, and KO pile from the game. They must each have a different name. If you do, Kid Kaiju gains an XP.</p>	<p>Monsters are My Favorite [Anyturn] Build [humanity]: Reveal the top five cards of your deck. Put one with [monster] from among them into your hand and the rest on the bottom in any order.</p> <p>Five Fingers Make a Fist Level Up (1) - At the start of your turn, you may remove a [monster] supporting character in your hand, front row, back row, resource row, and KO pile from the game. They must each have a different name. If you do, Kid Kaiju gains an XP.</p>	
MMU-104	Kid Kaiju (Smasher)	Main Character	L2	Monsters Unleashed	9	9	6	X	X	<p>Smasher Kid Kaiju has the following powers based on which characters you removed from the game using Five Fingers Make a Fist.</p> <p>Aegis - Durable</p> <p>Hi-Vo - Lethal</p> <p>Mekara - Monstrous</p> <p>Scragg - Dodge</p> <p>Slizzik - Mobile</p>	<p>Smasher Kid Kaiju has the following powers based on which characters you removed from the game using Five Fingers Make a Fist.</p> <p>Aegis - Durable</p> <p>Hi-Vo - Lethal</p> <p>Mekara - Monstrous</p> <p>Scragg - Dodge</p> <p>Slizzik - Mobile</p>	
MMU-105	Devil Dinosaur	Main Character	L1	Monsters Unleashed, MG-DD	2	4	4			<p>Creature Devil's Advocate You start the game with an additional main character named Moon Girl on your side.</p> <p>The Mightiest of All Level Up (2) - When you play a basic [might] location, Devil Dinosaur gains an XP.</p>	<p>Creature Devil's Advocate You start the game with an additional main character named Moon Girl on your side.</p> <p>The Mightiest of All Level Up (2) - When you play a basic [Might] location, Devil Dinosaur gains an XP.</p>	
MMU-106	Devil Dinosaur	Main Character	L2	Monsters Unleashed, MG-DD	6	4	4			<p>Creature Dino-Might! Main [Might]: Put a +1/+1 counter on Devil Dinosaur and another one for each basic [might] location on your side.</p>	<p>Creature Dino-Might! Main [Might]: Put a +1/+1 counter on Devil Dinosaur and another one for each basic [Might] location on your side.</p>	
MMU-107	Tim Boo Ba	Supporting Character	1	Monsters Unleashed	2	2	2			<p>Terror of the Microverse When Tim Boo Ba appears, KO all enemy supporting characters with cost 1 or less.</p> <p>Enemy players can't recruit characters with cost 1 or less.</p>	<p>Terror of the Microverse When Tim Boo Ba appears, KO all enemy supporting characters with cost 1 or less.</p> <p>Enemy players can't recruit characters with cost 1 or less.</p>	
MMU-108	Creature from the Black Bog	Supporting Character	2	Monsters Unleashed	6	6	1			<p>Friendly The Creature from the Black Bog can't attack.</p>	<p>Friendly The Creature from the Black Bog can't attack.</p>	
MMU-109	Googam	Supporting Character	2	Monsters Unleashed	2	2	2			<p>Children Grow Up So Fast At the start of each turn, put a +1/+1 counter on Googam.</p>	<p>Children Grow Up So Fast At the start of each turn, put a +1/+1 counter on Googam.</p>	
MMU-110	Hi-Vo	Supporting Character	2	Monsters Unleashed	3	2	1		X	<p>Lethal When Hi-Vo wounds a defending supporting character, KO it.</p> <p>High Voltage Combat [Energy]: Hi-Vo gets +X/+0 this combat, where X is the defender's [health].</p>	<p>Lethal When Hi-Vo wounds a defending supporting character, KO it.</p> <p>High Voltage Combat [Energy]: Hi-Vo gets +X/+0 this combat, where X is the defender's [health].</p>	
MMU-111	Elsa Bloodstone	Supporting Character	3	Monsters Unleashed	3	3	2		X	<p>Bloodstone Fragment When Elsa appears, choose two of these for her to gain: Durable, Fearless, Lethal, or Regeneration.</p>	<p>Bloodstone Fragment When Elsa appears, choose two of these for her to gain: Durable, Fearless, Lethal, or Regeneration.</p>	
MMU-112	Scragg	Supporting Character	3	Monsters Unleashed	4	4	1	X	X	<p>Dodge Scragg can't be ranged attacked.</p> <p>Spit Insect Swarm Main [Humanity]: Enemy characters lose and can't gain [ranged] and Dodge this turn.</p>	<p>Dodge Scragg can't be ranged attacked.</p> <p>Spit Insect Swarm Main [Humanity]: Enemy characters lose and can't gain [Ranged] and Dodge this turn.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MMU-113	Devil Dinosaur	Supporting Character	3	Monsters Unleashed, MG-DD	4	2	2			<p>Ferocious, Creature While in melee combat, Devil Dinosaur strikes before characters without Ferocious.</p> <p>Mind Switch Main [Intellect]: Search your deck for a supporting character named Moon Girl and put her onto your side. Shuffle Devil Dinosaur into his owner's deck. You can't use the power, Mind Switch again this turn.</p>	<p>Ferocious, Creature While in melee combat, Devil Dinosaur strikes before characters without Ferocious.</p> <p>Mind Switch Main [Intellect]: Search your deck for a supporting character named Moon Girl and put her onto your side. Shuffle Devil Dinosaur into his owner's deck. You can't use the power, Mind Switch again this turn.</p>	
MMU-114	Aegis	Supporting Character	4	Monsters Unleashed	5	5	1			<p>Durable If Aegis would get stunned other than by getting struck in combat, he doesn't get wounded. When Aegis gets stunned other than by getting struck in combat, you may recover him.</p> <p>Impenetrable Armor [Anyturn] Combat [Might]: Aegis gets +DEF equal to his ATK this combat.</p>	<p>Durable If Aegis would get stunned other than by getting struck in combat, he doesn't get wounded. When Aegis gets stunned other than by getting struck in combat, you may recover him.</p> <p>Impenetrable Armor [Anyturn] Combat [Might]: Aegis gets +DEF equal to his ATK this combat.</p>	
MMU-115	Kid Kaiju	Supporting Character	4	Monsters Unleashed	2	4	1			<p>Draw Monsters Play with the top card of your deck revealed.</p> <p>When you draw a [monster] supporting character the first time on your turn, you may put it onto your side.</p>	<p>Draw Monsters Play with the top card of your deck revealed.</p> <p>When you draw a [Monster] supporting character the first time on your turn, you may put it onto your side.</p>	
MMU-116	Pildor	Supporting Character	4	Monsters Unleashed	6	3	1		X	<p>The Plunderer Main [Intellect]: Choose an enemy player to discard a card, then you draw a card.</p>	<p>The Plunderer Main [Intellect]: Choose an enemy player to discard a card, then you draw a card.</p>	
MMU-117	Goom	Supporting Character	5	Monsters Unleashed	4	4	2	X		<p>Puny Earth is No Match for the Strength of Goom! At the start of each turn, put two +1/+1 counters on Goom.</p>	<p>Puny Earth is No Match for the Strength of Goom! At the start of each turn, put two +1/+1 counters on Goom.</p>	
MMU-118	Mekara	Supporting Character	5	Monsters Unleashed	5	7	1			<p>Monstrous While Mekara is defending against a melee team attack, she strikes back against each attacker.</p> <p>Shatter Sword [Anyturn] Combat [Might]: Reduce each attacker's DEF by half, rounded up.</p>	<p>Monstrous While Mekara is defending against a melee attack, he strikes back against each attacker.</p> <p>Shatter Sword [Anyturn] Combat [Might]: Reduce each attacker's DEF by half, rounded up.</p>	
MMU-119	Monstro	Supporting Character	5	Monsters Unleashed	0	0	1			<p>Menace from the Murky Depths Monstro appears with eight +1/+1 counters.</p> <p>Return to Normal Size When Monstro gets attacked, remove a +1/+1 counter from it for each attacker.</p>	<p>Menace from the Murky Depths Monstro appears with eight +1/+1 counters.</p> <p>Return to Normal Size When Monstro gets attacked, remove a +1/+1 counter from it for each attacker.</p>	
MMU-120	Slizzik	Supporting Character	6	Monsters Unleashed	7	6	1	X		<p>Mobile Once per turn during your Main Phase, but not during combat, you may move Slizzik to your front or back row.</p> <p>Fire Breath Strafe Main [Energy]: When Slizzik attacks a back row character the next time this turn, he may stun a front row supporting character on that side.</p>	<p>Mobile Once per turn during your Main Phase, but not during combat, you may move Slizzik to your front or back row.</p> <p>Fire Breath Strafe Main [Energy]: When Slizzik attacks a back row character the next time this turn, he may stun a front row supporting character on that side.</p>	
MMU-121	Thing that Crawls By Night	Supporting Character	6	Monsters Unleashed	5	8	1			<p>Nothing is Too Big For It to Attack! If all characters on an enemy side are stunned, the Thing that Crawls By Night can melee attack a location on that side. (When it strikes a location, KO it.)</p>	<p>Nothing is Too Big For It to Attack! If all characters on an enemy side are stunned, the Thing that Crawls By Night can melee attack a location on that side. (When it strikes a location, KO it.)</p>	
MMU-122	Fireclaw	Supporting Character	7	Monsters Unleashed	9	7	1			<p>Pounce While Fireclaw is attacking an exhausted character, it can't strike back at him.</p> <p>Stalk the Prey Main [Humanity]: Exhaust an enemy character and move it to its front row.</p>	<p>Pounce While Fireclaw is attacking an exhausted character, it can't strike back at him.</p> <p>Stalk the Prey Main [Humanity]: Exhaust an enemy character and move it to its front row.</p>	
MMU-123	Fin Fang Foom	Supporting Character	8	Monsters Unleashed	14	14	2	X		<p>Solitary Fin Fang Foom can't team attack.</p> <p>Massive Fin Fang Foom attacks rows instead of characters. (He strikes with his full ATK against each defender in a row.)</p>	<p>Solitary Fin Fang Foom can't team attack.</p> <p>Massive Fin Fang Foom attacks rows instead of characters. He strikes with his full ATK against each defender in a row.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MMU-124	Zzutak	Supporting Character	*	Monsters Unleashed	7	5	1			<p>The Thing That Shouldn't Exist Zzutak can't appear unless he's Painted to Life.</p> <p>Paint To Life During your Build Phase, if you have four different color power symbols on four of your locations, you may put Zzutak from your hand onto your side. (If a location has more than one symbol, it can count as any one of them.)</p>	<p>The Thing That Shouldn't Exist Zzutak can't appear unless he's Painted to Life.</p> <p>Paint To Life During your Build Phase, if you have four different color power symbols on four of your locations, you may put Zzutak from your hand onto your side. (If a location has more than one symbol, it can count as any one of them.)</p>	
MMU-125	Krackle-Thoom!	Plot Twist		Monsters Unleashed						Combat: Choose an attacker with 5 ATK or higher to get +5/+0 this combat.	Combat: Choose an attacker with 5 ATK or higher to get +5/+0 this combat.	
MMU-126	Monsters Unleashed!	Plot Twist		Monsters Unleashed						[Anyturn] Combat: Choose a defender to get +2/+0 and Monstrous this combat.	[Anyturn] Combat: Choose a defender to get +2/+0 and Monstrous this combat.	
MMU-127	The Fight is Finished	Plot Twist		Monsters Unleashed						[Anyturn] Combat: Put a supporting character on your side in the combat into its owner's hand.	[Anyturn] Combat: Put a supporting character on your side in the combat into its owner's hand.	
MMU-128	Flatten	Plot Twist		Monsters Unleashed						<p>[Monsters] Loyalty Put this in your deck only if each card in your deck with a team affiliation has [Monsters Unleashed]. Main: Put -1/-1 counters on an enemy supporting character until its DEF is 1.</p>	<p>[Monsters] Loyalty Put this in your deck only if each card with a team affiliation and each character in your deck is [Monsters Unleashed]. Main: Put -1/-1 counters on an enemy supporting character until its DEF is 1.</p>	This is a deck building restriction. The updated text for loyalty decks is "Put this in your deck only if each card with a team affiliation and each character in your deck is [Team]"
MMU-129	Mu	Special Location		Monsters Unleashed						[Humanity] or [Energy] or [intellect] or [might] for a [monster] character.	[Humanity] or [Energy] or [intellect] or [might] for a [monster] character.	
MMU-130	Training Ground	Basic Location								[Skill]	[Skill]	
MMU-131	Laboratory	Basic Location								[Energy]	[Energy]	
MMU-132	Fortress	Basic Location								[Might]	[Might]	
MMU-133	Academy	Basic Location								[Intellect]	[Intellect]	
MMU-134	Earth	Basic Location								[Humanity]	[Humanity]	
MMU-135	Space	Basic Location								[Alien]	[Alien]	
PRD-001	Falconer	Main Character	L1	The Predators	3	4	5			<p>Activate Falcon Drone Falconer starts the game with a Falcon Drone on your side.</p> <p>We're Being Hunted Build [Energy]: Search your deck for a Falcon Drone and put it onto your side.</p> <p>We're the Game Level Up (3) - When an enemy player reveals one or more cards, Falconer gains an XP.</p>	<p>Activate Falcon Drone Falconer starts the game with a Falcon Drone on your side.</p> <p>We're Being Hunted Build [Energy]: Search your deck for a Falcon Drone and put it onto your side.</p> <p>We're the Game Level Up (3) - When an enemy player reveals one or more cards, Falconer gains an XP.</p>	Falconer starts the game with a Falcon Drone from your deck on his side. The Falcon Drone still counts toward your 60 cards when you build your deck. After cards are drawn but before play begins, search your deck for a Falcon Drone and place in any of your rows.
PRD-002	Falconer	Main Character	L2	The Predators	6	8	5			<p>We're Being Hunted Build [Energy]: Search your deck for a Falcon Drone and put it onto your side.</p> <p>An Epic Duel [Anyturn] Combat [Might]: When Falconer strikes a character this combat, stun that character. Use this power only during a solo attack.</p>	<p>We're Being Hunted Build [Energy]: Search your deck for a Falcon Drone and put it onto your side.</p> <p>An Epic Duel [Anyturn] Combat [Might]: When Falconer strikes a character this combat, stun that character. Falconer can only use this power during a solo attack.</p>	
PRD-003	Ghost	Main Character	L1	The Predators	2	5	5		X	<p>Must Be Losing It Main [Skill]: Choose an enemy character. That character can't attack on its next turn.</p> <p>The City of Fear Level Up (2) - At the end of each enemy' player's turn, Ghost gains an XP for each character on that side that didn't attack that turn.</p>	<p>Must Be Losing It Main [Skill]: Choose an enemy character. That character can't attack on its next turn.</p> <p>The City of Fear Level Up (2) - At the end of each enemy' player's turn, Ghost gains an XP for each character on that side that didn't attack that turn.</p>	
PRD-004	Ghost	Main Character	L2	The Predators	5	8	5		X	<p>Must Be Losing It Main [Skill]: Choose an enemy character. That character can't attack on their its turn.</p> <p>Want Some Candy? Main [Energy]: Hide Ghost.</p>	<p>Must Be Losing It Main [Skill]: Choose an enemy character. That character can't attack on their its turn.</p> <p>Want Some Candy? Main [Energy]: Hide Ghost.</p>	
PRD-005	Jungle Hunter	Main Character	L1	The Predators	2	4	6		X	<p>The Demon Who Makes Trophies of Man Main [Space]: Remove a character in an enemy KO pile from the game.If it has [red blood drop], draw two cards. If it has [green blood drop], draw three cards.</p> <p>He's Killing Us One at a Time Level Up (4) - When a character on your side stuns a defender while solo attacking, Jungle Hunter gains an XP.</p>	<p>The Demon Who Makes Trophies of Man Main [Space]: Remove a character in an enemy KO pile from the game.If it has [red blood drop], draw two cards. If it has [green blood drop], draw three cards.</p> <p>He's Killing Us One at a Time Level Up (4) - When a character on your side stuns a defender while solo attacking, Jungle Hunter gains an XP.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
PRD-006	Jungle Hunter	Main Character	L2	The Predators	7	6	6			<p>The Demon Who Makes Trophies of Man Main [space]: Remove a character in an enemy KO pile from the game. If it has [red blood], draw a card. If it has [green blood], draw two cards.</p> <p>One Ugly Mother Combat [Might]: Put two +1/+1 counters on Jungle Hunter. Amplify - Put four +1/+1 counters on him instead and he can't be stunned this combat.</p>	<p>The Demon Who Makes Trophies of Man Main [space]: Remove a character in an enemy KO pile from the game. If it has [red blood], draw a card. If it has [green blood], draw two cards.</p> <p>One Ugly Mother Combat [Might]: Put two +1/+1 counters on Jungle Hunter. Amplify - Put four +1/+1 counters on him instead and he can't be stunned this combat.</p>	
PRD-007	Mr. Black	Main Character	L1	The Predators	4	2	6		X	<p>Super Predator Main [Skill]: Mr. Black has Ferocious and Dodge until the start of your next turn.</p> <p>No Honor Code Level Up (3) - When one or more characters on your side stun a defender while ranged attacking, Mr. Black gains an XP.</p>	<p>Super Predator Main [Skill]: Mr. Black has Ferocious and Dodge until the start of your next turn.</p> <p>No Honor Code Level Up (3) - When one or more characters on your side stun a defender while ranged attacking, Mr. Black gains an XP.</p>	
PRD-008	Mr. Black	Main Character	L2	The Predators	7	5	6		X	<p>Super Predator Main [Skill]: Mr. Black has Ferocious and Dodge until the start of your next turn.</p> <p>Enhanced Bio-Mask Main [Alien]: Mr. Black can attack enemy hidden and stunned characters.</p>	<p>Super Predator Main [Skill]: Mr. Black has Ferocious and Dodge until the start of your next turn.</p> <p>Enhanced Bio-Mask Main [Alien]: Mr. Black can attack enemy hidden and stunned characters.</p>	Treat it as a regular attack (both players can play Plot Twists, Power Up, etc.), but keep in mind the face-down character's powers are turned off and its team affiliation is not available for things like playing a plot twist.
PRD-009	Falcon Drone	Supporting Character	1	The Predators	0	3	1		X	<p>Bond with Falconer You may discard Falcon Drone to generate a power symbol for one of Falconer's super powers.</p> <p>Eye in the Sky Enemy players reveal each card they draw.</p>	<p>Bond with Falconer You may discard Falcon Drone to generate a power symbol for one of Falconer's super powers.</p> <p>Eye in the Sky Enemy players reveal each card they draw.</p>	
PRD-010	Falconer	Supporting Character	4	The Predators	4	6	1			<p>Watch and Wait When Falconer appears, search your deck for a Falcon Drone, reveal it and put into your hand.</p> <p>Bait and Switch Reaction [Skill]: At the end of an enemy Formation Step, you may move an enemy character to its front or back row.</p>	<p>Watch and Wait When Falconer appears, search your deck for a Falcon Drone, reveal it and put into your hand.</p> <p>Bait and Switch Reaction [Skill]: At the end of an enemy Formation Step, you may move an enemy character to its front or back row.</p>	
PRD-011	Ghost	Supporting Character	6	The Predators	6	7	2		X	<p>Leap</p> <p>Remarkable Weaponry When Ghost appears, reveal cards from the top of your deck until you reveal an equipment. You may play it for free onto Ghost or put it into your hand. Shuffle the rest of the revealed cards into your deck.</p>	<p>Leap</p> <p>Remarkable Weaponry When Ghost appears, reveal cards from the top of your deck until you reveal an equipment. You may play it for free onto Ghost or put it into your hand. Shuffle the rest of the revealed cards into your deck.</p>	
PRD-012	Greyback	Supporting Character	4	The Predators	1	8	1		X	<p>Wisdom of the Ages You pay 4 less to recruit Greyback if you have at least 8 resources.</p> <p>Passing on the Wisdom Main [Alien]: Put a +1/+1 counter on each other [Predator] character on your side for each ATK Greyback has.</p>	<p>Wisdom of the Ages You pay 4 less to recruit Greyback if you have at least 8 resources.</p> <p>Passing on the Wisdom Main [Alien]: Put a +1/+1 counter on each other [Predator] character on your side for each ATK Greyback has.</p>	
PRD-013	Gunslinger	Supporting Character	5	The Predators	4	7	1		X	<p>Tech Savvy Gunslinger can equip any number of equipment.</p> <p>Weapon Surplus Build [Alien]: You pay 1 less to play equipment this turn.</p>	<p>Tech Savvy Gunslinger can equip any number of equipment.</p> <p>Weapon Surplus Build [Alien]: You pay 1 less to play equipment this turn.</p>	
PRD-014	Hell Hound	Supporting Character	3	The Predators	4	4	2			<p>Durable If Hell Hound would get stunned other than by getting struck in combat, it doesn't get wounded. When Hell Hound gets stunned other than by getting struck in combat, you may recover it.</p> <p>Monstrous While Hell Hound is defending against a melee team attack, it strikes back against each attacker.</p>	<p>Durable If Hell Hound would get stunned other than by getting struck in combat, it doesn't get wounded. When Hell Hound gets stunned other than by getting struck in combat, you may recover it.</p> <p>Monstrous While Hell Hounds are defending against a melee team attack, she strikes back against each attacker.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
PRD-015	Jungle Hunter	Supporting Character	7	The Predators	6	6	2			<p>He's Using the Trees When Jungle Hunter appears, you may search your deck for a location and put it onto your side.</p> <p>Other World Lifeform While a Val Verdun Jungle location is on your side, Jungle Hunter has +3/+0 and Stealth. While a Predator Ship location is on your side, Jungle Hunter has +3/+0 and Invade.</p>	<p>He's Using the Trees When Jungle Hunter appears, you may search your deck for a location and put it onto your side.</p> <p>Other World Lifeform While a Val Verdun Jungle location is on your side, Jungle Hunter has +3/+0 and Stealth. While a Predator Ship location is on your side, Jungle Hunter has +3/+0 and Invade.</p>	
PRD-016	Mr. Black	Supporting Character	5	The Predators	6	6	1		X	<p>Angry</p> <p>Out of Nowhere Build [Energy]: Put Mr. Black onto your side. At the end of the turn, KO him. Use this power only while he is in your hand.</p>	<p>Angry</p> <p>Out of Nowhere Build [Energy]: Put Mr. Black onto your side. At the end of the turn, KO him. Mr. Black can only this power while he is in your hand.</p>	
PRD-017	Primeval Hunter	Supporting Character	2	The Predators	3	2	2			<p>Hunter Primeval Hunter has +3/+0 while attacking.</p> <p>Apex Predator Main [Might]: Primeval Hunter has Stealth and Lethal this turn.</p>	<p>Hunter Primeval Hunter has +3/+0 while attacking.</p> <p>Apex Predator Main [Might]: Primeval Hunter has Stealth and Lethal this turn.</p>	
PRD-018	Tracker	Supporting Character	2	The Predators	2	2	1		X	<p>It Wants Us To Run Tracker has +1/+1 for each different basic location type on all sides.</p>	<p>It Wants Us To Run Tracker has +1/+1 for each different basic location type on all sides.</p>	There are six basic Location types, one for each Power Symbol: (Humanity), (Alien), (Energy), (Intellect), (Skill), and (Might).
PRD-019	Yautja Prisoner	Supporting Character	3	The Predators	6	6	2		X	<p>Crucified Yautja Prisoner appears exhausted and with a wound.</p>	<p>Crucified Yautja Prisoner appears exhausted and with a wound.</p>	
PRD-020	"Anytime."	Plot Twist		The Predators						<p>One of a Kind You may only have one of this card in your deck.</p> <p>Main: Choose a character on your side to strike a face-up enemy character.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Main: Choose a character on your side to strike a face-up enemy character.</p>	
PRD-021	"Over Here."	Plot Twist		The Predators						<p>One of a Kind You may only have one of this card in your deck.</p> <p>Main: Put a supporting character from an enemy player's KO pile onto your side. At the end of your turn, KO it.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Main: Put a supporting character from an enemy player's KO pile onto your side. At the end of your turn, KO it.</p>	
PRD-022	"Turn Around."	Plot Twist		The Predators						<p>One of a Kind You may only have one of this card in your deck.</p> <p>Main: Choose an enemy player to reveal their hand. You discard a card from it.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Main: Choose an enemy player to reveal their hand. You discard a card from it.</p>	
PRD-023	Vocal Mimicry	Plot Twist		The Predators						<p>One of a Kind You may only have one of this card in your deck.</p> <p>This card has the text of each other [Predator] One of a Kind plot twist in your KO pile.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>This card has the text of each other [Predator] One of a Kind plot twist in your KO pile.</p>	
PRD-024	Active Camouflage	Equipment	1	The Predators						<p>It Changed Colors Equipped character has +2/+2, Dodge, and Stealth.</p>	<p>It Changed Colors Equipped character has +2/+2, Dodge, and Stealth.</p>	
PRD-025	Combistick	Equipment	0	The Predators						<p>Quick-Fire While this is in your hand, you may equip it to a [Predator] attacker or defender on your side any time you could play an [Anyturn] Combat plot twist.</p> <p>Ritualistic Totem Equipped character has +1/+1 and Combat Master.</p>	<p>Quick-Fire While this is in your hand, you may equip it to a [Predator] attacker or defender on your side any time you could play an [Anyturn] Combat plot twist.</p> <p>Ritualistic Totem Equipped character has +1/+1 and Combat Master.</p>	
PRD-026	MediKit	Equipment	2	The Predators						<p>There's Somebody in the Bathroom Main [Might]: Heal a wound from the equipped character.</p>	<p>There's Somebody in the Bathroom Main [Might]: Heal a wound from the equipped character.</p>	
PRD-027	Net Launcher	Equipment	1	The Predators						<p>Catch Them Off Guard Main [Energy]: Daze an enemy character. It can't recover until after its next Recovery Phase.</p>	<p>Catch Them Off Guard Main [Energy]: Daze an enemy character. It can't recover until after its next Recovery Phase.</p>	
PRD-028	Self-Destruct Device	Equipment	3	The Predators						<p>The Last Hunt At the start of your turn, you may KO Self-Destruct Device. If you do, stun each enemy character, turn each enemy location face down, and KO equipped character.</p>	<p>The Last Hunt At the start of your turn, you may KO Self-Destruct Device. If you do, stun each enemy character, turn each enemy location face down, and KO equipped character.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
PRD-029	Smart Disc	Equipment	1	The Predators						<p>Cutting Disc Equipped character has +4/+0 while attacking.</p> <p>Smart Weapon Build [Skill]: If Smart Disc is in your KO pile, play it for free.</p>	<p>Cutting Disc Equipped character has +4/+0 while attacking.</p> <p>Smart Weapon Build [Skill]: If Smart Disc is in your KO pile, play it for free. Any character on your side can use this super power.</p>	
PRD-030	Trophy Area	Special Location		The Predators						[Alien] or [Energy] or [Might] or [Skill] for a [Predator] character on your side.	[Alien] or [Energy] or [Might] or [Skill] for a [Predator] character.	
PRD-031	Dutch	Main Character	L1	The Prey	2	4	6		X	<p>My Men Are Not Expendable Main [Skill]: Enemy characters can't make team attacks on their next turn.</p> <p>He's Killing Us One at a Time Level Up (3) - When an enemy character makes a solo attack, Dutch gains an XP.</p>	<p>My Men Are Not Expendable Main [Skill]: Enemy characters can't make team attacks on their next turn.</p> <p>He's Killing Us One at a Time Level Up (3) - When an enemy character makes a solo attack, Dutch gains an XP.</p>	
PRD-032	Dutch	Main Character	L2	The Prey	6	7	6			<p>My Men Are Not Expendable Main [Skill]: Enemy characters can't make team attacks on their next turn.</p> <p>Come On! Do It Now! [Anyturn] Combat [Intellect]: Put two -1/-1 counters on an enemy attacker. Amplify - KO that attacker instead.</p>	<p>My Men Are Not Expendable Main [Skill]: Enemy characters can't make team attacks on their next turn.</p> <p>Come On! Do It Now! [Anyturn] Combat [Intellect]: Put two -1/-1 counters on an enemy attacker. Amplify - KO that attacker instead.</p>	
PRD-033	Harrigan	Main Character	L1	The Prey	2	5	5			<p>The Door Swings Both Ways Main [Intellect]: Put a +1/+1 on a character and a -1/-1 counter on another character.</p> <p>Ten Commendations for Valor Level Up (10) - When Harrigan strikes a character, he gains XP equal to his ATK.</p>	<p>The Door Swings Both Ways Main [Intellect]: Put a +1/+1 on a character and a -1/-1 counter on another character.</p> <p>Ten Commendations for Valor Level Up (10) - When Harrigan strikes a character, he gains XP equal to his ATK.</p>	
PRD-034	Harrigan	Main Character	L2	The Prey	5	9	5			<p>The Door Swings Both Ways Main [Intellect]: Put a +1/+1 on a character and a -1/-1 counter on another character.</p> <p>Who's Next? Main [Might]: For the rest of the game, when Harrigan attacks the first time each turn, ready him at the end of combat.</p>	<p>The Door Swings Both Ways Main [Intellect]: Put a +1/+1 on a character and a -1/-1 counter on another character.</p> <p>Who's Next? Main [Might]: For the rest of the game, when Harrigan attacks the first time each turn, ready him at the end of combat.</p>	
PRD-035	Isabelle	Main Character	L1	The Prey	3	4	5		X	<p>We Need to Work as a Team Main [Humanity]: Characters on your side have Ferocious and Quick Draw while team attacking this turn.</p> <p>We Should Stick Together Level Up (2) - When three or more characters on your side team attack, Isabelle gains an XP.</p>	<p>We Need to Work as a Team Main [Humanity]: Characters on your side have Ferocious and Quick Draw while team attacking this turn.</p> <p>We Should Stick Together Level Up (2) - When three or more characters on your side team attack, Isabelle gains an XP.</p>	
PRD-036	Isabelle	Main Character	L2	The Prey	4	8	5		X	<p>We Need to Work as a Team Main [Humanity]: Characters on your side have Ferocious and Quick Draw while team attacking this turn.</p> <p>We Should Go to Higher Ground Build [Skill]: For the rest of the game, whenever you play a location, put two +1/+1 counters on Isabelle.</p>	<p>We Need to Work as a Team Main [Humanity]: Characters on your side have Ferocious and Quick Draw while team attacking this turn.</p> <p>We Should Go to Higher Ground Build [Skill]: For the rest of the game, whenever you play a location, put two +1/+1 counters on Isabelle.</p>	
PRD-037	Royce	Main Character	L1	The Prey	3	3	6		X	<p>I'm Not a Good Man Main [Intellect]: Wound a supporting character on your side. If you do, choose an enemy player to wound a supporting character on their side.</p> <p>I Need to Know Who We're Up Against Level Up (7) - When another character gets wounded, gain an XP.</p>	<p>I'm Not a Good Man Main [Intellect]: Wound a supporting character on your side. If you do, choose an enemy player to wound a supporting character on their side.</p> <p>I Need to Know Who We're Up Against Level Up (7) - When another character gets wounded, gain an XP.</p>	
PRD-038	Royce	Main Character	L2	The Prey	7	5	6		X	<p>I'm Not a Good Man Main [Intellect]: Wound a supporting character on your side. If you do, choose an enemy player to wound a supporting character on their side.</p> <p>But I'm Fast Reaction [Skill]: When an enemy player plays a plot twist, cancel it.</p>	<p>I'm Not a Good Man Main [Intellect]: Wound a supporting character on your side. If you do, choose an enemy player to wound a supporting character on their side.</p> <p>But I'm Fast Reaction [Skill]: When an enemy player plays a plot twist, cancel it.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
PRD-039	Anna	Supporting Character	1	The Prey	0	4	1			Bond with Dutch You may discard Anna to generate a power symbol for one of Dutch's super powers. This Thing is Hunting Us. All of Us. Reaction [Humanity]: When another character on your side gets stunned, recover it.	Bond with Dutch You may discard Anna to generate a power symbol for one of Dutch's super powers. This Thing is Hunting Us. All of Us. Reaction [Humanity]: When another character on your side gets stunned, recover it.	
PRD-040	Billy	Supporting Character	2	The Prey	2	2	2			Berserker When Billy attacks, put a +1/+1 counter on him. Ain't Afraid of No Man When Billy defends, put a +1/+1 counter on him.	Berserker When Billy attacks, put a +1/+1 counter on him. Ain't Afraid of No Man When Billy defends, put a +1/+1 counter on him.	
PRD-041	Blain	Supporting Character	3	The Prey	3	3	2		X	Tough When Blain gets stunned, you may recover him. He still gains a wound. I Ain't Got Time to Bleed When Blain recovers, draw a card.	Tough When Blain gets stunned, you may recover him. (He still gets wounded.) I Ain't Got Time to Bleed When Blain recovers, draw a card.	
PRD-042	Dillon	Supporting Character	5	The Prey	8	8	2		X	Maybe I Can Get Even While Dillon is wounded, his base ATK and DEF are half his printed ATK and DEF.	Maybe I Can Get Even While Dillon is wounded, his base ATK and DEF are half his printed ATK and DEF.	
PRD-043	Dutch	Supporting Character	7	The Prey	7	8	2			Leader, Lethal Get to the Choppal Main [Humanity][Intellect][Might]: At the start of your next turn, if Dutch and your main character are face up, you win the game.	Leader, Lethal Get to the Choppa! Main [Humanity][Intellect][Might]: At the start of your next turn, if Dutch and your main character are face up, you win the game.	
PRD-044	Edwin	Supporting Character	2	The Prey	1	5	1			I Wouldn't Do That Main [Intellect]: Heal a wound from a supporting character on your side. Use this power only while Edwin is Good. I Like It Here Main [Intellect]: Wound a supporting character and Edwin becomes Evil. Use this power only if you've healed a wound with I Wouldn't Do That.	I Wouldn't Do That Main [Intellect]: Heal a wound from a supporting character on your side. Edwin can only use this power while he is Good. I Like It Here Main [Intellect]: Wound a supporting character and Edwin becomes Evil. Edwin can only use this power only if he healed a wound with I Wouldn't Do That .	
PRD-045	Harrigan	Supporting Character	6	The Prey	5	6	2			Fearless While attacking a main character, Harrigan strikes with double his ATK. Violent While attacking a supporting character, Harrigan strikes with double his ATK. They Say You're Good at What You Do Main [Might]: Choose another [Prey] character on your side to gain Fearless or Violent this turn.	Fearless While attacking a main character, Harrigan strikes with double his ATK. Violent While attacking a supporting character, Harrigan strikes with double his ATK. They Say You're Good at What You Do Main [Might]: Choose another [Prey] character on your side to gain Fearless or Violent this turn.	
PRD-046	Hawkins	Supporting Character	1	The Prey	2	3	1		X	Mercenary Hawkins can team attack with any main character. Follower When Hawkins team attacks with a main character, that character gains Leader for the combat.	Mercenary Hawkins can team attack with any main character. Follower When Hawkins team attacks with a main character, that character gains Leader this combat.	
PRD-047	Isabelle	Supporting Character	5	The Prey	5	5	1		X	Sniper Nest Isabelle can't be attacked in the back row. An enemy player may turn a location with an [Energy] face down during their Main Phase to turn off this effect this turn. I Watched Him Die Combat [Humanity]: Isabelle has +1/+0 this combat for each character in your KO pile.	Sniper Nest Isabelle can't be attacked in the back row. An enemy player may turn a location with an [Energy] face down during their Main Phase to turn off this effect this turn. I Watched Him Die Combat [Humanity]: Isabelle has +1/+0 this combat for each character in your KO pile.	
PRD-048	Keyes	Supporting Character	4	The Prey	4	6	1			Two Weeks to Learn His Patterns When Keyes appears, choose a character on your side. That character can use any power symbols to pay for its next super power this turn. Liquid Nitrogen Cannon Main [Intellect]: Freeze an enemy character.	Two Weeks to Learn His Patterns When Keyes appears, choose a character on your side. That character can use any power symbols to pay for its next super power this turn. Liquid Nitrogen Cannon Main [Intellect]: Freeze an enemy character.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
PRD-049	Lambert	Supporting Character	3	The Prey	5	4	1		X	<p>No Autographs Lambert has every Good team affiliation.</p> <p>Quick Draw While Lambert is ranged attacking, he can't be struck back.</p>	<p>No Autographs Lambert has every Good team affiliation.</p> <p>Quick Draw While Lambert is ranged attacking, he can't be struck back.</p>	While in play, Lambert has every Good Team Affiliation. He can team attack with any other Good characters, and while he is face up, you play any Good Team Plot Twists. A list of Good Teams may be found in the Compiled Rules Document.
PRD-050	Mac	Supporting Character	4	The Prey	4	4	1		X	<p>Flares, Frags, and Claymores When an enemy character appears, put a -1/-1 counter on it.</p> <p>If It Bleeds We Can Kill It Mac has +2/+2 while in combat with enemy characters that have -1/-1 counters.</p>	<p>Flares, Frags, and Claymores When an enemy character appears, put a -1/-1 counter on it.</p> <p>If It Bleeds We Can Kill It Mac has +2/+2 while in combat with enemy characters that have -1/-1 counters.</p>	
PRD-051	Poncho	Supporting Character	2	The Prey	2	4	1		X	<p>Hunted Poncho has +0/+3 while defending.</p> <p>37mm Rotary Grenade Launcher Main [Skill]: Put a -1/-1 counter on each enemy back row character.</p>	<p>Hunted Poncho has +0/+3 while defending.</p> <p>37mm Rotary Grenade Launcher Main [Skill]: Put a -1/-1 counter on each enemy back row character.</p>	
PRD-052	Royce	Supporting Character	6	The Prey	6	6	1		X	<p>I'm Better on My Own While Royce is the only face-up character on your side, he gets +4/+4.</p> <p>We're Going to Kill Them All Main [Skill]: Move a wound on an enemy character to an enemy supporting character.</p>	<p>I'm Better on My Own While Royce is the only face-up character on your side, he gets +4/+4.</p> <p>We're Going to Kill Them All Main [Skill]: Move a wound on an enemy character to an enemy supporting character.</p>	This allows him to move a wound from an enemy character (even an enemy Main Character) to an enemy Supporting Character. The characters must be different. The first character counts as being healed and the second character counts as being wounded.
PRD-053	Death Trap	Plot Twist		The Prey						<p>[Anyturn] Combat: Choose an attacker to get -0/-4 this combat.</p> <p>You can play this card from your resource row. If you do, replace it with the top card of your deck, face down.</p>	<p>[Anyturn] Combat: Choose an attacker to get -0/-4 this combat.</p> <p>You can play this card from your resource row. If you do, replace it with the top card of your deck, face down.</p>	While this card is face down in your Resource Row, you can play it as if it was in your hand. If you do, put it into your KO pile as normal, then replace it with the top card of your deck, face down. If you have no cards in your deck, you can still play it, you just won't be able to replace it.
PRD-054	He Couldn't See Me	Plot Twist		The Prey						<p>Main: Choose a character on your side. It has Stealth (can melee attack protected characters) or Invisibility (at end of turn, if it's ready, it may hide) this turn.</p>	<p>Main: Choose a character on your side. It has Stealth (can melee attack protected characters) or Invisibility (at end of turn, if it's ready, it may hide) this turn.</p>	
PRD-055	S*** Happens	Plot Twist		The Prey						<p>[Anyturn] Combat: Put a -1/-1 counter on an enemy character in the combat. That character loses and can't gain keyword and super powers this combat.</p>	<p>[Anyturn] Combat: Put a -1/-1 counter on an enemy character in the combat. That character loses and can't gain keyword and super powers this combat.</p>	
PRD-056	M134 Minigun	Equipment	4	The Prey						<p>Payback Time You pay 2 less to equip this if there's a [Prey] character in your KO pile.</p> <p>Old Painless Equipped character has [range], and when it attacks, put two -1/-1 counters on each unprotected character on the enemy side.</p>	<p>Payback Time You pay 2 less to equip this if there's a [Prey] character in your KO pile.</p> <p>Old Painless Equipped character has [Range], and when it attacks, put two -1/-1 counters on each unprotected character on the enemy side.</p>	
PRD-057	Headquarters	Special Location		The Prey						[Humanity] or [Intellect] or [Might] or [Skill] for a [Prey] character on your side.	[Humanity] or [Intellect] or [Might] or [Skill] for a [Prey] character.	
PRD-058	Earth	Basic Location								[Humanity]	[Humanity]	
PRD-059	Los Angeles	Basic Location								[Intellect]	[Intellect]	
PRD-060	Predator Ship	Basic Location								[Energy]	[Energy]	
PRD-061	Space	Basic Location								[Alien]	[Alien]	
PRD-062	The Game Preserve	Basic Location								[Skill]	[Skill]	
PRD-063	Val Verdun Jungle	Basic Location								[Might]	[Might]	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
SVH-001	Helmut Zemo	Main Character	L1	Hydra	2	4	5		X	<p>Fall Before My Superior Numbers Main [Intellect]: Choose a number, 1 or higher. Choose an enemy player to discard a card with that cost. If they don't have one, they reveal their hand.</p> <p>Army of Evil Level Up (11) - When you recruit your first character each turn, Zemo gains XP equal to its cost.</p>	<p>Fall Before My Superior Numbers Main [Intellect]: Choose a number, 1 or higher. Choose an enemy player to discard a card with that cost. If they don't have one, they reveal their hand.</p> <p>Army of Evil Level Up (11) - When you recruit your first character each turn, Zemo gains XP equal to its cost.</p>	
SVH-002	Helmut Zemo	Main Character	L2	Hydra	5	7	5		X	<p>Fall Before My Superior Numbers Main [Intellect]: Choose a number, 1 or higher. Choose an enemy player to discard a card with that cost. If they don't have one, they reveal their hand.</p> <p>The Price of Disloyalty Main [Skill]: Daze an enemy supporting character. If it doesn't share a team affiliation with the main character on its side, KO it instead.</p>	<p>Fall Before My Superior Numbers Main [Intellect]: Choose a number, 1 or higher. Choose an enemy player to discard a card with that cost. If they don't have one, they reveal their hand.</p> <p>The Price of Disloyalty Main [Skill]: Daze an enemy supporting character. If it doesn't share a team affiliation with the main character on its side, KO it instead.</p>	
SVH-003	Madame Hydra	Main Character	L1	Hydra	0	6	6			<p>Mysterious Plans Level Up (5) - When you play a resource face down, Madame Hydra gains an XP.</p>	<p>Mysterious Plans Level Up (5) - When you play a resource face down, Madame Hydra gains an XP.</p>	
SVH-004	Madame Hydra	Main Character	L2	Hydra	4	8	6			<p>Secret Empire You can recruit characters and play equipment from your resource row. When you do, replace that card with the top card of your deck face down.</p>	<p>Secret Empire You can recruit characters and play equipment from your resource row. When you do, replace that card with the top card of your deck face down.</p>	
SVH-005	Red Skull	Main Character	L1	Hydra	2	5	5		X	<p>Mental Calculations At the start of your turn, look at the top four cards of your deck. Put two on the bottom of your deck and the other two back on top.</p> <p>The Cube is Mine! Level Up (1) - When you equip a Cosmic Cube to Red Skull, he gains an XP.</p>	<p>Mental Calculations At the start of your turn, look at the top four cards of your deck. Put two on the bottom of your deck and the other two back on top.</p> <p>The Cube is Mine! Level Up (1) - When you equip a Cosmic Cube to Red Skull, he gains an XP.</p>	
SVH-006	Red Skull	Main Character	L2	Hydra	10	10	5		X	<p>Curse You! When Red Skull has no Cosmic Cube equipped, he becomes Level 1.</p>	<p>Curse You! When Red Skull has no Cosmic Cube equipped, he becomes Level 1.</p>	
SVH-007	Supreme Leader	Main Character	L1	Hydra	3	4	5			<p>AKA Captain America</p> <p>Hail Hydra Main [Might]: Put a +1/+1 counter on each [hydra] character on your side.</p> <p>The Glory of Hydra Level up (6) - When a [hydra] character on your side attacks, Supreme Leader gains an XP.</p>	<p>AKA Captain America</p> <p>Hail Hydra Main [Might]: Put a +1/+1 counter on each [hydra] character on your side.</p> <p>The Glory of Hydra Level up (6) - When a [hydra] character on your side attacks, Supreme Leader gains an XP.</p>	
SVH-008	Supreme Leader	Main Character	L2	Hydra	7	6	5			<p>AKA Captain America</p> <p>Hail Hydra Main [Might]: Put a +1/+1 counter on each [hydra] character on your side.</p> <p>Hydra High Council Main [Intellect][Skill]: You can't lose the game while at least one of the following characters is on your side -- Arnim Zola, Doctor Faustus, "Gorgon", Hive, Kraken, Madame Hydra, or Viper.</p>	<p>AKA Captain America</p> <p>Hail Hydra Main [Might]: Put a +1/+1 counter on each [hydra] character on your side.</p> <p>Hydra High Council Main [Intellect][Skill]: You can't lose the game while at least one of the following characters is on your side -- Arnim Zola, Doctor Faustus, "Gorgon", Hive, Kraken, Madame Hydra, or Viper.</p>	This is considered an extension of the "can't beats can" rule. Alternate win conditions are ignored as long as Supreme Leader is preventing its controller from losing the game.
SVH-009	Arnim Zola	Supporting Character	1	Hydra	1	1	1		X	<p>Devious When Arnim Zola appears, choose an enemy player to discard a card.</p> <p>Transfer Consciousness Reaction [Energy]: When Arnim Zola gets KO'd on an enemy player's turn, search your deck for an Arnim Zola character, reveal it, and put it into your hand.</p>	<p>Devious When Arnim Zola appears, choose an enemy player to discard a card.</p> <p>Transfer Consciousness Reaction [Energy]: When Arnim Zola gets KO'd on an enemy player's turn, search your deck for an Arnim Zola character, reveal it, and put it into your hand.</p>	
SVH-010	Hydra Soldier	Supporting Character	1	Hydra	1	2	1		X	<p>Swarm You can have any number of this character on your side. This power can't be turned off.</p> <p>Soldier When this character appears, put -1/-1 counters equal to the number of Soldiers on your side onto an enemy supporting character.</p>	<p>Swarm You can have any number of this character on your side. This power can't be turned off.</p> <p>Soldier When this character appears, put -1/-1 counters equal to the number of Soldiers on your side onto an enemy supporting character.</p>	

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SVH-011	Doctor Faustus	Supporting Character	2	Hydra	0	5	1			Hypnotic Suggestion Main [Intellect]: Move an enemy supporting character with ATK less than Doctor Faustus's to your side and exhaust it.	Hypnotic Suggestion Main [Intellect]: Move an enemy supporting character with ATK less than Doctor Faustus's to your side and exhaust it.	
SVH-012	Fixer	Supporting Character	2	Hydra	3	3	1			Soldier When Fixer appears, put -1/-1 counters equal to the number of Soldiers on your side onto an enemy supporting character. Techno-Genius At the start of your turn, draw a card for each equipment on your side.	Soldier When Fixer appears, put -1/-1 counters equal to the number of Soldiers on your side onto an enemy supporting character. Techno-Genius At the start of your turn, draw a card for each equipment on your side.	
SVH-013	*Gorgon*	Supporting Character	3	Hydra	4	3	2			The Spear in the East Enemy characters don't get ATK/DEF bonuses from +1/+1 counters.	The Spear in the East Enemy characters don't get ATK/DEF bonuses from +1/+1 counters.	Gorgon's power removes the stat benefit from +1/+1 counters on enemy characters. They still count as having the counters.
SVH-014	Baron Von Strucker	Supporting Character	3	Hydra	6	2	1		X	Soldier When Baron Von Strucker appears, put -1/-1 counters equal to the number of Soldiers on your side onto an enemy supporting character. Team Up [Hydra] Each supporting character on your side is also a [hydra] supporting character.	Soldier When Baron Von Strucker appears, put -1/-1 counters equal to the number of Soldiers on your side onto an enemy supporting character. Team Up [Hydra] Each supporting character on your side is also a [Hydra] supporting character.	
SVH-015	Viper	Supporting Character	4	Hydra	3	5	2		X	Poison Fangs Combat [Skill]: If this is a melee attack, stun an enemy defender that has a -1/-1 counter.	Poison Fangs Combat [Skill]: If this is a melee attack, stun an enemy defender that has a -1/-1 counter.	
SVH-016	Hive	Supporting Character	5	Hydra	5	5	2			Soldier When Hive appears, put -1/-1 counters equal to the number of Soldiers on your side onto an enemy supporting character. Collection of Parasites Main [Might]: Put a +1/+1 counter on Hive for each other face-up [Hydra] character, equipment, and location on your side.	Soldier When Hive appears, put -1/-1 counters equal to the number of Soldiers on your side onto an enemy supporting character. Collection of Parasites Main [Might]: Put a +1/+1 counter on Hive for each other face-up [Hydra] character, equipment, and location on your side.	
SVH-017	Magneto	Supporting Character	5	Hydra	6	6	1	X	X	Solitary Magneto can't team attack. Master of Magnetism Main [Energy]: KO all enemy equipment.	Solitary Magneto can't team attack. Master of Magnetism Main [Energy]: KO all enemy equipment.	Magneto KOs equipment owned and/or controlled by the enemy (such as Inhibitor Collars, Serpent crown, etc.).
SVH-018	Kraken	Supporting Character	6	Hydra	9	4	2			Soldier When Kraken appears, put -1/-1 counters equal to the number of Soldiers on your side onto an enemy supporting character. Behind the Scenes While Kraken is in your back row, front row characters on your side can't be struck while attacking.	Soldier When Kraken appears, put -1/-1 counters equal to the number of Soldiers on your side onto an enemy supporting character. Behind the Scenes While Kraken is in your back row, front row characters on your side can't be struck while attacking.	
SVH-019	Madame Hydra	Supporting Character	6	Hydra	8	8	1			New World Order You may discard any [hydra] character to power up any [hydra] character on your side.	New World Order You may discard any [Hydra] character to power up any [Hydra] character on your side.	
SVH-020	Red Skull	Supporting Character	7	Hydra	10	6	1		X	A Diabolical Plan Main [Intellect]: Enemy players can't draw cards until your next turn.	A Diabolical Plan Main [Intellect]: Enemy players can't draw cards until your next turn.	
SVH-021	Supreme Leader	Supporting Character	7	Hydra	7	9	2			AKA Captain America Soldier Cut Off a Limb and Two More Shall Take Its Place Reaction [Might]: When another [hydra] character on your side gets KO'd on an enemy player's turn, put up to two [hydra] characters from your hand onto your side.	AKA Captain America Soldier Cut Off a Limb and Two More Shall Take Its Place Reaction [Might]: When another [hydra] character on your side gets KO'd on an enemy player's turn, put up to two [Hydra] characters from your hand onto your side.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
SVH-022	Hydra Assault Rifle	Equipment	1	Hydra						<p>Standard Issue You pay 1 less to play this if you equip it to a Soldier.</p> <p>Long Arm Equipped character has [Ranged] and +2/+0 while making a ranged attack.</p> <p>Burst Fire Main [Might]: Double the -1/-1 counters on an enemy character.</p>	<p>Standard Issue You pay 1 less to play this if you equip it to a Soldier.</p> <p>Long Arm Equipped character has [Ranged] and +2/+0 while making a ranged attack.</p> <p>Burst Fire Main [Might]: Double the -1/-1 counters on an enemy character.</p>	
SVH-024	Cosmic Cube	Equipment	3	Hydra						<p>One of a Kind</p> <p>Reshape the Mind Main [Intellect]: Look at an enemy player's hand and choose a card. Remove all cards with that name in their hand from the game.</p>	<p>One of a Kind</p> <p>Reshape the Mind Main [Intellect]: Look at an enemy player's hand and choose a card. Remove all cards with that name in their hand from the game.</p>	The "name" of a card is: Cards with the title that matches the card you chose. Cards with AKA that matches the name of the card you chose. NOT cards with a "mantle" of the name you chose.
SVH-023	Cosmic Cube	Equipment	2	Hydra						<p>One of a Kind</p> <p>Reshape Existance Main [Skill]: Look through an enemy player's deck and choose a card. Remove any number of cards with that name in their deck from the game.</p>	<p>One of a Kind</p> <p>Reshape Existance Main [Skill]: Look through an enemy player's deck and choose a card. Remove any number of cards with that name in their deck from the game.</p>	The "name" of a card is: Cards with the title that matches the card you chose. Cards with AKA that matches the name of the card you chose. NOT cards with a "mantle" of the name you chose.
SVH-025	Cosmic Cube	Equipment	4	Hydra						<p>One of a Kind</p> <p>Reshape the Soul Main [Might]: Choose an enemy supporting character. Remove it and all other supporting characters with that name on that side from the game.</p>	<p>One of a Kind</p> <p>Reshape the Soul Main [Might]: Choose an enemy supporting character. Remove it and all other supporting characters with that name on that side from the game.</p>	The "name" of a card is: Cards with the title that matches the card you chose. Cards with AKA that matches the name of the card you chose. NOT cards with a "mantle" of the name you chose.
SVH-026	Cosmic Cube	Equipment	5	Hydra						<p>One of a Kind</p> <p>Reshape the World Main [Energy]: Choose an enemy location. Remove it and all other locations with that name on that side from the game.</p>	<p>One of a Kind</p> <p>Reshape the World Main [Energy]: Choose an enemy location. Remove it and all other locations with that name on that side from the game.</p>	The "name" of a location is: Cards with the title that matches the card you chose.
SVH-027	Strength Above All Else	Plot Twist		Hydra						[Anyturn] Combat: If an attacker or defender on your side has the highest ATK in the combat, it can't be struck this combat.	[Anyturn] Combat: If an attacker or defender on your side has the highest ATK in the combat, it can't be struck this combat.	
SVH-028	Gehenna	Special Location		Hydra						[Energy] or [Intellect] or [Might] or [Skill] for a [Hydra] character on your side.	[Energy] or [Intellect] or [Might] or [Skill] for a [Hydra] character.	
SVH-029	Black Widow	Main Character	L1	S.H.I.E.L.D.	3	4	5		X	<p>Widow's Sting [Anyturn] Combat [Energy]: Choose an enemy character in melee combat with Black Widow and put two -1/-1 counters on it.</p> <p>Red in Her Ledger Level Up (3) - When you play a location with a [skill] symbol, Black Widow gains an XP.</p>	<p>Widow's Sting [Anyturn] Combat [Energy]: Choose an enemy character in melee combat with Black Widow and put two -1/-1 counters on it.</p> <p>Red in Her Ledger Level Up (3) - When you play a location with a [skill] symbol, Black Widow gains an XP.</p>	
SVH-030	Black Widow	Main Character	L2	S.H.I.E.L.D.	6	6	5		X	<p>Widow's Sting [Anyturn] Combat [Energy]: Choose an enemy character in melee combat with Black Widow and put two -1/-1 counters on it.</p> <p>The Red Room [Anyturn] Combat [Skill][Skill][Skill][Skill]: Choose an enemy character in melee combat with Black Widow and wound it twice.</p>	<p>Widow's Sting [Anyturn] Combat [Energy]: Choose an enemy character in melee combat with Black Widow and put two -1/-1 counters on it.</p> <p>The Red Room [Anyturn] Combat [Skill][Skill][Skill][Skill]: Choose an enemy character in melee combat with Black Widow and wound it twice.</p>	
SVH-031	*Captain America*	Main Character	L1	S.H.I.E.L.D.	2	5	5		X	<p>AKA Falcon</p> <p>Swoop Combat [Skill]: Defenders without [flight] can't strike back this combat.</p> <p>United We Stand Level Up (4) - When Cap team attacks, he gains an XP.</p>	<p>AKA Falcon</p> <p>Swoop Combat [Skill]: Defenders without [Flight] can't strike back this combat.</p> <p>United We Stand Level Up (4) - When Cap team attacks, he gains an XP.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
SVH-032	"Captain America"	Main Character	L2	S.H.I.E.L.D.	6	7	5	X		AKA Falcon Swoop Combat [Skill]: Defenders without [flight] can't strike back this combat. Shield Toss Main [Intellect]: Daze any number of front row enemy characters.	AKA Falcon Swoop Combat [Skill]: Defenders without [Flight] can't strike back this combat. Shield Toss Main [Intellect]: Daze any number of front row enemy characters.	
SVH-033	Nick Fury	Main Character	L1	S.H.I.E.L.D.	2	5	5		X	Undercover Mission Main [Skill]: Hide a ready supporting character on your side. <i>Keep Vigilant</i> Level Up (6) - At the end of your turn, Nick Fury gains 1 XP for each ready character on your side.	Undercover Mission Main [Skill]: Hide a ready supporting character on your side. <i>Keep Vigilant</i> Level Up (6) - At the end of your turn, Nick Fury gains 1 XP for each ready character on your side.	
SVH-034	Nick Fury	Main Character	L2	S.H.I.E.L.D.	6	6	5		X	Undercover Mission Main [Skill]: Hide a ready supporting character on your side. The Infinity Formula Main [Energy]: Nick Fury can't be wounded for the rest of the game. At the end of each of your turns, if you didn't use this power that turn, KO Nick Fury.	Undercover Mission Main [Skill]: Hide a ready supporting character on your side. The Infinity Formula Main [Energy]: Nick Fury can't be wounded for the rest of the game. At the end of each of your turns, if you didn't use this power that turn, KO Nick Fury.	Once you use the power the first time, you must continue using it on each of your successive turns. Otherwise Fury will get KO'd.
SVH-035	Quake	Main Character	L1	S.H.I.E.L.D.	2	5	6			Shake Down Main [Energy]: Turn a location face down. Epicenter Level up (5) - At the end of your turn, Quake gains an XP for each enemy face-down resource.	Shake Down Main [Energy]: Turn a location face down. Epicenter Level up (5) - At the end of your turn, Quake gains an XP for each enemy face-down resource.	
SVH-036	Quake	Main Character	L2	S.H.I.E.L.D.	5	7	6			Shake Down Main [Energy]: Turn a location face down. Aftershock Main [Might]: Move an enemy front row character to its back row. It's Immobile until your next turn. <i>(It can't move during its Formation Step.)</i>	Shake Down Main [Energy]: Turn a location face down. Aftershock Main [Might]: Move an enemy front row character to its back row. It's Immobile until your next turn. <i>(It can't move during its Formation Step.)</i>	
SVH-037	S.H.I.E.L.D. Agent	Supporting Character	1	S.H.I.E.L.D.	2	1	1		X	Swarm You can have any number of this character on your side. This power can't be turned off. Agent When this character appears, look at cards from the top of your deck equal to the number of Agents on your side. Put any of them on the bottom of your deck.	Swarm You can have any number of this character on your side. This power can't be turned off. Agent When this character appears, look at cards from the top of your deck equal to the number of Agents on your side. Put any of them on the bottom of your deck.	
SVH-038	Slingshot	Supporting Character	1	S.H.I.E.L.D.	3	3	1			Agent When Slingshot appears, look at cards from the top of your deck equal to the number of Agents on your side. Put any of them on the bottom of your deck. Yo-Yo At the end of each turn, put Slingshot into her owner's hand.	Agent When Slingshot appears, look at cards from the top of your deck equal to the number of Agents on your side. Put any of them on the bottom of your deck. Yo-Yo At the end of each turn, put Slingshot into her owner's hand.	
SVH-039	FitzSimmons	Supporting Character	2	S.H.I.E.L.D.	2	2	2			Agent, Agent Joined at the Hip When FitzSimmons gets wounded, they lose one Agent and an enemy player chooses them to lose Bioengineer or Gadgeteer until they get healed. Bioengineer Build [Intellect]: You pay 2 less to recruit your next character this turn. Gadgeteer Build [Skill]: You pay 2 less to play your next equipment this turn.	Agent, Agent Joined at the Hip When FitzSimmons gets wounded, they lose one Agent and an enemy player chooses them to lose Bioengineer or Gadgeteer until they get healed. Bioengineer Build [Intellect]: You pay 2 less to recruit your next character this turn. Gadgeteer Build [Skill]: You pay 2 less to play your next equipment this turn.	
SVH-040	Sharon Carter	Supporting Character	2	S.H.I.E.L.D.	1	2	1		X	Agent When Sharon appears, look at cards from the top of your deck equal to the number of Agents on your side. Put any of them on the bottom of your deck. Smart When Sharon appears, draw a card.	Agent When Sharon appears, look at cards from the top of your deck equal to the number of Agents on your side. Put any of them on the bottom of your deck. Smart When Sharon appears, draw a card.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
SVH-041	Maria Hill	Supporting Character	3	S.H.I.E.L.D.	2	6	1		X	Agent Welcome to Pleasant Hill Main [Energy]: Remove an enemy supporting character from the game. That player reveals cards from the top of their deck until they reveal a character that is not already on their side. They put that character onto their side and shuffle the rest of the revealed cards into their deck.	Agent Welcome to Pleasant Hill Main [Energy]: Remove an enemy supporting character from the game. That player reveals cards from the top of their deck until they reveal a character that is not already on their side. They put that character onto their side and shuffle the rest of the revealed cards into their deck.	
SVH-042	Phil Coulson	Supporting Character	3	S.H.I.E.L.D.	4	5	1		X	Agent When Coulson appears, look at cards from the top of your deck equal to the number of Agents on your side. Put any of them on the bottom of your deck. Welcome to S.H.I.E.L.D. [Shield] characters on your side have Stealth .	Agent When Coulson appears, look at cards from the top of your deck equal to the number of Agents on your side. Put any of them on the bottom of your deck. Welcome to S.H.I.E.L.D. [Shield] characters on your side have Stealth .	
SVH-043	*Captain America*	Supporting Character	4	S.H.I.E.L.D.	4	4	2	X		AKA Falcon Dodge Captain America can't be ranged attacked. Inspire When another character appears on your side, put a +1/+1 counter on it. Leader While Cap is team attacking, you choose who the defender strikes back against.	AKA Falcon Dodge Captain America can't be ranged attacked. Inspire When another character appears on your side, put a +1/+1 counter on it. Leader While *Captain America* is team attacking, you choose who the defender strikes.	
SVH-044	Dum Dum Dugan	Supporting Character	5	S.H.I.E.L.D.	5	5	1		X	Life Model Decoy Main [Might]: Put three +1/+1 counters on Dum Dum for each Dum Dum Dugan supporting character in your KO pile.	Life Model Decoy Main [Might]: Put three +1/+1 counters on Dum Dum for each Dum Dum Dugan supporting character in your KO pile.	
SVH-045	Melinda May	Supporting Character	5	S.H.I.E.L.D.	6	4	2			Agent When May appears, look at cards from the top of your deck equal to the number of Agents on your side. Put any of them on the bottom of your deck. The Cavalry You pay 1 less to recruit Melinda May for each wound on your main character.	Agent When May appears, look at cards from the top of your deck equal to the number of Agents on your side. Put any of them on the bottom of your deck. The Cavalry You pay 1 less to recruit Melinda May for each wound on your main character.	
SVH-046	Hawkeye	Supporting Character	6	S.H.I.E.L.D.	7	5	1		X	Quick Draw While Hawkeye is ranged attacking, enemy characters can't strike back at him. Sniper Hawkeye can ranged attack back row characters even while they're protected.	Quick Draw While Hawkeye is ranged attacking, enemy characters can't strike back at him. Sniper Hawkeye can ranged attack protected characters.	
SVH-047	Man-Thing	Supporting Character	6	S.H.I.E.L.D.	5	7	2			Whatever Knows Fear Will Burn Main [Energy]: Stun an unprotected Evil enemy supporting character.	Whatever Knows Fear Will Burn Main [Energy]: Stun an unprotected Evil enemy supporting character.	
SVH-048	Iron Man	Supporting Character	7	S.H.I.E.L.D.	7	7	2	X	X	Hulkbuster Main [Might]: Choose an enemy character, then put +1/+1 counters on Iron Man until his ATK is higher than that character's.	Hulkbuster Main [Might]: Choose an enemy character, then put +1/+1 counters on Iron Man until his ATK is higher than that character's.	
SVH-049	Nick Fury	Supporting Character	7	S.H.I.E.L.D.	6	8	1		X	Agent An Eye For Detail Build [Intellect]: Look at the top card of your deck. If it's a character or equipment you may play it for free. Director At the end of your turn, you may rearrange your formation.	Agent An Eye For Detail Build [Intellect]: Look at the top card of your deck. If it's a character or equipment you may play it for free. Director At the end of your turn, you may rearrange your formation.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
SVH-050	Grant Ward	Supporting Character	4	S.H.I.E.L.D., Hydra	4	6	1		X	<p>Agent, Soldier</p> <p>Selfless Reaction [Skill]: When another character on your side gets wounded, wound Ward instead. Use this power only if your main character is [Shield].</p> <p>Selfish Reaction [Skill]: When Ward gets wounded, wound another character on your side instead. Use this power only if your main character is [Hydra].</p>	<p>Agent, Soldier</p> <p>Selfless Reaction [Skill]: When another character on your side gets wounded, wound Ward instead. Ward can only use this power if your main character is [Shield].</p> <p>Selfish Reaction [Skill]: When Ward gets wounded, wound another character on your side instead. Ward can only use this power if your main character is [Hydra].</p>	
SVH-051	Plasma Beam Handgun	Equipment	1	S.H.I.E.L.D.						<p>Standard Issue You pay 1 less to play this if you equip it to an Agent.</p> <p>Long Arm Equipped character has [Ranged] and +2/+0 while making a ranged attack.</p> <p>Melt Main [Skill]: KO an enemy equipment.</p>	<p>Standard Issue You pay 1 less to play this if you equip it to an Agent.</p> <p>Long Arm Equipped character has [Ranged] and +2/+0 while making a ranged attack.</p> <p>Melt Main [Skill]: KO an enemy equipment.</p>	
SVH-052	Quinjet	Equipment	3	S.H.I.E.L.D.						<p>VTOL Capability Equipped character has [flight] and +3/+3.</p>	<p>VTOL Capability Equipped character has [Flight] and +3/+3.</p>	
SVH-057	The Nullifier	Equipment	2	Marvel						<p>One of a Kind</p> <p>Ultimate Nullification When The Nullifier appears, name a keyword or super power. Enemy characters lose and can't gain that power until The Nullifier leaves play.</p>	<p>One of a Kind</p> <p>Ultimate Nullification When The Nullifier appears, name a keyword or super power. Enemy characters lose and can't gain that power until The Nullifier leaves play.</p>	Nullifier does two things: A triggered power when it appears then, a continuous power that keeps the named thing turned off. It will impact characters played after the Nullifier entered play. It also means that the Nullifier can Nullify the continuous modifier.
SVH-058	Book of the Vishanti	Equipment	2	Marvel						<p>One of a Kind</p> <p>Benevolent Equip only to a Good character.</p> <p>Deflection Magic Cancel the first plot twist an enemy player plays each turn.</p>	<p>One of a Kind</p> <p>Benevolent Equip only to a Good character.</p> <p>Deflection Magic Cancel the first plot twist an enemy player plays each turn.</p>	
SVH-055	Darkhold	Equipment	3	Marvel						<p>One of a Kind</p> <p>Malevolent Equip only to an Evil character.</p> <p>Dark Magic When you play your first plot twist each turn, put it into your hand instead of your KO pile.</p>	<p>One of a Kind</p> <p>Malevolent Equip only to an Evil character.</p> <p>Dark Magic When you play your first plot twist each turn, put it into your hand instead of your KO pile.</p>	
SVH-056	Serpent Crown	Equipment	7	Marvel						<p>One of a Kind</p> <p>Unwanted Gift Equip the Serpent Crown to an unequipped enemy supporting character.</p> <p>Under Set's Control When you equip this to an enemy supporting character, move that character to your side. When this is unequipped from that character, move it to its owner's side.</p>	<p>One of a Kind</p> <p>Unwanted Gift Equip the Serpent Crown to an unequipped enemy supporting character.</p> <p>Under Set's Control When you equip this to an enemy supporting character, move that character to your side. When this is unequipped from that character, move it to its owner's side.</p>	
SVH-053	Strategic Homeland Intervention	Plot Twist		S.H.I.E.L.D.						<p>[Anyturn] Combat: Choose a defender in the combat to get +2/+2 this combat. If it's ready it gets +4/+4 instead.</p>	<p>[Anyturn] Combat: Choose a defender in the combat to get +2/+2 this combat. If it's ready it gets +4/+4 instead.</p>	
SVH-054	Helicarrier	Special Location		S.H.I.E.L.D.						<p>[Energy] or [Intellect] or [Might] or [skill] for a [Shield] character on your side.</p>	<p>[Energy] or [Intellect] or [Might] or [skill] for a [Shield] character.</p>	
SVH-059	Unwavering Loyalty	Plot Twist								<p>Loyalty You may put this in your deck only if all cards in your deck with a team affiliation share a team affiliation.</p> <p>[Anyturn] Combat: Choose a character in the combat to get +3/+3 this combat.</p>	<p>Loyalty Put this in your deck only if each card with a team affiliation and each character in your deck share a team affiliation.</p> <p>[Anyturn] Combat: Choose a character in the combat to get +3/+3 this combat.</p>	This is a deck building restriction. The updated text for loyalty decks is "Put this in your deck only if each card with a team affiliation and each character in your deck is [Team]"
SVH-060	Academy	Basic Location								[Intellect]	[Intellect]	
SVH-061	Fortress	Basic Location								[Might]	[Might]	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
SVH-062	Laboratory	Basic Location								[Energy]	[Energy]	
SVH-063	Training Ground	Basic Location								[Skill]	[Skill]	
AFF-015*	Singularity	Supporting Character	3	A-Force	2	6	1	X		<p><i>Pocket Dimension</i> Reaction [Energy]: At the end of your turn, remove any number of other face-up characters on your side from the game, but keep all counters on them. At the start of your next turn or when Singularity leaves play, those characters appear on their owners's side with those counters.</p>	<p>Pocket Dimension Reaction [Energy]: At the end of your turn, remove any number of other face-up characters on your side from the game, but keep all counters on them. At the start of your next turn or when Singularity leaves play, those characters appear on their owners's side with those counters.</p>	Replaces AFF-015. Singularity's power creates a delayed triggered modifier that exists independent of its source. Removing the power from the source does nothing to negate or change the delayed trigger modifier already created. Most modifiers do not track characters that leave play. The only ones that do will specifically say they do either in the rules or in the card text.
VSP-022	Kobik	Supporting Character	4		1	1	1			<p>One of a Kind Reshape History Enemy characters lose and can't gain team affiliations.</p>	<p>One of a Kind Reshape History Enemy characters lose and can't gain team affiliations.</p>	
MFM-001	Deadpool	Main Character	L1	The Underworld	2	4	6		X	<p>Whoa, Why Is That Guy So Big? Level Up (12) - When an enemy supporting character appears, Deadpool gains XP equal to that character's total ATK, DEF, and [Health].</p>	<p>Whoa, Why Is That Guy So Big? Level Up (12) - When an enemy supporting character appears, Deadpool gains XP equal to that character's total ATK, DEF, and [Health].</p>	
MFM-002	Deadpool	Main Character	L2	The Underworld	4	6	6		X	<p>Hold On, What Does That Guy Do? Level Up (7) - When an enemy supporting character appears, Deadpool gains 1 XP for each power that character has (including [Flight] and [Ranged]).</p>	<p>Hold On, What Does That Guy Do? Level Up (7) - When an enemy supporting character appears, Deadpool gains 1 XP for each power that character has (including [Flight] and [Ranged]).</p>	
MFM-003	Deadpool	Main Character	L3	The Underworld	6	8	6		X	<p>Wait, How Much Is That Guy? Level Up (10) - When an enemy supporting character appears, Deadpool gains XP equal to its cost.</p>	<p>Wait, How Much Is That Guy? Level Up (10) - When an enemy supporting character appears, Deadpool gains XP equal to its cost.</p>	
MFM-004	Deadpool	Main Character	L4	The Underworld	8	10	7		X	<p>That's It. I'm Taking Over From These Idiot Designers. Main [Skill]: This power has a different effect depending on how many times you've used it. 1 -- Nerf a character. 2 -- Errata a character. 3+ -- Ban a character.</p> <p>Hey kids, Designer Deadpool here. Nerfing, errata-ing, and banning is hard work and I'm too tired to explain how it works here. Meet me over at the rules sheet and I'll fill you in.</p>	<p>That's It. I'm Taking Over From These Idiot Designers. Main [Skill]: This power has a different effect depending on how many times Deadpool has used it. 1 -- Nerf a character. 2 -- Errata a character. 3+ -- Ban a character.</p> <p>Hey kids, Designer Deadpool here. Nerfing, errata-ing, and banning is hard work and I'm too tired to explain how it works here. Meet me over at the rules sheet and I'll fill you in.</p>	<p>Nerf: Name a character. For the rest of the game, supporting characters with that name on enemy players' sides, and in enemy hands, decks, and KO piles are 0/1 with 1 and nothing can ever, ever change that.</p> <p>Errata: Name a character. For the rest of the game, supporting characters with that name on enemy players' sides, and in enemy hands, decks and KO piles lose and can't gain powers (including and).</p> <p>Ban: Name a character and choose a number. Put all supporting characters with that name on enemy sides into their owner's hands. For the rest of</p>
MFM-005	Evil Deadpool	Main Character	L1	The Underworld	2	4	6		X	<p>Merc with an Evil Mouth Main [Skill]: Evil Characters on your side are Evil Lethal this turn. <i>(If they wound a defending supporting character, KO it and laugh evilly.)</i></p> <p>Made from Discarded Body Parts Level Up (4) - Whenever you discard one or more characters, Evil Deadpool gains an XP.</p>	<p>Merc with an Evil Mouth Main [Skill]: Evil Characters on your side are Evil Lethal this turn. <i>(If they wound a defending supporting character, KO it and laugh evilly.)</i></p> <p>Made from Discarded Body Parts Level Up (4) - Whenever you discard one or more characters, Evil Deadpool gains an XP.</p>	Includes powering up as well as any effect that causes you to "discard" a card
MFM-006	Evil Deadpool	Main Character	L2	The Underworld	6	6	6		X	<p>Merc with an Evil Mouth Main [Skill]: Evil Characters on your side are Evil Lethal this turn. <i>(If they wound a defending supporting character, KO it and laugh evilly.)</i></p> <p><i>It's Like You, But Evilier!</i> Build [Intellect]: Put a Good enemy character from a KO pile onto your side. It is Evil instead of Good and has "Evil" at the start of its name. <i>(Example: "Evil Iron Man".)</i></p>	<p>Merc with an Evil Mouth Main [Skill]: Evil Characters on your side are Evil Lethal this turn. <i>(If they wound a defending supporting character, KO it and laugh evilly.)</i></p> <p><i>It's Like You, But Evilier!</i> Build [Intellect]: Put a Good enemy character from a KO pile onto your side. It is Evil instead of Good and has "Evil" at the start of its name. <i>(Example: "Evil Iron Man".)</i></p>	Changing their name DOES affect the uniqueness rules.
MFM-007	Colossus	Main Character	L1	X-Men	3	3	6			<p>Switch to Armored Form Level Up (1) - When Colossus gains ATK, if his ATK is then 6 or higher, he gains an XP.</p>	<p>Switch to Armored Form Level Up (1) - When Colossus gains ATK, if his ATK is then 6 or higher, he gains an XP.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MFM-008	Colossus	Main Character	L2	X-Men	6	6	6			Fastball Special Main [Skill]: Choose another character on your side. It has [flight] and +3/+3 the next time it attacks this turn. If it's Wolverine he gets an additional +3/+3. Revert to Flesh When Colossus loses ATK, if his ATK is 5 or less, he becomes level 1.	Fastball Special Main [Skill]: Choose another character on your side. It has [Flight] and +3/+3 the next time it attacks this turn. If it's Wolverine he gets an additional +3/+3. Revert to Flesh When Colossus loses ATK, if his ATK is 5 or less, he becomes level 1.	
MFM-009	Solo	Supporting Character	1	The Underworld	1	2	1		X	Solitary Solo can't team attack. Go Solo When a character on your side solo attacks, put a +1/+1 counter on it.	Solitary Solo can't team attack. Go Solo When a character on your side solo attacks, put a +1/+1 counter on it.	
MFM-010	Hit-Monkey	Supporting Character	2	The Underworld	2	3	1		X	Mercenary Hit-Monkey can team attack with any main character. Monkey Around Creatures on your side get +2/+2.	Mercenary Hit-Monkey can team attack with any main character. Monkey Around Creatures on your side get +2/+2.	
MFM-011	Slapstick	Supporting Character	2	The Underworld	2	1	1			Mercenary Slapstick can team attack with any main character. Cartoon Indestructibility When Slapstick gets KO'd, put him into his owner's hand.	Mercenary Slapstick can team attack with any main character. Cartoon Indestructibility When Slapstick gets KO'd, put him into his owner's hand.	
MFM-012	Ajax	Supporting Character	3	The Underworld	5	4	1			Tough When Ajax gets stunned, you may recover him. (<i>He still gets wounded.</i>) Pain Tolerance Ajax can only be KO'd by fatal wounds at the end of a turn. This power remains active while Ajax is stunned.	Tough When Ajax gets stunned, you may recover him. (<i>He still gets wounded.</i>) Pain Tolerance Ajax can only be KO'd by fatal wounds at the end of a turn. This power remains active while Ajax is stunned.	Fatal wounds can't KO him until end of turn. Other effects (like Simon Trask) can KO him normally.
MFM-013	Copycat	Supporting Character	3	The Underworld	4	4	1			Genetic Metamorph When another supporting character appears on your side, Copycat gains its printed powers until another supporting character appears on your side.	Genetic Metamorph When another supporting character appears on your side, Copycat gains its printed powers until another supporting character appears on your side.	If multiple triggers occur simultaneously for Copycat, she will not gain any powers. When multiple characters appear at once, the duration of her effect has already expired by the time it resolves.
MFM-014	Masacre	Supporting Character	4	The Underworld	5	3	2		X	Mercenario Masacre puede atacar en equipo con cualquier personaje principal. Letal Si Masacre hiere a un personaje de apoyo defensor, KO.	Mercenario Masacre puede atacar en equipo con cualquier personaje principal. Letal Si Masacre hiere a un personaje de apoyo defensor, KO.	These key words are simply the spanish translation for the english words. He has Mercenario which means "Mercenary," and Letal which means "Lethal."
MFM-015	Negasonic Teenage Warhead	Supporting Character	5	The Underworld	4	6	1			Going Nuclear When an attacking supporting character KO's Negasonic Teenage Warhead, KO that attacker.	Going Nuclear When an attacking supporting character KO's Negasonic Teenage Warhead, KO that attacker.	
MFM-016	Dreadpool	Supporting Character	6	The Underworld	6	7	1		X	Kill the Marvel Universe Main [Energy][Intellect][Might][Skill]: KO all other [marvel] supporting characters.	Kill the Marvel Universe Main [Energy][Intellect][Might][Skill]: KO all other [Marvel] supporting characters.	
MFM-017	Fantomex	Supporting Character	6	The Underworld	5	6	1		X	One of a Kind You may only have one of this card in your deck. Cloning Error Reaction [Intellect]: When Fantomex gets KO'd on an enemy player's turn, remove him from the game. Then his owner puts a Cluster, Fantomex, and Weapon XIII character token onto your side.	One of a Kind You may only have one of this card in your deck. Cloning Error Reaction [Intellect]: When Fantomex gets KO'd on an enemy player's turn, remove him from the game. Then his owner puts a Cluster, Fantomex, and Weapon XIII character token onto your side.	
MFM-018	Shiklah	Supporting Character	7	The Underworld	7	7	2			Immortal When Shiklah gets KO'd, you may shuffle her into your deck. Eternal Bliss At the start of your Build Phase, you may put a character from your KO pile into your hand. If it's Deadpool put him onto your side instead.	Immortal When Shiklah gets KO'd, you may shuffle her into her owner's deck. Eternal Bliss At the start of your Build Phase, you may put a character from your KO pile into your hand. If it's Deadpool put him onto your side instead.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MFM-019	Break the Fourth Wall	Plot Twist		The Underworld						<p>One of a Kind You may only have one of this card in your deck.</p> <p>Main: You enter the game as a supporting character. (<i>Put a "Me" supporting character token onto your side. If it gets stunned, KO'd, or otherwise leaves play, you don't lose the game.</i>)</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Main: You enter the game as a supporting character. (<i>Put a "Me" supporting character token onto your side. If it gets stunned, KO'd, or otherwise leaves play, you don't lose the game.</i>)</p>	When you put a "Me" token onto your side, you get to choose a team affiliation and your age will determine your ATK and DEF.
MFM-020	Merces for Money	Plot Twist		The Underworld						<p>Combat: Choose an [underworld] attacker. This combat it gets +3/+0 and when it stuns an enemy defender, draw a card.</p>	<p>Combat: Choose an [Underworld] attacker. This combat it gets +3/+0 and when it stuns an enemy defender, draw a card.</p>	
MFM-021	Chimichanga	Equipment Supporting Character - Token	4	The Underworld						<p>One of a Kind You may only have one of this card in your deck.</p> <p><i>I Just Love Saying It.</i> Main [Energy][Intellect][Might][Skill] or say "Chimichanga, chimichanga, chimichanga, chimichanga": Put four +1/+1 counters on equipped character.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p><i>I Just Love Saying It.</i> Main [Energy][Intellect][Might][Skill]: or say "Chimichanga, chimichanga, chimichanga, chimichanga": Put four +1/+1 counters on equipped character.</p>	You must choose which cost to pay – you can't combine them.
MFM-022	Fantomex	Supporting Character - Token	2	The Underworld	3	3			X	<p>Fearless While attacking a main character, this character strikes with double his ATK.</p>	<p>Fearless While attacking a main character, Fantomex strikes with double his ATK.</p>	
MFM-023	Cluster	Supporting Character - Token	2	The Underworld	3	3			X	<p>Noble While defending, this character strikes with double her ATK.</p>	<p>Noble While defending, Cluster strikes with double her ATK.</p>	
MFM-024	Weapon XIII	Supporting Character - Token	2	The Underworld	3	3			X	<p>Violent While attacking a supporting character, this character strikes with double his ATK.</p>	<p>Violent While attacking a supporting character, Weapon XIII strikes with double his ATK.</p>	
MFM-025	Me	Supporting Character - Token	1		*	*	1			<p>Leader While "You" are team attacking, you choose who the defender strikes back against.</p> <p>Pick a Team As "You" appear, choose a team affiliation to have.</p> <p>Age Ain't Nothing But a Number "Your" ATK and DEF are equal to your age. (<i>So if you're 39 you're 3/9. If you're 113 you can be 11/3 or 1/13, your choice. And if you're 30, well, wait until your birthday...?</i>)</p>	<p>Leader While "You" are team attacking, you choose who the defender strikes.</p> <p>Pick a Team As "You" appear, choose a team affiliation to have.</p> <p>Age Ain't Nothing But a Number "Your" ATK and DEF are equal to your age. (<i>So if you're 39 you're 3/9. If you're 113 you can be 11/3 or 1/13, your choice. And if you're 30, well, wait until your birthday...?</i>)</p>	
BOM-001	Juggernaut	Main Character	L1	Brotherhood of Mutants	5	5	6			<p>It's Gonna Take Something More to Stop Me! Main [Energy]: Put two -1/-1 counters on Juggernaut. Enemy players can use this power during their Main Phase.</p> <p>Ain't Nobody Can Beat Me! Level Up (3) - At the end of a melee combat where Juggernaut was an attacker, if he survived, he gains an XP.</p>	<p>It's Gonna Take Something More to Stop Me! Main [Energy]: Put two -1/-1 counters on Juggernaut. Enemy characters can use this power during their Main Phase.</p> <p>Ain't Nobody Can Beat Me! Level Up (3) - At the end of a melee combat where Juggernaut was an attacker, if he survived, he gains an XP.</p>	This works just like any other super power – except an enemy player can only use it once per turn during their Main Phase.
BOM-002	Juggernaut	Main Character	L2	Brotherhood of Mutants	8	8	6			<p>It's Gonna Take Something More to Stop Me! Main [Energy]: Put two -1/-1 counters on Juggernaut. Enemy players can use this power during their Main Phase.</p> <p>Unstoppable Combat [Might]: When Juggernaut stuns a front row enemy character and survives while attacking solo this combat, he may immediately attack a character in that back row.</p>	<p>It's Gonna Take Something More to Stop Me! Main [Energy]: Put two -1/-1 counters on Juggernaut. Enemy characters can use this power during their Main Phase.</p> <p>Unstoppable Combat [Might]: When Juggernaut stuns a front row enemy character and survives while attacking solo this combat, he may immediately attack a character in that back row.</p>	This works just like any other super power – except an enemy player can only use it once per turn during their Main Phase.
BOM-003	Magneto	Main Character	L1	Brotherhood of Mutants	1	5	5	X	X	<p>Ensure the Future [Anyturn] Any Combat [Might]: Choose a [Brotherhood] supporting character on your side to get +0/+4 this combat.</p> <p>The Time For Brotherhood Level Up (2) - At the start of your Build Phase, if you have a face-up [Brotherhood] supporting character on your side, Magneto gains an XP.</p>	<p>Ensure the Future [Anyturn] Any Combat [Might]: Choose a [Brotherhood] supporting character on your side to get +0/+4 this combat.</p> <p>The Time For Brotherhood Level Up (2) - At the start of your Build Phase, if you have a face-up [Brotherhood] supporting character on your side, Magneto gains an XP.</p>	
BOM-004	Magneto	Main Character	L2	Brotherhood of Mutants	4	7	5	X	X	<p>Protect the Future [Anyturn] Any Combat [Skill]: Choose an [X-Men] supporting character on your side to get +0/+4 this combat.</p> <p>The Time For Change Level Up (2) - At the start of your Build Phase, if you have a face-up [X-Men] supporting character on your side, Magneto gains an XP.</p>	<p>Protect the Future [Anyturn] Any Combat [Skill]: Choose an [X-Men] supporting character on your side to get +0/+4 this combat.</p> <p>The Time For Change Level Up (2) - At the start of your Build Phase, if you have a face-up [X-Men] supporting character on your side, Magneto gains an XP.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
BOM-005	Magneto	Main Character	L3	Brotherhood of Mutants	7	9	6	X	X	The Future is Now [Brotherhood] and [X-Men] supporting characters on your side have +4/+0. For the Good of All Mutantkind Each [Brotherhood] character everywhere is also [X-Men]. Each [X-Men] character everywhere is also [Brotherhood].	The Future is Now [Brotherhood] and [X-Men] supporting characters on your side have +4/+0. For the Good of All Mutantkind Each [Brotherhood] character everywhere is also [X-Men]. Each [X-Men] character everywhere is also [Brotherhood].	
BOM-006	Sabretooth	Main Character	L1	Brotherhood of Mutants	5	3	4			Ferocious While in melee combat, Sabretooth strikes before characters without Ferocious. Time Heals All Wounds Level Up (7) - At the end of each turn, Sabretooth gains an XP.	Ferocious While in melee combat, Sabretooth strikes before characters without Ferocious. Time Heals All Wounds Level Up (7) - At the end of each turn, Sabretooth gains an XP.	
BOM-007	Sabretooth	Main Character	L2	Brotherhood of Mutants	7	5	4			Ferocious While in melee combat, Sabretooth strikes before characters without Ferocious . Regeneration At the start of your turn, heal a wound from Sabretooth.	Ferocious While in melee combat, Sabretooth strikes before characters without Ferocious . Regeneration At the start of your turn, heal a wound from Sabretooth.	
BOM-008	Pyro	Supporting Character	1	Brotherhood of Mutants	1	1	1		X	Fire Manipulation Build [Energy]: Reveal cards from the top of your deck until you reveal a character with cost less than or equal to the number of resources you have. It loses its name, team affiliation, and game text. It's name is now Fire Man, it is [Brotherhood] and has Creature . Put it onto your side and shuffle the other revealed cards into your deck.	Fire Manipulation Build [Energy]: Reveal cards from the top of your deck until you reveal a character with cost less than or equal to the number of resources you have. It loses its name, team affiliation, and game text. It's name is now Fire Man, it is [Brotherhood] and has Creature . Put it onto your side and shuffle the other revealed cards into your deck.	
BOM-009	Avalanche	Supporting Character	2	Brotherhood of Mutants	2	4	1		X	Sustained Seismic Waves Main [Skill]: This power has a different effect each time you use it. 1 -- You may turn a location face down. 2 -- You may KO a face-down resource. 3 -- You may KO a location. 4+ -- You may KO each enemy resource.	Sustained Seismic Waves Main [Skill]: This power has a different effect each time you use it. 1 -- You may turn a location face down. 2 -- You may KO a face-down resource. 3 -- You may KO a location. 4+ -- You may KO each enemy resource.	If you play a new copy of Avalanche later, the super power on that copy will start over.
BOM-010	Toad	Supporting Character	2	Brotherhood of Mutants	5	2	1			Leap Toad has [flight] during your turn. Magneto's Toady While Magneto is on your side, Toad has +1 [health]. This power can't be turned off.	Leap Toad has [Flight] on your turn. Magneto's Toady While Magneto is on your side, Toad has +1 [Health]. This power can't be turned off.	
BOM-011	Mesmero	Supporting Character	3	Brotherhood of Mutants	1	5	1			Hyper-Hypnosis The first enemy character(s) that attacks each turn has Lumbering . (As it attacks, the defending player chooses who the defender is.)	Hyper-Hypnosis The first enemy character(s) that attacks each turn has Lumbering . (As it attacks, the defending player chooses who the defender is.)	
BOM-012	Unus the Untouchable	Supporting Character	3	Brotherhood of Mutants	10	1	1			Repulsion Field Main [Energy][Might]: Unus can't be struck until the start of your next turn.	Repulsion Field Main [Energy][Might]: Unus can't be struck until the start of your next turn.	
BOM-013	Daken	Supporting Character	4	Brotherhood of Mutants	4	5	2			Tough When Daken gets stunned, you may recover him. He still gains a wound. Pheromone Control Enemy characters lose and can't gain powers while in melee combat with Daken.	Tough When Daken gets stunned, you may recover him. (He still gets wounded.) Pheromone Control Enemy characters lose and can't gain powers while in melee combat with Daken.	
BOM-014	Quicksilver	Supporting Character	5	Brotherhood of Mutants	5	5	2			Mobile Once per turn during your Main Phase but not during combat, you may move Quicksilver to your front or back row. Stealth Quicksilver can attack back row characters even while they're protected.	Mobile Once per turn during your Main Phase but not during combat, you may move Quicksilver to your front or back row. Stealth Quicksilver can melee attack protected characters.	
BOM-015	Blob	Supporting Character	6	Brotherhood of Mutants	6	8	2			Stuck in His Stomach When a melee attacker strikes Blob, it can't ready until after its next turn. Bounced off His Belly While defending a ranged attack, Blob strikes back against each attacker with ATK equal that character's ATK.	Stuck in His Stomach When a melee attacker strikes Blob, it can't ready until after its next turn. Bounced off His Belly While defending a ranged attack, Blob strikes back against each attacker with ATK equal that character's ATK.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
BOM-016	Sauron	Supporting Character	6	Brotherhood of Mutants	5	6	1	X	X	Terrifying Delusions Main [Intellect]: Choose a face-up enemy main character character to strike an enemy supporting character on that side.	Terrifying Delusions Main [Intellect]: Choose a face-up enemy main character to strike an enemy supporting character on that side.	Compare the main character's ATK to the supporting character's DEF to see if it gets stunned. This doesn't count as a combat and there will be no strike back.
BOM-017	Shadow King	Supporting Character	7	Brotherhood of Mutants	0	0	1			Anchor Host If Shadow King would appears, remove him from the game instead. When he's removed this way, choose a face-up character on your side to be his Host until it gets stunned or leaves play. Feast on Your Terror Shadow King's Host has "At the end of your turn, KO an enemy supporting character."	Anchor Host If Shadow King would appears, remove him from the game instead. When he's removed this way, choose a face-up character on your side to be his Host until it gets stunned or leaves play. Feast on Your Terror Shadow King's Host has "At the end of your turn, KO an enemy supporting character."	If he would appear for any reason, you'll remove him from the game instead and choose a face-up character on your side to be his Host. If you don't have a face-up character, Shadow King will still be removed from the game. When his Host gets stunned or leaves play Shadow King will remain removed from the game.
BOM-018	Superior Genetics	Plot Twist		Brotherhood of Mutants						[Anyturn] Combat: Put two +1/+1 counters on a [Brotherhood] supporting character on your side in the combat.	[Anyturn] Combat : Put two +1/+1 counters on a [Brotherhood] supporting character on your side in the combat.	
BOM-019	Asteroid M	Special Location		Brotherhood of Mutants						[Energy] or [Intellect] or [Might] or [Skill] for a [Brotherhood] character on your side.	[Energy] or [Intellect] or [Might] or [Skill] for a [Brotherhood] character.	
NEW-001	Cable	Main Character	L1	X-Men	2	4	6		X	Advanced Cybernetics Build [Intellect] : Equipment on your side, hand, deck, and KO pile has the [X-Men] team affiliation this turn. Man and Machine Level Up (4) - At the end of your turn, if Cable has an equipment, he gains an XP.	Advanced Cybernetics Build [Intellect] : Equipment on your side, hand, deck, and KO pile lose their team affiliations, then gain [X-Men] team affiliation this turn. Man and Machine Level Up (4) - At the end of your turn, if Cable has an equipment, he gains an XP.	
NEW-002	Cable	Main Character	L2	X-Men	5	7	6		X	Advanced Cybernetics Build [Intellect] : Equipment on your side, hand, deck, and KO pile has the [X-Men] team affiliation this turn. Time Travel Main [Energy][Energy] : At the end of the turn, set aside all main characters with any equipment on them. Each player shuffles all other cards on their side, in their hand, in their KO pile, and removed from the game into their owners' decks. Then each player draws seven cards. Use this power only once per game.	Advanced Cybernetics Build [Intellect] : Equipment on your side, hand, deck, and KO pile lose their team affiliations, then gain [X-Men] team affiliation this turn. Time Travel Main [Energy][Energy] : At the end of the turn, set aside all main characters with any equipment on them. Each player shuffles all other cards on their side, in their hand, in their KO pile, and removed from the game into their owners' decks. Then each player draws seven cards. Cable can only use this power once per game.	
NEW-003	Professor X	Main Character	L1	X-Men	3	3	5		X	Danger Room Training Build [Skill] : Put a +1/+1 counter on each New Mutant character that appeared this turn. (A New Mutant is an [X-Men] character that has a set # that begins with "NEW".) Field Test Level up (3) - When one or more New Mutant supporting characters on your side stuns a defender, Professor X gains an XP.	Danger Room Training Build [Skill] : Put a +1/+1 counter on each New Mutant character that appeared this turn. (A New Mutant is an [X-Men] character that has a set # that begins with "NEW".) Field Test Level up (3) - When one or more New Mutant supporting characters on your side stuns a defender, Professor X gains an XP.	
NEW-004	Professor X	Main Character	L2	X-Men	6	6	5		X	Danger Room Practice Build [Might] : Put two +1/+1 counters on each [X-Men] character that appeared this turn. Field Trial Level up (4) - When one or more [X-Men] supporting characters on your side stuns a defender, Professor X gains an XP.	Danger Room Practice Build [Might] : Put two +1/+1 counters on each [X-Men] character that appeared this turn. Field Trial Level up (4) - When one or more [X-Men] supporting characters on your side stuns a defender, Professor X gains an XP.	
NEW-005	Professor X	Main Character	L3	X-Men	8	8	6		X	Graduation Main [Intellect] : Choose an [X-Men] supporting character on your side to graduate into a level 1 [X-Men] main character with the same name. You still lose the game when Professor X gets KO'd.	Graduation Main [Intellect] : Choose an [X-Men] supporting character on your side to graduate into a level 1 [X-Men] main character with the same name. You still lose the game when Professor X gets KO'd.	Once it's become a main character it can level up normally. Professor X is still your main character, if he gets KO'd you'll lose the game.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
NEW-006	X-23	Main Character	L1	X-Men	3	3	3			<p>Hunter X-23 has +3/+0 while attacking.</p> <p>Hunted X-23 has +0/+3 while defending.</p> <p>Accelerated Healing Factor Main [Might]: Heal all wounds from X-23.</p>	<p>Hunter X-23 has +3/+0 while attacking.</p> <p>Hunted X-23 has +0/+3 while defending.</p> <p>Accelerated Healing Factor Main [Might]: Heal all wounds from X-23.</p>	
NEW-007	Cypher	Supporting Character	1	X-Men	1	4	1			<p>Translate Build [Intellect]: Discard any number of cards from your hand, then draw that many.</p>	<p>Translate Build [Intellect]: Discard any number of cards from your hand, then draw that many.</p>	
NEW-008	Wolfsbane	Supporting Character	2	X-Men	4	1	2			<p>Red Wolf Form or Werewolf Form When Wolfsbane melee attacks for the first time each turn, choose her to gain either Ferocious or Savage this combat. (<i>Ferocious means while in melee combat she strikes before characters without Ferocious. Savage means when she stuns a defender during her first melee attack each turn, ready her.</i>)</p>	<p>Ferocious While in melee combat Wolfsbane strikes before characters without Ferocious.</p>	
NEW-009	Cannonball	Supporting Character	3	X-Men	3	3	1	X		<p>Blastin' When Cannonball attacks a back row character, put a +1/+1 counter on him for each face-up enemy front row character he flew over. (<i>He flew over each character in that side's front row.</i>)</p>	<p>Blastin' When Cannonball attacks a back row character, put a +1/+1 counter on him for each face-up enemy front row character he flew over.</p>	He flew over each character in that side's front row.
NEW-010	Mirage	Supporting Character	3	X-Men	2	6	1			<p>Create Illusion When Mirage appears, you may put a basic location from your hand into your resource row.</p> <p>Break Illusion When Mirage leaves play, put a basic location from your resource row into your hand.</p>	<p>Create Illusion When Mirage appears, you may put a basic location from your hand into your resource row.</p> <p>Break Illusion When Mirage leaves play, put a basic location from your resource row into your hand.</p>	If no basic locations are face up when mirage leaves play, nothing happens.
NEW-011	Karma	Supporting Character	4	X-Men	0	6	1			<p>Passive Karma can't attack or strike back.</p> <p>Possess Mind When Karma appears, choose an enemy supporting character to gain Passive until Karma gets stunned or leaves play.</p>	<p>Passive Karma can't attack or strike back.</p> <p>Possess Mind When Karma appears, choose an enemy supporting character to gain Passive until Karma gets stunned or leaves play.</p>	
NEW-012	X-23	Supporting Character	4	X-Men, A-Force	3	3	2			<p>Regeneration At the start of your turn, heal a wound from X-23.</p> <p>Hand and Foot Claws When X-23 attacks, put two +1/+1 counters on her.</p>	<p>Regeneration At the start of your turn, heal a wound from X-23.</p> <p>Hand and Foot Claws When X-23 attacks, put two +1/+1 counters on her.</p>	
NEW-013	Sunspot	Supporting Character	5	X-Men	4	4	1			<p>Solar Absorption At the start of your Main Phase, turn any basic [energy] location face down. If you do, put three +1/+1 counters on Sunspot.</p>	<p>Solar Absorption At the start of your Main Phase, turn any basic [Energy] location face down. If you do, put three +1/+1 counters on Sunspot.</p>	Solar Absorption power is not optional. At the start of your Main Phase, you must turn a basic location face down, even if you're the only player with one.
NEW-014	Magik	Supporting Character	6	X-Men	6	6	2			<p>Summon Soulsword Main [Energy]: Wound Magik. Equip a Soulsword equipment token onto her.</p>	<p>Summon Soulsword Main [Energy]: Wound Magik. Equip a Soulsword equipment token onto her.</p>	
NEW-015	Warpath	Supporting Character	6	X-Men	9	3	3			<p>Tough When Warpath gets stunned, you may recover him. He still gains a wound.</p>	<p>Tough When Warpath gets stunned, you may recover him. (He still gets wounded.)</p>	
NEW-016	Warlock	Supporting Character	7	X-Men	7	7	1	X		<p>Techno-Organic When Warlock attacks or defends, you may convert any amount of his ATK into DEF or vice versa for the combat.</p>	<p>Techno-Organic When Warlock attacks or defends, you may convert any amount of his ATK into DEF or vice versa for the combat.</p>	
NEW-017	New Mutants	Plot Twist		X-Men						<p>Build: You pay 1 less to recruit your next New Mutant this turn. (<i>A New Mutant is a character that has a card # that begins with "NWM".</i>)</p>	<p>Build: You pay 1 less to recruit your next New Mutant this turn. (<i>A New Mutant is a character that has a card # that begins with "NEW".</i>)</p>	
NEW-018	And Stay Down!	Plot Twist								<p>Main: Put a +1/+1 counter or a -1/-1 counter on a character.</p>	<p>Main: Wound an enemy face-down supporting character.</p>	
NEW-019	Soulsword	Equipment - Token	6	X-Men						<p>Unique You can only have one Soulsword on your side. If a second one appears on your side, KO the first one.</p> <p>Eldritch Power Equipped character has +4/+4 and if it would wound a defending supporting character, remove it from the game instead.</p>	<p>Unique You can only have one Soulsword on your side. If a second one appears on your side, KO the first one.</p> <p>Eldritch Power Equipped character has +4/+4 and if it would wound a defending supporting character, remove it from the game instead.</p>	An Equipment token works just like a regular Equipment while it's in play. But if it ever leaves play, remove it from the game

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MCU1-001	Captain America	Main Character	L1	MCU Heroes	2	5	5			<p>Ready To Follow Captain America? Combat [Might]: If this is your first attack this turn, put two +1/+1 counters on each attacker.</p> <p>The First Avenger Level Up (4) - When Cap attacks in your first attack each turn, he gains an XP.</p>	<p>Ready To Follow Captain America? Combat [Might]: If this is your first attack this turn, put two +1/+1 counters on each attacker.</p> <p>The First Avenger Level Up (4) - When Cap attacks in your first attack each turn, he gains an XP.</p>	
MCU1-002	Captain America	Main Character	L2	MCU Heroes	6	7	5			<p>Ready To Follow Captain America? Combat [Might]: If this is your first attack this turn, put two +1/+1 counters on each attacker.</p> <p>The First Avenger Level Up (4) - When Cap attacks in your first attack each turn, he gains an XP.</p>	<p>Ready To Follow Captain America? Combat [Might]: If this is your first attack this turn, put two +1/+1 counters on each attacker.</p> <p>Assemble the Team Build [Intellect]: If Black Widow, Hawkeye, Hulk, Iron Man, and Thor are on your side, you win the game.</p>	Characters still retain their names while face down and do not have to be face-up to count for Assemble the Team .
MCU1-003	Bruce Banner	Main Character	L1	MCU Heroes	0	1	6			<p>AKA Hulk Genius At the start of your turn, draw a card.</p> <p>I'm Always Angry When Banner attacks, he transforms into [MCU Hero] Hulk Level 2.</p>	<p>AKA Hulk Genius At the start of your turn, draw a card.</p> <p>I'm Always Angry When Banner attacks, he transforms into [MCU Hero] Hulk Level 2.</p>	Bruce doesn't level up. Instead, when he attacks he transforms into the Hulk Level 2.
MCU1-004	Hulk	Main Character	L2	MCU Heroes	8	8	6			<p>AKA Bruce Banner Rage Monster You can't draw cards.</p> <p>Hey Big Guy, Sun's Gettin' Real Low At the end of your turn, if Hulk didn't attack this turn, he transforms into [MCU Hero] Bruce Banner Level 1.</p> <p>When Hulk gets stunned, he transforms into [MCU Hero] Bruce Banner Level 1.</p>	<p>AKA Bruce Banner Rage Monster You can't draw cards.</p> <p>Hey Big Guy, Sun's Gettin' Real Low At the end of your turn, if Hulk didn't attack this turn, he transforms into [MCU Hero] Bruce Banner Level 1.</p> <p>When Hulk gets stunned, he transforms into [MCU Hero] Bruce Banner Level 1.</p>	
MCU1-005	Iron Man	Main Character	L1	MCU Heroes	3	3	6		X	<p>Day 11, Test 37 Main [Intellect]: Put a +1/+1 counter on Iron Man for each time you've used a super power named Day 11, Test 37 this game.</p> <p>Something Big For 15 Minutes Level Up (7) -- At the end of your turn, Iron Man gains 1 XP for each +1/+1 counter on him.</p>	<p>Day 11, Test 37 Main [Intellect]: Put a +1/+1 counter on Iron Man for each time a character on your side has used a super power named Day 11, Test 37 this game.</p> <p>Something Big For 15 Minutes Level Up (7) -- At the end of your turn, Iron Man gains 1 XP for each +1/+1 counter on him.</p>	
MCU1-006	Iron Man	Main Character	L2	MCU Heroes	5	5	6	X	X	<p>Day 11, Test 37 Main [Intellect]: Put a +1/+1 counter on Iron Man for each time you've used a super power named Day 11, Test 37 this game.</p> <p>Arc Reactor Build [Intellect]: This turn, whenever you play a card, draw a card.</p>	<p>Day 11, Test 37 Main [Intellect]: Put a +1/+1 counter on Iron Man for each time a character on your side has used a super power named Day 11, Test 37 this game.</p> <p>Arc Reactor Build [Intellect]: This turn, whenever you play a card, draw a card.</p>	
MCU1-007	Star-Lord	Main Character	L1	MCU Heroes	2	4	5		X	<p>Legendary Outlaw? [Anyturn] Combat [Skill]: Stun a character attacking Star-Lord unless it or a character with the same name has attacked him in a previous combat this game.</p> <p>Dance Off, Bro Level Up (3) -At the end of your turn, you may start a Dance Off. If you win, Star-Lord gains an XP.</p>	<p>Legendary Outlaw? [Anyturn] Combat [Skill]: Stun a character attacking Star-Lord unless it or a character with the same name has attacked him in a previous combat this game.</p> <p>Dance Off, Bro Level Up (3) -At the end of your turn, you may start a Dance Off. If you win, Star-Lord gains an XP.</p>	Starting with you, each player may exhaust one of their ready characters or they're out of the Dance Off. Repeat this process until only one player is left. They're the winner.
MCU1-008	Star-Lord	Main Character	L2	MCU Heroes	7	5	5		X	<p>Legendary Outlaw? [Anyturn] Combat [Skill]: Stun a character attacking Star-Lord unless it or a character with the same name has attacked him in a previous combat this game.</p> <p>Something Good? Something Bad? Bit of Both? Build [Intellect]: Choose one -- Draw two cards; an enemy player discards two cards; or you draw one card and an enemy player discards one card.</p>	<p>Legendary Outlaw? [Anyturn] Combat [Skill]: Stun a character attacking Star-Lord unless it or a character with the same name has attacked him in a previous combat this game.</p> <p>Something Good? Something Bad? Bit of Both? Build [Intellect]: Choose one -- Draw two cards; an enemy player discards two cards; or you draw one card and an enemy player discards one card.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MCU1-009	Thor	Main Character	L1	MCU Heroes	3	4	6			<p>Cast Out Thor can't have +1/+1 counters, and if his ATK or DEF would become greater than their printed values, they become their printed values instead.</p> <p>Journey of Self Discovery Level Up (1) - When Thor has done each of these in order, he gains an XP: Solo attack Team attack with exactly one other character Team attack with exactly two other characters</p>	<p>Cast Out Thor can't have +1/+1 counters, and if his ATK or DEF would become greater than their printed values, they become their printed values instead.</p> <p>Journey of Self Discovery Level Up (1) - When Thor has done each of these in order, he gains an XP: Solo attack Team attack with exactly one other character Team attack with exactly two other characters</p>	These attacks don't have to be in a row, but they do have to be in order.
MCU1-010	Thor	Main Character	L2	MCU Heroes	6	6	6			<p>Are You, "Thor, God of Hammers"? Thor can't have -1/-1 counters, and if his ATK or DEF would become less than their printed values, they become their printed values instead.</p> <p>The Biggest Lightning Blast in the History of Lightning Main [Energy]: Put six -1/-1 counters on an enemy main character.</p>	<p>Are You, "Thor, God of Hammers"? Thor can't have -1/-1 counters, and if his ATK or DEF would become less than their printed values, they become their printed values instead.</p> <p>The Biggest Lightning Blast in the History of Lightning Main [Energy]: Put six -1/-1 counters on an enemy main character.</p>	
MCU1-011	Baby Groot	Supporting Character	1	MCU Heroes	1	1	2			<p>I Am Groot? When Baby Groot gets powered up, put an extra five +1/+1 counters on him.</p>	<p>I Am Groot? When Baby Groot gets powered up, put an extra five +1/+1 counters on him.</p>	This will result in a total of Six(6) +1/+1 counters per power up.
MCU1-012	Heimdall	Supporting Character	1	MCU Heroes	0	1	1			<p>Keeper of the Bifrost Build [Energy]: Spend any amount of recruit points. Search your deck for a character with that cost or less and put it onto your side.</p>	<p>Keeper of the Bifrost Build [Energy]: Spend any amount of recruit points. Search your deck for a character with that cost or less and put it onto your side.</p>	
MCU1-013	Black Widow	Supporting Character	2	MCU Heroes	2	5	1			<p>Infiltrate Main [Skill]: Choose an enemy player to reveal their hand. Choose a card in it other than a character and discard it.</p>	<p>Infiltrate Main [Skill]: Choose an enemy player to reveal their hand. Choose a card in it other than a character and discard it.</p>	
MCU1-014	Rocket	Supporting Character	2	MCU Heroes	3	2	1		X	<p>I'm Gonna Need a Few Things Main [Intellect]: Choose an enemy player and two cards with different names in your KO pile. If you do, they choose one. Put it into your hand.</p>	<p>I'm Gonna Need a Few Things Main [Intellect]: Choose an enemy player and two cards with different names in your KO pile. If you do, they choose one. Put it into your hand.</p>	If you don't have two cards with two different names, his power will have no effect.
MCU1-015	Captain America	Supporting Character	3	MCU Heroes	5	4	1			<p>Leader While Cap is team attacking, you choose who the defender strikes back against.</p> <p>I Can Do This All Day [Anyturn] Combat [Might]: This combat, if Cap gets stunned he doesn't get wounded, and when he gets stunned recover him, then ready him.</p>	<p>Leader While Captain America is team attacking, you choose who the defender strikes back against.</p> <p>I Can Do This All Day [Anyturn] Combat [Might]: This combat, if Cap gets stunned he doesn't get wounded, and when he gets stunned recover him, then ready him.</p>	
MCU1-016	Falcon	Supporting Character	3	MCU Heroes	6	3	1	X		<p>Air Superiority Characters with [flight] can't strike Falcon.</p>	<p>Air Superiority Characters with [Flight] can't strike Falcon.</p>	
MCU1-017	Nick Fury	Supporting Character	3	MCU Heroes	3	5	1		X	<p>The Avengers Initiative When you recruit another [MCU Hero] character the first time each turn, draw a card.</p>	<p>The Avengers Initiative When you recruit another [MCU Hero] character the first time each turn, draw a card.</p>	
MCU1-018	Iron Man	Supporting Character	4	MCU Heroes	5	5	1	X	X	<p>Genius Billionaire Playboy Philanthropist Build [Intellect]: Draw a card, gain 1 recruit point, put a +1/+1 counter on Iron Man, and put a +1/+1 counter on another character.</p>	<p>Genius Billionaire Playboy Philanthropist Build [Intellect]: Draw a card, gain 1 recruit point, put a +1/+1 counter on Iron Man, and put a +1/+1 counter on another character.</p>	
MCU1-019	Star-Lord	Supporting Character	4	MCU Heroes	3	6	1	X		<p>Half Celestial Star-Lord can't be KO'd while a main character is face up on your side. This power remains on while Star-Lord is face down. (<i>Star-Lord can still get stunned and wounded.</i>)</p>	<p>Half Celestial Star-Lord can't be KO'd while a main character is face up on your side. This power remains on while Star-Lord is face down. (<i>Star-Lord can still get stunned and wounded.</i>)</p>	
MCU1-020	Gamora	Supporting Character	5	MCU Heroes	5	5	2			<p>Warrior When Gamora stuns an enemy attacker, put two +1/+1 counters on her.</p> <p>Assassin When Gamora stuns an enemy defender, put two +1/+1 counters on her.</p>	<p>Warrior When Gamora stuns an enemy attacker, put two +1/+1 counters on her.</p> <p>Assassin When Gamora stuns an enemy defender, put two +1/+1 counters on her.</p>	
MCU1-021	War Machine	Supporting Character	5	MCU Heroes	4	7	1	X	X	<p>The Big Guns Main [Energy]: KO a supporting character with ATK less than War Machine's.</p>	<p>The Big Guns Main [Energy]: KO a supporting character with ATK less than War Machine's.</p>	
MCU1-022	Drax	Supporting Character	6	MCU Heroes	7	5	2			<p>Finger on Throat Means Death When Drax wounds a supporting character in melee combat, KO it.</p>	<p>Finger on Throat Means Death When Drax wounds a supporting character in melee combat, KO it.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MCU1-023	Thor	Supporting Character	6	MCU Heroes	6	6	2			Leader While Thor is team attacking, you choose who the defender strikes back against. The New King Main [Intellect]: Put a +1/+1 counter on Thor for each character he's protecting.	Leader While Thor is team attacking, you choose who the defender strikes. The New King Main [Intellect]: Put a +1/+1 counter on Thor for each character he's protecting.	
MCU1-024	Hulk	Supporting Character	7	MCU Heroes	7	7	3			Hulk Like Raging Fire [Anyturn] Combat [Might]: Choose any number. Hulk gains that much ATK and DEF this combat.	Hulk Like Raging Fire [Anyturn] Combat [Might]: Choose any number. Hulk gains that much ATK and DEF this combat.	Yes, ANY number.
MCU1-025	Peggy Carter	Supporting Character	1	MCU Heroes	2	1	1		X	One of a Kind You may only have one of this card in your deck. You Were Meant For More If a main character on your side named Captain America gets stunned, he doesn't get wounded.	One of a Kind You may only have one of this card in your deck. You Were Meant For More If a main character on your side named Captain America gets stunned, he doesn't get wounded.	
MCU1-026	Erik Selvig	Supporting Character	1	MCU Heroes	0	1	1			One of a Kind You may only have one of this card in your deck. The Stories I Grew Up With When a main character on your side named Thor attacks, draw a card.	One of a Kind You may only have one of this card in your deck. The Stories I Grew Up With When a main character on your side named Thor attacks, draw a card.	
MCU1-027	Happy Hogan	Supporting Character	1	MCU Heroes	1	2	1			One of a Kind You may only have one of this card in your deck. We're Relocating to a New Facility At the end of your turn, if Iron Man is a main character on your side, you may turn one of your face-down locations face up.	One of a Kind You may only have one of this card in your deck. We're Relocating to a New Facility At the end of your turn, if Iron Man is a main character on your side, you may turn one of your face-down locations face up.	
MCU1-028	General Ross	Supporting Character	1	MCU Heroes	2	2	1			One of a Kind You may only have one of this card in your deck. Help the Green One! When a main character on your side named Hulk attacks for the first time each turn, at the end of combat ready him.	One of a Kind You may only have one of this card in your deck. Help the Green One! When a main character on your side named Hulk attacks for the first time each turn, at the end of combat ready him.	
MCU1-029	Sokovia Accords	Plot Twist		MCU Heroes						[Anyturn] Combat: Remove all +1/+1 counters from each enemy character in the combat.	[Anyturn] Combat: Remove all +1/+1 counters from each enemy character in the combat.	
MCU1-030	No, You Move.	Plot Twist		MCU Heroes						[Anyturn] Combat: Choose a character on your side in the combat to get +0/+3 this combat. At the end of combat, you may move an enemy character in the combat to its front or back row.	[Anyturn] Combat: Choose a character on your side in the combat to get +0/+3 this combat. At the end of combat, you may move an enemy character in the combat to its front or back row.	
MCU1-031	Avengers Tower	Special Location		MCU Heroes						[Energy] or [Intellect] or [Might] or [Skill] for a [MCU Hero] character on your side.	[Energy] or [Intellect] or [Might] or [Skill] for a [MCU Hero] character.	
MCU1-032	Abomination	Main Character	L1	MCU Villains	3	4	6			I Want That. I Need That. Make Me That. Main [Intellect]: Choose another character. Put a +1/+1 counter on Abomination for each +1/+1 counter on that character. Infusion of Banner Blood Level Up (4) - When Abomination gains 1 or more ATK, he gains an XP.	I Want That. I Need That. Make Me That. Main [Intellect]: Choose another character. Put a +1/+1 counter on Abomination for each +1/+1 counter on that character. Infusion of Banner Blood Level Up (4) - When Abomination gains 1 or more ATK, he gains an XP.	
MCU1-033	Abomination	Main Character	L2	MCU Villains	6	6	6			Monstrous While Abomination is defending against a melee team attack, he strikes back against each attacker. Give Me a Real Fight! Main [Skill]: Choose an enemy player. At the end of their next Formation Step, move a character on their side to its front row. That player's first attack that turn must include that character attacking Abomination if able.	Monstrous While Abomination is defending against a melee attack, he strikes back against each attacker. Give Me a Real Fight! Main [Skill]: Choose an enemy player. At the end of their next Formation Step, move a character on their side to its front row. That player's first attack that turn must include that character attacking Abomination if able.	If that character can't attack or Abomination can't be attacked, the effect does nothing. The player may choose not to attack at all on their turn.
MCU1-034	Iron Monger	Main Character	L1	MCU Villains	3	3	6		X	You Had a Great Idea, Tony Build [Intellect]: Choose a character in another player's KO pile. You may recruit that character this turn. Steal Idea Level Up (5) -- When a character another player owns gets recruited by any player, Iron Monger gains an XP.	You Had a Great Idea, Tony Build [Intellect]: Choose a character in another player's KO pile. You may recruit that character this turn. Steal Idea Level Up (5) -- When a character another player owns gets recruited by any player, Iron Monger gains an XP.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MCU1-035	Iron Monger	Main Character	L2	MCU Villains	5	5	6	X	X	<p>You Had a Great Idea, Tony Build [Intellect]: Choose a character in another player's KO pile. You may recruit that character this turn.</p> <p>But My Suit is More Advanced Main [Might]: Choose an enemy character, then put +1/+1 counters on Iron Monger until his DEF is higher than that character's ATK.</p>	<p>You Had a Great Idea, Tony Build [Intellect]: Choose a character in another player's KO pile. You may recruit that character this turn.</p> <p>But My Suit is More Advanced Main [Might]: Choose an enemy character, then put +1/+1 counters on Iron Monger until his DEF is higher than that character's ATK.</p>	
MCU1-036	Loki	Main Character	L1	MCU Villains	2	5	6			<p>Trickster [Anyturn] Combat [Intellect]: Switch the ATK and DEF of an attacker or defender this combat.</p> <p>You Were Made to Be Ruled Level Up (2) - When a character appears on an enemy player's side, that player may exhaust it. If they don't, Loki gains an XP.</p>	<p>Trickster [Anyturn] Combat [Intellect]: Switch the ATK and DEF of an attacker or defender this combat.</p> <p>You Were Made to Be Ruled Level Up (2) - When a character appears on an enemy player's side, that player may exhaust it. If they don't, Loki gains an XP.</p>	
MCU1-037	Loki	Main Character	L2	MCU Villains	4	8	6			<p>Trickster [Anyturn] Combat [Intellect]: Switch the ATK and DEF of an attacker or defender this combat.</p> <p>In the End You Will Always Kneel Main [Might]: Exhaust a supporting character. It can't ready until Loki gets stunned or leaves play.</p>	<p>Trickster [Anyturn] Combat [Intellect]: Switch the ATK and DEF of an attacker or defender this combat.</p> <p>In the End You Will Always Kneel Main [Might]: Exhaust a supporting character. It can't ready until Loki gets stunned or leaves play.</p>	
MCU1-038	Ronan	Main Character	L1	MCU Villains	2	5	5			<p>Ritual Bath Main [Energy]: KO a face-down enemy supporting character. If you do, put two +1/+1 counters on Ronan.</p> <p>Your Culture is a Disease Level Up (7) - When an enemy card with a team affiliation appears, Ronan gains 1 XP for each face-up enemy card with that affiliation on that side.</p>	<p>Ritual Bath Main [Energy]: KO a face-down enemy supporting character. If you do, put two +1/+1 counters on Ronan.</p> <p>Your Culture is a Disease Level Up (7) - When an enemy card with a team affiliation appears, Ronan gains 1 XP for each face-up enemy card with that affiliation on that side.</p>	
MCU1-039	Ronan	Main Character	L2	MCU Villains	6	7	5			<p>Ritual Bath Main [Energy]: KO a face-down enemy supporting character. If you do, put two +1/+1 counters on Ronan.</p> <p>I Will Cure It! Main [Intellect]: Name a team affiliation. Look at an enemy player's hand and discard each card with that team affiliation.</p>	<p>Ritual Bath Main [Energy]: KO a face-down enemy supporting character. If you do, put two +1/+1 counters on Ronan.</p> <p>I Will Cure It! Main [Intellect]: Name a team affiliation. Look at an enemy player's hand and discard each card with that team affiliation.</p>	
MCU1-040	Ultron	Main Character	L1	MCU Villains	1	5	2			<p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p> <p>There's Only One Path To Peace Build [Energy]: Put the lowest level Ultron from your Ultron Facility onto your side.</p>	<p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p> <p>There's Only One Path To Peace Build [Energy]: Put the lowest level Ultron from your Ultron Facility onto your side.</p>	If all your Ultrons are in the Ultron Facility at the same time, you lose the game.
MCU1-041	Ultron	Main Character	L2	MCU Villains	3	7	2		X	<p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p> <p>There's Only One Path To Peace Build [Energy]: Put the lowest level Ultron from your Ultron Facility onto your side.</p>	<p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p> <p>There's Only One Path To Peace Build [Energy]: Put the lowest level Ultron from your Ultron Facility onto your side.</p>	If all your Ultrons are in the Ultron Facility at the same time, you lose the game.
MCU1-042	Ultron	Main Character	L3	MCU Villains	5	9	3	X	X	<p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p> <p>Your Extinction Build [Might][Might][Might][Might]: Each enemy player lifts all of their cards thousands of feet into the air and then drops them into their KO pile.</p>	<p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p> <p>Your Extinction Build [Might][Might][Might][Might]: Each enemy player lifts all of their cards thousands of feet into the air and then drops them into their KO pile.</p>	Enemy does not have to damage any of their cards. Your Extinction wins the game.
MCU1-043	Killian	Supporting Character	1	MCU Villains	1	1	1			<p>The Extremis Virus Main [Might]: Put three +1/+1 counters on another character.</p>	<p>The Extremis Virus Main [Might]: Put three +1/+1 counters on another character.</p>	
MCU1-044	Whiplash	Supporting Character	1	MCU Villains	2	2	2			<p>Energy Whips Main [Energy]: Put a -1/-1 counter on an enemy character. If it's in the back row, move it to its front row.</p>	<p>Energy Whips Main [Energy]: Put a -1/-1 counter on an enemy character. If it's in the back row, move it to its front row.</p>	
MCU1-045	Crossbones	Supporting Character	2	MCU Villains	5	5	1			<p>I've Been Waiting for This Crossbones can only attack main characters.</p>	<p>I've Been Waiting for This Crossbones can only attack main characters.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MCU1-046	Mandarin	Supporting Character	2	MCU Villains	4	4	1			<p>One of a Kind You may only have one of this card in your deck.</p> <p>You'll Never See Me Coming When Mandarin is KO'd, remove him from the game. If you do, put a random card from Behind the Camera into your hand.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>You'll Never See Me Coming When Mandarin is KO'd, remove him from the game. If you do, put a random card from Behind the Camera into your hand.</p>	
MCU1-047	The Ten Rings	Supporting Character	0	MCU Villains	10	10	1			<p>Behind the Camera This card can't start the game in your Behind the Camera Pile.</p> <p>A Lesson in What's Real At the end of the turn, or if The Ten Rings would leave play, put it Behind the Camera.</p>	<p>Behind the Camera This card starts the game in your Behind the Camera Pile.</p> <p>A Lesson in What's Real At the end of the turn, or if The Ten Rings would leave play, put it Behind the Camera.</p>	
MCU1-048	Trevor Slattery	Supporting Character	2	MCU Villains	0	1	1			<p>Behind the Camera This card can't start the game in your Behind the Camera Pile.</p> <p>It's Just a Role Trevor can't appear or be played as a resource.</p>	<p>Behind the Camera This card starts the game in your Behind the Camera Pile.</p> <p>It's Just a Role Trevor can't appear or be played as a resource.</p>	
MCU1-049	Destroyer	Supporting Character	3	MCU Villains	5	3	1		X	<p>Odinforce Blast Combat [Energy]: Destroyer gets +5 ATK this combat.</p>	<p>Odinforce Blast Combat [Energy]: Destroyer gets +5 ATK this combat.</p>	
MCU1-050	Nebula	Supporting Character	3	MCU Villains	4	4	1			<p>Rivalry When Nebula appears, name a character. Nebula gets +4/+4 while in combat against supporting characters with that name.</p>	<p>Rivalry When Nebula appears, name a character. Nebula gets +4/+4 while in combat against supporting characters with that name.</p>	
MCU1-051	Iron Monger	Supporting Character	4	MCU Villains	5	5	1	X	X	<p>The Golden Goose Build [Intellect]: Choose another player. You can recruit characters from their KO pile this turn.</p>	<p>The Golden Goose Build [Intellect]: Choose another player. You can recruit characters from their KO pile this turn.</p>	
MCU1-052	Ronan	Supporting Character	4	MCU Villains	3	6	2			<p>You Stand Accused Main [Might]: KO a face-down enemy supporting character.</p>	<p>You Stand Accused Main [Might]: KO a face-down enemy supporting character.</p>	
MCU1-053	Chitauri Leviathan	Supporting Character	5	MCU Villains	4	6	2		X	<p>Swarm You can have any number of this character on your side. This power can't be turned off.</p> <p>Interstellar Transport Main [Skill]: Ready another [MCU Villain] character. It has [flight] this turn.</p>	<p>Swarm You can have any number of this character on your side. This power can't be turned off.</p> <p>Interstellar Transport Main [Skill]: Ready another [MCU Villain] character. It has [Flight] this turn.</p>	
MCU1-054	Malekith	Supporting Character	5	MCU Villains	6	7	1			<p>Eternal Night Main [Intellect]: Remove an enemy hand from the game face down. At the end of the turn, put those cards back into that player's hand.</p>	<p>Eternal Night Main [Intellect]: Remove an enemy hand from the game face down. At the end of the turn, put those cards back into that player's hand.</p>	
MCU1-055	Abomination	Supporting Character	6	MCU Villains	6	6	2			<p>Monstrous While Abomination is defending against a melee team attacking, he strikes back against each attacker.</p> <p>Jealous When another character gains one or more +1/+1 counters, you may put a +1/+1 counter on Abomination.</p>	<p>Monstrous While Abomination is defending against a melee attack, he strikes back against each attacker.</p> <p>Jealous When another character gains one or more +1/+1 counters, you may put a +1/+1 counter on Abomination.</p>	In the case of both you and your opponent controlling an abomination and their Jealous powers triggering off of each other infinitely, The active player choses a number of +1/+1 counters to gain and gains that many. The enemy abomination gains that many as well. The loop ends after this.
MCU1-056	Red Skull	Supporting Character	6	MCU Villains	5	8	1		X	<p>I Have Seen the Future and There Are No Flags! Enemy players can't play equipment, locations, or plot twists that have team affiliations.</p>	<p>I Have Seen the Future and There Are No Flags! Enemy players can't play equipment, locations, or plot twists that have team affiliations.</p>	
MCU1-057	Loki	Supporting Character	7	MCU Villains	6	8	2			<p>I Am Burdened With Glorious Purpose Once per turn, anytime you could play an [anyturn] Combat plot twist, you may discard a character card to give a character in the combat +ATK and +DEF equal to the discarded card's cost.</p>	<p>I Am Burdened With Glorious Purpose Once per turn, anytime you could play an [Anyturn] Combat plot twist, you may discard a character card to give a character in the combat +ATK and +DEF equal to the discarded card's cost.</p>	Loki doesn't have to be in combat to use this power. This power is not considered to be using a plot twist.
MCU1-058	Winter Soldier	Supporting Character	4	MCU Heroes, MCU Villains	4	4	2		X	<p>Combat Master While Winter Soldier is In combat, enemy players can't play plot twists.</p>	<p>Combat Master While Winter Soldier is In combat, enemy players can't play plot twists.</p>	
MCU1-059	I have an Army	Plot Twist		MCU Villains						<p>Main: Put a +1/+1 counter on each supporting character on your side.</p>	<p>Main: Put a +1/+1 counter on each supporting character on your side.</p>	
MCU1-060	Two More Grow in It's Place	Plot Twist		MCU Villains						<p>[Anyturn] Combat: Choose a defender on your side to get +2/+0 this combat. If it gets KO'd this combat, draw two cards.</p>	<p>[Anyturn] Combat: Choose a defender on your side to get +2/+0 this combat. If it gets KO'd this combat, draw two cards.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MCU1-061	Sokovia	Special Location		MCU Villains						[Energy] or [Intellect] or [Might] or [Skill] for a [MCU Villain] character on your side.	[Energy] or [Intellect] or [Might] or [Skill] for a [MCU Villain] character on your side.	
MCU1-062	He's a Friend From Work!	Plot Twist		Marvel						[Anyturn] Combat: If all characters in the combat are Good or they are all Evil, cancel the combat. Otherwise choose a character in the combat to get +2/+2 this combat.	[Anyturn] Combat: If all characters in the combat are Good or they are all Evil, cancel the combat. Otherwise choose a character in the combat to get +2/+2 this combat.	
MCU1-063	Laboratory	Basic Location								[Energy]	[Energy]	
MCU1-064	Academy	Basic Location								[Intellect]	[Intellect]	
MCU1-065	Fortress	Basic Location								[Might]	[Might]	
MCU1-066	Training Ground	Basic Location								[Skill]	[Skill]	
MCU2-001	Ant-Man	Main Character	L1	MCU Heroes	1	1	5			Shrink When Ant-Man gets attacked the first time each turn, you may cancel the combat. I Got Something Big Main [Might]: Ant-Man gains an XP But I Can't Hold It for Long Level Up (1)	Shrink When Ant-Man gets attacked for the first time each turn, you may cancel the combat. I Got Something Big Main [Might]: Ant-Man gains an XP But I Can't Hold It for Long Level Up (1)	
MCU2-002	Ant-Man	Main Character	L2	MCU Heroes	20	20	5			Does Anyone Have Any Orange Slices At the start of your Build Phase, Ant-Man becomes Level 1.	Does Anyone Have Any Orange Slices At the start of your Build Phase, Ant-Man becomes Level 1.	
MCU2-003	Black Panther	Main Character	L1	MCU Heroes	4	3	5			Pounce While Black Panther is attacking an exhausted character, it can't strike back at him. Warrior and King Level Up (4) - When Black Panther attacks, he gains 1 XP for each character he's protecting.	Pounce While Black Panther is attacking an exhausted character, it can't strike back at him. Warrior and King Level Up (4) - When Black Panther attacks, he gains 1 XP for each character he's protecting.	
MCU2-004	Black Panther	Main Character	L2	MCU Heroes	8	5	5			Pounce While Black Panther is attacking an exhausted character, it can't strike back at him. Vibranium Weave Suit [Anyturn] Combat [Might]: If Black Panther is defending, he can't be struck this turn.	Pounce While Black Panther is attacking an exhausted character, it can't strike back at him. Vibranium Weave Suit [Anyturn] Combat [Might]: If Black Panther is defending, he can't be struck this turn.	
MCU2-005	Doctor Strange	Main Character	L1	MCU Heroes	2	5	5			Sling Ring Build [Skill]: Search your deck for a basic location, reveal it, and put it into your hand. Teach Me Level Up (3) - When you play your first plot twist each turn, if you also played a location and character that turn, Doctor Strange gains an XP.	Sling Ring Build [Skill]: Search your deck for a basic location, reveal it, and put it into your hand. Teach Me Level Up (3) - When you play your first plot twist each turn, if you also played a location and character that turn, Doctor Strange gains an XP.	
MCU2-006	Doctor Strange	Main Character	L2	MCU Heroes	6	7	5	X		Sling Ring Build [Skill]: Search your deck for a basic location, reveal it, and put it into your hand. Dormammu, I've Come to Bargain! Main [Energy][Intellect][Might]: Take an extra turn after this one.	Sling Ring Build [Skill]: Search your deck for a basic location, reveal it, and put it into your hand. Dormammu, I've Come to Bargain! Main [Energy][Intellect][Might]: Take an extra turn after this one.	
MCU2-007	Scarlet Witch	Main Character	L1	MCU Heroes	2	4	5	X		Neuroelectric Interfacing, Telekinesis, Mental Manipulation Main [Energy]: Look at an enemy player's hand and choose any number of characters there. That player shuffles them into their deck, then they draw that many cards. Terrible Loss Level Up (3) - When another character on your side gets stunned on an enemy player's turn, Scarlet Witch gains an XP.	Neuroelectric Interfacing, Telekinesis, Mental Manipulation Main [Energy]: Look at an enemy player's hand and choose any number of characters there. That player shuffles them into their deck, then they draw that many cards. Terrible Loss Level Up (3) - When another character on your side gets stunned on an enemy player's turn, Scarlet Witch gains an XP.	
MCU2-008	Scarlet Witch	Main Character	L2	MCU Heroes	5	7	5	X		Neuroelectric Interfacing, Telekinesis, Mental Manipulation Main [Energy]: Look at an enemy player's hand and choose any number of characters there. That player shuffles them into their deck, then they draw that many cards. Everybody's Afraid of Something Main [Intellect]: Choose an enemy character. For the rest of the game, it and characters with the same name can't attack Scarlet Witch.	Neuroelectric Interfacing, Telekinesis, Mental Manipulation Main [Energy]: Look at an enemy player's hand and choose any number of characters there. That player shuffles them into their deck, then they draw that many cards. Everybody's Afraid of Something Main [Intellect]: Choose an enemy character. For the rest of the game, it and characters with the same name can't attack Scarlet Witch.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MCU2-009	Vision	Main Character	L1	MCU Heroes	3	3	6	X	X	<p>There Is Grace In Their Failings Build [Intellect]: Choose a character in your KO pile and shuffle all copies of it into your deck. Draw that many cards.</p> <p>It Is a Privilege to Be Among Them Level Up (12) - At the end of your turn, Vision gains 1 XP for each supporting character on all sides.</p>	<p>There Is Grace In Their Failings Build [Intellect]: Choose a character in your KO pile and shuffle all copies of it into your deck. Draw that many cards.</p> <p>It Is a Privilege to Be Among Them Level Up (12) - At the end of your turn, Vision gains 1 XP for each supporting character on all sides.</p>	
MCU2-010	Vision	Main Character	L2	MCU Heroes	6	6	6	X	X	<p>There Is Grace In Their Failings Build [Intellect]: Choose a character in your KO pile and shuffle all copies of it into your deck. Draw that many cards.</p> <p>It's As I Said. Catastrophe. When a supporting character attacks another supporting character, they stun each other.</p>	<p>There Is Grace In Their Failings Build [Intellect]: Choose a character in your KO pile and shuffle all copies of it into your deck. Draw that many cards.</p> <p>It's As I Said. Catastrophe. When a supporting character attacks another supporting character, they stun each other.</p>	
MCU2-011	Ant-Man	Supporting Character	1	MCU Heroes	2	2	1			<p>Gonna Have to Take This to The Shop When Ant-Man appears, put two -1/-1 counters on an enemy main character.</p>	<p>Gonna Have to Take This to The Shop When Ant-Man appears, put two -1/-1 counters on an enemy main character.</p>	
MCU2-012	Ancient One	Supporting Character	2	MCU Heroes	2	4	1			<p>Death Is What Gives Life Meaning Other supporting characters on your side have +1 [health].</p>	<p>Death Is What Gives Life Meaning Other supporting characters on your side have +1 [Health].</p>	
MCU2-013	Phil Coulson	Supporting Character	2	MCU Heroes	3	3	1		X	<p>They Need Someone to Avenge At the start of your Build Phase, if Phil is in your KO pile, remove him from the game. Then put a +1/+1 counter on any number of characters on your side.</p>	<p>They Need Someone to Avenge At the start of your Build Phase, if Phil is in your KO pile, remove him from the game. Then put a +1/+1 counter on any number of characters on your side.</p>	
MCU2-014	Black Panther	Supporting Character	3	MCU Heroes	4	2	2			<p>Bulletproof Characters with [ranged] can't strike Black Panther. (Even in <i>melee combat</i>.)</p>	<p>Bulletproof Characters with [Range] can't strike Black Panther. (Even in <i>melee combat</i>.)</p>	
MCU2-015	Hawkeye	Supporting Character	3	MCU Heroes	2	5	1		X	<p>I See Better From a Distance Combat [Skill]: When Hawkeye strikes a character while ranged attacking this combat, stun that character.</p>	<p>I See Better From a Distance Combat [Skill]: When Hawkeye strikes a character while ranged attacking this combat, stun that character.</p>	
MCU2-016	Doctor Strange	Supporting Character	4	MCU Heroes	3	8	1	X		<p>Astral Projection Build [Intellect]: Look at an enemy player's hand. You may pay any amount of recruit points. That player discards each character in their hand with that cost.</p>	<p>Astral Projection Build [Intellect]: Look at an enemy player's hand. You may pay any amount of recruit points. That player discards each character in their hand with that cost.</p>	
MCU2-017	Quicksilver	Supporting Character	5	MCU Heroes	7	6	1			<p>He's Fast Combat [Skill]: Enemy players can't use super powers, play plot twists, or power-up characters this combat.</p>	<p>He's Fast Combat [Skill]: Enemy players can't use super powers, play plot twists, or power-up characters this combat.</p>	
MCU2-018	Scarlet Witch	Supporting Character	6	MCU Heroes	4	7	1		X	<p>She's Weird Main [Energy][Might]: Remove an XP from an enemy main character. If they have none, reduce their Level by one instead and they gain XP equal to one less than their Level Up number.</p>	<p>She's Weird Main [Energy][Might]: Remove an XP from an enemy main character. If they have none, reduce their Level by one instead and they gain XP equal to one less than their Level Up number.</p>	
MCU2-019	Vision	Supporting Character	7	MCU Heroes	14	14	1	X	X	<p>Well, I Was Born Yesterday When Vision appears, he gets -7/-7 until the start of your next turn.</p>	<p>Well, I Was Born Yesterday When Vision appears, he gets -7/-7 until the start of your next turn.</p>	
MCU2-020	Odin	Supporting Character	8	MCU Heroes	11	11	3			<p>You Are Unworthy of Your Title Each enemy main character's base ATK/DEF is 1/1.</p>	<p>You Are Unworthy of Your Title Each enemy main character's base ATK/DEF is 1/1.</p>	
MCU2-021	Christine Palmer	Supporting Character	1	MCU Heroes	1	1	1			<p>One of a Kind You may only have one of this card in your deck.</p> <p>I've Never Seen a Wound Like This At the start of your Main Phase, you may heal a wound from a main character on your side named Doctor Strange.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>I've Never Seen a Wound Like This At the start of your Main Phase, you may heal a wound from a main character on your side named Doctor Strange.</p>	
MCU2-022	Suit Up	Plot Twist		MCU Heroes						<p>Main: Choose a character on your side to get +2/+0, [flight], and [ranged] this turn.</p>	<p>Main: Choose a character on your side to get +2/+0, [Flight], and [Ranged] this turn.</p>	
MCU3-001	Dormammu	Main Character	L1	MCU Villains	2	5	7	X		<p>Your World Is Now My World Main [Intellect]: Remove cards from the top of one enemy deck from the game until you remove a basic location.</p> <p>Like All Worlds Level Up (30) - At the end of your turn, Dormammu gains 1 XP for each card that is removed from the game.</p>	<p>Your World Is Now My World Main [Intellect]: Remove cards from the top of one enemy deck from the game until you remove a basic location.</p> <p>Like All Worlds Level Up (30) - At the end of your turn, Dormammu gains 1 XP for each card that is removed from the game.</p>	
MCU3-002	Dormammu	Main Character	L2	MCU Villains	3	8	7	X		<p>Your World Is Now My World Main [Intellect]: Remove cards from the top of one enemy deck from the game until you remove a basic location.</p> <p>You Will Spend Eternity Dying Main [Energy][Energy]: Choose a player whose deck has no cards. Wound their main character. Then wound it again and again as many times as you would like.</p>	<p>Your World Is Now My World Main [Intellect]: Remove cards from the top of one enemy deck from the game until you remove a basic location.</p> <p>You Will Spend Eternity Dying Main [Energy][Energy]: Choose a player whose deck has no cards. Wound their main character. Then wound it again and again as many times as you would like.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MCU3-003	Ego	Main Character	L1	MCU Villains	4	4	6	X		<p>Friendly Ego can't attack.</p> <p>After All These Years I've Found You Level Up (1) - When a supporting character named Star-Lord appears, Ego gains an XP.</p>	<p>Friendly Ego can't attack.</p> <p>After All These Years I've Found You Level Up (1) - When a supporting character named Star-Lord appears, Ego gains an XP.</p>	
MCU3-004	Ego	Main Character	L2	MCU Villains	6	6	6	X		<p>Angry Ego must be in your first attack each turn if able. (It can be a team attack.)</p> <p>Soon We Will Be All There Is Build[Energy]: Turn a face-down location in your resource row face up and move it to your front row. It is now a 6/6 supporting character named Ego's Expansion with 1 [health], [MCU Villain], and Swarm.</p>	<p>Angry Ego must be in your first attack each turn if able. (It can be a team attack.)</p> <p>Soon We Will Be All There Is Build [Energy]: Turn a face-down location in your resource row face up and move it to your front row. It is now a 6/6 supporting character named Ego's Expansion with 1 [Health], [MCU Villain], and Swarm.</p>	Once this happens it will stop being a location.
MCU3-005	Hela	Main Character	L1	MCU Villains	2	5	6		X	<p>You Have No Idea What's Possible Reaction [Intellect]: When an enemy character gains a +1/+1 counter or equips an equipment, remove all +1/+1 counters from it and KO all equipment on it.</p> <p>My Father Is Dead, As Are The Princes Level Up (6) - At the end of your turn, Hela gains 1 XP for each character in enemy KO piles.</p>	<p>You Have No Idea What's Possible Reaction [Intellect]: When an enemy character gains a +1/+1 counter or equips an equipment, remove all +1/+1 counters from it and KO all equipment on it.</p> <p>My Father Is Dead, As Are The Princes Level Up (6) - At the end of your turn, Hela gains 1 XP for each character in enemy KO piles.</p>	
MCU3-006	Hela	Main Character	L2	MCU Villains	7	5	6		X	<p>You Have No Idea What's Possible Reaction [Intellect]: When an enemy character gains a +1/+1 counter or equips an equipment, remove all +1/+1 counters from it and KO all equipment on it.</p> <p>By the Eternal Flame, You Are Reborn Build [Might][Might]: Put all characters from one KO pile onto your side. At the end of your turn, remove those characters from the game. If any of them would leave play remove them from the game instead.</p>	<p>You Have No Idea What's Possible Reaction [Intellect]: When an enemy character gains a +1/+1 counter or equips an equipment, remove all +1/+1 counters from it and KO all equipment on it.</p> <p>By the Eternal Flame, You Are Reborn Build [Might][Might]: Put all characters from one KO pile onto your side. At the end of your turn, remove those characters from the game. If any of them would leave play remove them from the game instead.</p>	
MCU3-007	Thanos	Main Character	L1	MCU Villains	4	3	6			<p>Bathe the Star-Ways With Blood Main [Energy]: Put a -1/-1 counter on each enemy supporting character.</p> <p>Fine. I'll Do It Myself. Level Up (6) - When Thanos KOs a supporting character, he gains XP equal to its cost.</p>	<p>Bathe the Star-Ways With Blood Main [Energy]: Put a -1/-1 counter on each enemy supporting character.</p> <p>Fine. I'll Do It Myself. Level Up (6) - When Thanos KOs a supporting character, he gains XP equal to its cost.</p>	
MCU3-008	Thanos	Main Character	L2	MCU Villains	7	6	6			<p>Bathe the Star-Ways With Blood Main [Energy]: Put a -1/-1 counter on each enemy supporting character.</p> <p>You Will Know What It's Like To Lose Main [Might]: Wound each face-down enemy main character.</p>	<p>Bathe the Star-Ways With Blood Main [Energy]: Put a -1/-1 counter on each enemy supporting character.</p> <p>You Will Know What It's Like To Lose Main [Might]: Wound each face-down enemy main character.</p>	
MCU3-009	Yellowjacket	Main Character	L1	MCU Villains	1	6	5		X	<p>Energy Pulse Stinger Main [Energy]: Stun an enemy supporting character with 3 ATK or less.</p> <p>The Future of War Level Up (4) - When you recruit a character with 3 ATK or less, Yellowjacket gains an XP.</p>	<p>Energy Pulse Stinger Main [Energy]: Stun an enemy supporting character with 3 ATK or less.</p> <p>The Future of War Level Up (4) - When you recruit a character with 3 ATK or less, Yellowjacket gains an XP.</p>	
MCU3-010	Yellowjacket	Main Character	L2	MCU Villains	1	10	5		X	<p>Energy Pulse Stinger Main [Energy]: Stun an enemy supporting character with 3 ATK or less.</p> <p>Magnified Strength [Anyturn] Combat [Might]: Yellowjacket strikes with ten times his ATK this combat.</p>	<p>Energy Pulse Stinger Main [Energy]: Stun an enemy supporting character with 3 ATK or less.</p> <p>Magnified Strength [Anyturn] Combat [Might]: Yellowjacket strikes with ten times his ATK this combat.</p>	
MCU3-011	Yellowjacket	Supporting Character	1	MCU Villains	2	1	1		X	<p>Shrink When Yellowjacket is attacked for the first time each turn, you may cancel the combat.</p>	<p>Shrink When Yellowjacket gets attacked for the first time each turn, you may cancel the combat.</p>	
MCU3-012	Grandmaster	Supporting Character	2	MCU Villains	0	3	1			<p>It's Main Event Time! Whenever a main character on your side attacks another main character, put two +1/+1 counters on the attacking main character.</p>	<p>It's Main Event Time! Whenever a main character on your side attacks another main character, put two +1/+1 counters on the attacking main character.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MCU3-013	Skurge	Supporting Character	2	MCU Villains	3	2	1		X	Des And Troy Main [Skill]: Put two -1/-1 counters on each of two enemy characters.	Des And Troy Main [Skill]: Put two -1/-1 counters on each of two enemy characters.	
MCU3-014	Mordo	Supporting Character	3	MCU Villains	5	4	1			Too Many Sorcerers Enemy characters can't use super powers.	Too Many Sorcerers Enemy characters can't use super powers.	
MCU3-015	Ulysses Klaue	Supporting Character	3	MCU Villains	3	4	1		X	Hand Cannon Combat [Might]: Choose a defender to get -1/-1 this combat for each card in your hand.	Hand Cannon Combat [Might]: Choose a defender to get -1/-1 this combat for each card in your hand.	
MCU3-016	Kaecilius	Supporting Character	4	MCU Villains	2	2	1			Fold Space And Matter Main [Energy][Intellect]: Exhaust all resources. They can't ready until after your next turn. <i>(An exhausted resource doesn't produce recruit points.)</i>	Fold Space And Matter Main [Energy][Intellect]: Exhaust all resources. They can't ready until after your next turn. <i>(An exhausted resource doesn't produce recruit points.)</i>	
MCU3-017	Hela	Supporting Character	5	MCU Villains	4	5	2			Goddess of Death Each enemy supporting character's base [health] is 1.	Goddess of Death Each enemy supporting character's base [Health] is 1.	
MCU3-018	Dormammu	Supporting Character	6	MCU Villains	3	3	2	X		The Dark Dimension When Dormammu appears or recovers, put a +1/+1 counter on him for each face-down resource on your side.	The Dark Dimension When Dormammu appears or recovers, put a +1/+1 counter on him for each face-down resource on your side.	
MCU3-019	Ego	Supporting Character	7	MCU Villains	7	7	1	X		I'm What's Called a Celestial While Ego is in combat with an enemy character, its ATK and DEF each can't be higher than 6. <i>(For example, if it was 10/4 it would become 6/4 during the combat.)</i>	I'm What's Called a Celestial While Ego is in combat with an enemy character, its ATK and DEF each can't be higher than 6. <i>(For example, if it was 10/4 it would become 6/4 during the combat.)</i>	
MCU3-020	Thanos	Supporting Character	8	MCU Villains	10	10	3			Dread It. Run From It. Destiny Still Arrives. At the start of each enemy player's Main Phase, that player KOs a character on their side	Dread It. Run From It. Destiny Still Arrives. At the start of each enemy player's Main Phase, that player KOs a character on their side	
MCU3-021	I Thought You Would Be Glad To See Me	Plot Twist		MCU Villains						[Anyturn] Combat: Choose a main character in the combat to get +3/+3 this combat.	[Anyturn] Combat: Choose a main character in the combat to get +3/+3 this combat.	
MCU3-022	Mantis	Supporting Character	1	MCU Heroes	0	2	1			One of a Kind You may only have one of this card in your deck. I Help My Master Sleep At the start of your Main Phase, if a main character on your side is named Ego, you may exhaust him. If you do, put three +1/+1 counters on him.	One of a Kind You may only have one of this card in your deck. I Help My Master Sleep At the start of your Main Phase, if a main character on your side is named Ego, you may exhaust him. If you do, put three +1/+1 counters on him.	
SPF-001	Spider-Man	Main Character	L1	Spider-Friends	4	4	6			Climb, Symbiosis Unhealthy Relationship At the end of your turn, stun Spider-Man. I Can and Will Fight You Build [Energy][Intellect]: Spider-Man becomes Level 2. Choose an enemy player. They may equip an Alien Symbiote token to a face-up supporting character on their side.	Climb, Symbiosis Unhealthy Relationship At the end of your turn, stun Spider-Man. I Can and Will Fight You Build [Energy][Intellect]: Spider-Man becomes Level 2. Choose an enemy player. They may equip an Alien Symbiote token to a face-up supporting character on their side.	
SPF-002	Spider-Man	Main Character	L2	Spider-Friends	6	6	5			Climb, Dodge, Stealth Websling Main [Skill]: Pull a back row enemy character to its front row.	Climb, Dodge, Stealth Websling Main [Skill]: Pull a back row enemy character to its front row.	
SPF-003	Scarlet Spider	Main Character	L1	Spider-Friends	2	5	5			Spider-Clone If you would put Scarlet Spider on your side during setup, put a character from your Spider Web on your side instead. If that character would become Level 2, transform it into Level 2 Scarlet Spider instead, then put this card and that Level 1 main character into your Clone Pile.	Spider-Clone If you would put Scarlet Spider on your side during setup, put a character from your Spider Web on your side instead. If that character would become Level 2, transform it into Level 2 Scarlet Spider instead, then put this card and that Level 1 main character into your Clone Pile.	Your Spider Web is an out-of-play pile that includes up to one copy of every other Marvel Level 1 main character with "Spider" in its name.
SPF-004	Scarlet Spider	Main Character	L2	Spider-Friends	4	8	5			Climb Clone Wars If Scarlet Spider would get wounded, reveal a random card from your Clone Pile. If you reveal any character other than Scarlet Spider, put it in your Spider Web and Scarlet Spider doesn't get wounded instead. Clone Saga Main [Intellect]: Add a character from your Spider Web to your Clone Pile.	Climb Clone Wars If Scarlet Spider would get wounded, reveal a random card from your Clone Pile. If you reveal any character other than Scarlet Spider, put it in your Spider Web and Scarlet Spider doesn't get wounded instead. Clone Saga Main [Intellect]: Add a character from your Spider Web to your Clone Pile.	Your Clone Pile is another out-of-play pile. It starts empty but during the game you'll put characters from your Spider Web into it.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
SPF-005	Spider-Woman	Main Character	L1	Spider-Friends	4	3	5	X		<p>Venom Blast [Anyturn] Combat [SKILL]: Choose a character in melee combat with Spider-Woman to get -0/-3 this combat.</p> <p>Up Close and Personal Level Up (3) - When Spider-Woman stuns an enemy character in melee combat, she gains an XP.</p>	<p>Venom Blast [Anyturn] Combat [Skill]: Choose a character in melee combat with Spider-Woman to get -0/-3 this combat.</p> <p>Up Close and Personal Level Up (3) - When Spider-Woman stuns an enemy character in melee combat, she gains an XP.</p>	This may result in a stun before the defending player gets priority.
SPF-006	Spider-Woman	Main Character	L2	Spider-Friends	7	6	5	X		<p>Venom Blast [Anyturn] Combat [SKILL]: Choose a character in melee combat with Spider-Woman to get -0/-3 this combat.</p> <p>Pheromone Control Enemy characters lose and can't gain powers while in melee combat with Spider-Woman.</p>	<p>Venom Blast [Anyturn] Combat [Skill]: Choose a character in melee combat with Spider-Woman to get -0/-3 this combat.</p> <p>Pheromone Control Enemy characters lose and can't gain powers while in melee combat with Spider-Woman.</p>	This may result in a stun before the defending player gets priority.
SPF-007	Madame Web	Supporting Character	1	Spider-Friends	0	1	1			<p>World Wide Web Each face-up character on your side with "Spider" in its name has +2/+2.</p>	<p>World Wide Web Each face-up character on your side with "Spider" in its name has +2/+2.</p>	
SPF-008	Flash Thompson	Supporting Character	1	Spider-Friends	0	3	1			<p>One of a Kind You may only have one of this card in your deck.</p> <p>Friends and Family [Spider-Friends] characters protecting this character have Fearless.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Friends and Family [Spider-Friends] characters protecting this character have Fearless.</p>	
SPF-009	Mary Jane Watson	Supporting Character	1	Spider-Friends	0	3	1			<p>One of a Kind You may only have one of this card in your deck.</p> <p>Friends and Family [Spider-Friends] characters protecting this character have Pounce.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Friends and Family [Spider-Friends] characters protecting this character have Pounce.</p>	
SPF-010	J. Jonah Jameson	Supporting Character	1	Spider-Friends	0	3	1			<p>One of a Kind You may only have one of this card in your deck.</p> <p>Friends and Family [Spider-Friends] characters protecting this character have Lethal.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Friends and Family [Spider-Friends] characters protecting this character have Lethal.</p>	
SPF-011	Aunt May	Supporting Character	1	Spider-Friends	0	3	1			<p>One of a Kind You may only have one of this card in your deck.</p> <p>Friends and Family [Spider-Friends] characters protecting this character have Noble.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Friends and Family [Spider-Friends] characters protecting this character have Noble.</p>	
SPF-012	Black Cat	Supporting Character	2		3	2	1			<p>Climb</p> <p>Personal Loyalty While Spider-Man is a main character on your side, Black Cat is [SPIDER-FRIENDS] and has Ferocious.</p> <p>While Spider-Man isn't a main character on your side, Black Cat is [FEMMES] and has Stealth.</p>	<p>Climb</p> <p>Personal Loyalty While Spider-Man is a main character on your side, Black Cat is [Spider-Friends] and has Ferocious.</p> <p>While Spider-Man isn't a main character on your side, Black Cat is [Femmes] and has Stealth.</p>	
SPF-013	Silver Sable	Supporting Character	3	Spider-Friends	2	5	1		X	<p>Killer Hunter Silver Sable has +3/+0 while attacking an Evil character.</p> <p>Silver Sable International You pay 1 less to recruit Good characters and equipment, to a minimum of 1.</p>	<p>Killer Hunter Silver Sable has +3/+0 while attacking an Evil character.</p> <p>Silver Sable International You pay 1 less to recruit Good characters and equipment, to a minimum of 1.</p>	
SPF-014	Scarlet Spider	Supporting Character	3	Spider-Friends	1	3	2			<p>Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Scarlet Spider.</p> <p>Paralytic Darts Main [SKILL]: Choose an enemy supporting character. That character is Immobile (<i>it can't move during its Formation Step</i>).</p>	<p>Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Scarlet Spider.</p> <p>Paralytic Darts Main [Skill]: Choose an enemy supporting character. That character is Immobile (<i>it can't move during its Formation Step</i>).</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
SPF-015	Prowler	Supporting Character	4	Spider-Friends	4	4	1		X	<p>Stealth Prowler can melee attack back row characters even while they're protected.</p> <p>Self-Taught Tinkerer Once per turn, during your Build Phase, you may discard a supporting character. If you do, Prowler has that character's Main and Combat super powers this turn.</p>	<p>Stealth Prowler can melee attack protected characters.</p> <p>Self-Taught Tinkerer Once per turn, during your Build Phase, you may discard a supporting character. If you do, Prowler has that character's printed Main and Combat super powers this turn.</p>	
SPF-016	Silk	Supporting Character	4	Spider-Friends	4	7	1			<p>Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Silk.</p> <p>Silk-Sense [ANYTURN] Combat [INTELLECT]: Choose an enemy attacker to get -4/-0 this combat.</p>	<p>Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Silk.</p> <p>Silk-Sense [Anyturn] Combat [Intellect]: Choose an enemy attacker to get -4/-0 this combat.</p>	
SPF-017	Spider-Man 2099	Supporting Character	5	Spider-Friends	6	6	1	X		<p>Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Spider-Man 2099.</p> <p>Afterimage When Spider-Man 2099 Powers Up in combat, you may cancel the combat.</p>	<p>Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Spider-Man 2099.</p> <p>Afterimage When Spider-Man 2099 Powers Up in combat, you may cancel the combat.</p>	
SPF-018	Spider-Woman	Supporting Character	6	Spider-Friends	5	8	2	X		<p>Tough When Spider-Woman gets stunned, you may recover her (<i>She still gets wounded.</i>)</p> <p>Regeneration At the start of your turn, if Spider-Woman's face up, heal a wound from her.</p>	<p>Tough When Spider-Woman gets stunned, you may recover her (<i>She still gets wounded.</i>)</p> <p>Regeneration At the start of your turn, heal a wound from Spider-Woman.</p>	
SPF-019	Spider-Man	Supporting Character	7	Spider-Friends	8	8	2			<p>Spider-Powers Build [Energy] or [Intellect] or [Might] or [Skill]: Spider-Man has one of the following that he doesn't already have -- Climb, Dodge, Ferocious, Genius, Grab, Leader, Leap, or Mobile. He may use this power any number of times on your turn.</p>	<p>Spider-Powers Build [Energy] or [Intellect] or [Might] or [Skill]: Spider-Man has one of the following that he doesn't already have -- Climb, Dodge, Ferocious, Genius, Grab, Leader, Leap, or Mobile. He may use this power any number of times on your turn.</p>	
SPF-020	Great Power and Great Responsibility	Plot Twist		Spider-Friends						<p>Main: Put two +1/+1 counters on a [Spider-Friends] character who is protecting another character.</p>	<p>Main: Put two +1/+1 counters on a [Spider-Friends] character who is protecting another character.</p>	
SPF-021	Alien Symbiote	Equipment - Token	0							<p>Symbiotic Relationship Equipped character has Climb, Symbiosis, and +1 [health]. This power can't be turned off.</p> <p>Parasitic Bond This equipment can't be KO'd or unequipped from its character until that character leaves play. This power can't be turned off.</p>	<p>Symbiotic Relationship Equipped character has Climb, Symbiosis, and +1 [Health]. This power can't be turned off.</p> <p>Parasitic Bond This equipment can't be KO'd or unequipped from its character until that character leaves play. This power can't be turned off.</p>	When a character with the Alien Symbiote is turned face down but isn't KO'd, just keep the equipment token face up and ready, just like when it's equipped to a face-up character (it doesn't exhaust or turn face down).
SPF-022	Daily Bugle	Special Location		Spider-Friends						<p>[Energy] or [Intellect] or [Might] or [Skill] for a [Spider-Friends] character.</p>	<p>[Energy] or [Intellect] or [Might] or [Skill] for a [Spider-Friends] character.</p>	
SYN-001	Electro	Main Character	L1	Sinister Syndicate	6	3	1		X	<p>Sinister Six</p> <p>Electrostatic Blast Main [Energy]: Stun an enemy character.</p>	<p>Sinister Six</p> <p>Electrostatic Blast Main [Energy]: Stun an enemy character.</p>	
SYN-002	Kraven the Hunter	Main Character	L1	Sinister Syndicate	3	5	1			<p>Sinister Six, Hunter</p> <p>Spring the Trap Reaction [SKILL]: When an enemy supporting character appears, put three -1/-1 counters on it.</p>	<p>Sinister Six, Hunter</p> <p>Spring the Trap Reaction [Skill]: When an enemy supporting character appears, put three -1/-1 counters on it.</p>	
SYN-003	Mysterio	Main Character	L1	Sinister Syndicate	1	6	1			<p>Sinister Six, Stealth</p> <p>Hallucinogenic Gas Once per turn, you may play a plot twist from your hand as a copy of any [SINISTER SYNDICATE] plot twist.</p>	<p>Sinister Six, Stealth</p> <p>Hallucinogenic Gas Once per turn, you may play a plot twist from your hand as a copy of any [Sinister Syndicate] plot twist.</p>	
SYN-004	Sandman	Main Character	L1	Sinister Syndicate	8	2	1			<p>Sinister Six, Durable</p> <p>Nice Try Spider-Man, But I'm Made of Sand! [ANYTURN] Combat [MIGHT]: Sandman can't be struck this combat.</p>	<p>Sinister Six, Durable</p> <p>Nice Try Spider-Man, But I'm Made of Sand! [Anyturn] Combat [Might]: Sandman can't be struck this combat.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
SYN-005	Vulture	Main Character	L1	Sinister Syndicate	4	4	1	X		Sinister Six Electromagnetic Wing Harness Main [INTELLECT]: Whenever Vulture stuns an enemy character without [FLIGHT] this turn, ready him.	Sinister Six Electromagnetic Wing Harness Main [Intellect]: Whenever Vulture stuns an enemy character without [Flight] this turn, ready him.	
SYN-006	Doctor Octopus	Main Character	L1	Sinister Syndicate	2	8	1			Sinister Six, Leader Brilliant Boss At the start of your Build Phase, if there is a face-up [SINISTER SYNDICATE] supporting character on your side, draw a card.	Sinister Six, Leader Brilliant Boss At the start of your Build Phase, if there is a face-up [Sinister Syndicate] supporting character on your side, draw a card.	
SYN-007	Chameleon	Supporting Character	1	Sinister Syndicate	3	2	1			Master of Disguise Chameleon has the printed keyword powers of face-up Sinister Six main characters on your side.	Master of Disguise Chameleon has the printed keyword powers of face-up Sinister Six main characters on your side.	
SYN-008	Mysterio	Supporting Character	2	Sinister Syndicate	2	5	1			Holographic Projector Plot twists in your hand lose their team affiliations.	Holographic Projector Plot twists in your hand lose their team affiliations.	
SYN-009	Vulture	Supporting Character	2	Sinister Syndicate	3	3	1	X		From Above Vulture has +1/+1 while attacking characters without [Flight]. Vulture has +1/+1 while attacking characters in the back row.	From Above Vulture has +1/+1 while attacking characters without [Flight]. Vulture has +1/+1 while attacking characters in the back row.	
SYN-010	Scorpion	Supporting Character	3	Sinister Syndicate	2	2	2			Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Scorpion. Poisonous Hatred Main [Might]: Put two -1/-1 counters on an enemy character. If that character is [Spider-Friends], put another two -1/-1 counters on it.	Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Scorpion. Poisonous Hatred Main [Might]: Put two -1/-1 counters on an enemy character. If that character is [Spider-Friends], put another two -1/-1 counters on it.	
SYN-011	Electro	Supporting Character	3	Sinister Syndicate	5	1	1		X	Electrocution When Electro appears, choose an enemy supporting character with more than one remaining health and wound it.	Electrocution When Electro appears, choose an enemy supporting character with more than one remaining health and wound it.	
SYN-012	Sandman	Supporting Character	4	Sinister Syndicate	6	4	2			Man of Sand While Sandman is attacking a front row character, it can't strike back at him.	Man of Sand While Sandman is attacking a front row character, it can't strike back at him.	
SYN-013	Kraven the Hunter	Supporting Character	5	Sinister Syndicate	3	7	2			Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Kraven. King of the Jungle Main [Skill]: Choose an enemy character. Kraven has Hunter twice while attacking that character this turn.	Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Kraven. King of the Jungle Main [Skill]: Choose an enemy character. Kraven has Hunter twice while attacking that character this turn.	
SYN-014	Doctor Octopus	Supporting Character	5	Sinister Syndicate	5	5	1			The Sinister Syndicate Reigns Supreme! When another [Sinister Syndicate] character on your side attacks, put a +1/+1 counter on Doc Ock. Master Plan Build [INTELLECT]: Draw a card for each +1/+1 counter on Doc Ock.	The Sinister Syndicate Reigns Supreme! When another [Sinister Syndicate] character on your side attacks, put a +1/+1 counter on Doc Ock. Master Plan Build [Intellect]: Draw a card for each +1/+1 counter on Doc Ock.	
SYN-015	Venom	Supporting Character	6	Sinister Syndicate	6	6	2			Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Venom. Symbiosis Venom can have and gain +1/+1 counters while stunned.	Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Venom. Symbiosis Venom can have and gain +1/+1 counters while stunned.	
SYN-016	Green Goblin	Supporting Character	7	Sinister Syndicate	7	7	2	X		Pumpkin Bomb Main [Energy]: Green Goblin strikes an enemy supporting character.	Pumpkin Bomb Main [Energy]: Green Goblin strikes an enemy supporting character.	This doesn't count as a combat and there will be no strike back.
SYN-017	Putting the Team Together	Plot Twist		Sinister Syndicate						Build: Remove the top six cards of your deck from the game. This Build Phase you may recruit [SINISTER SYNDICATE] characters from among them. At the end of your Build Phase, put the remaining cards on the bottom of your deck.	Build: Remove the top six cards of your deck from the game. This Build Phase you may recruit [Sinister Syndicate] characters from among them. At the end of your Build Phase, put the remaining cards on the bottom of your deck.	
SYN-018	Sinister Six	Plot Twist		Sinister Syndicate						One of a Kind You may only have one of this card in your deck. [Anyturn] Combat: Choose a [SINISTER SYNDICATE] character in the combat to get +6/+6 this combat.	One of a Kind You may only have one of this card in your deck. [Anyturn] Combat: Choose a [Sinister Syndicate] character in the combat to get +6/+6 this combat.	
SYN-019	Oscorp	Special Location		Sinister Syndicate						[Energy] or [Intellect] or [Might] or [Skill] for a [Sinister Syndicate] character.	[Energy] or [Intellect] or [Might] or [Skill] for a [Sinister Syndicate] character.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
DFX-001	Nighthawk	Main Character	L1	Defenders	2	5	5	X		<p>Sole Heir Build [INTELLECT]: Gain a Recruit Point.</p> <p>Spend Your Inheritance Level Up (3) - When Nighthawk uses Sole Heir, he gains an XP.</p>	<p>Sole Heir Build [Intellect]: Gain a Recruit Point.</p> <p>Spend Your Inheritance Level Up (3) - When Nighthawk uses Sole Heir, he gains an XP.</p>	
DFX-002	Nighthawk	Main Character	L2	Defenders	6	6	5	X		<p>Leader While Nighthawk is team attacking, you decide who the defender strikes back against.</p> <p>Night Watchman Nighthawk has +6/+6 during enemy players' turns.</p>	<p>Leader While Nighthawk is team attacking, you choose who the defender strikes.</p> <p>Night Watchman Nighthawk has +6/+6 during enemy players' turns.</p>	
DFX-003	Valkyrie	Main Character	L1	Defenders	2	4	6	X		<p>Spirits of the Dead Build [ENERGY]: Put a character from your KO pile into your hand.</p> <p>Perceive Death Level Up (6) - When another character is stunned in combat, Valkyrie gains an XP.</p>	<p>Spirits of the Dead Build [Energy]: Put a character from your KO pile into your hand.</p> <p>Perceive Death Level Up (6) - When another character is stunned in combat, Valkyrie gains an XP.</p>	
DFX-004	Valkyrie	Main Character	L2	Defenders	5	7	6	X		<p>Spirits of the Dead Build [ENERGY]: Put a character from your KO pile into your hand.</p> <p>Deathglow Build [INTELLECT][MIGHT]: Reveal your deck and put each character there into your KO pile. Then shuffle your deck.</p>	<p>Spirits of the Dead Build [Energy]: Put a character from your KO pile into your hand.</p> <p>Deathglow Build [Intellect][Might]: Reveal your deck and put each character there into your KO pile. Then shuffle your deck.</p>	
DFX-005	Namor	Main Character	L1	Defenders	3	3	6	X		<p>Terrible Rage Combat [Might]: Namor gets +1/+1 this combat for each exhausted enemy character.</p> <p>Atlantis Under Attack Level Up (4) - At the start of your Build Phase, Namor gains 1 XP for each exhausted enemy character.</p>	<p>Terrible Rage Combat [Might]: Namor gets +1/+1 this combat for each exhausted enemy character.</p> <p>Atlantis Under Attack Level Up (4) - At the start of your Build Phase, Namor gains 1 XP for each exhausted enemy character.</p>	This does count face-down exhausted enemy characters as well.
DFX-006	Namor	Main Character	L2	Defenders	6	6	6	X		<p>Violent Rage Combat [Might]: Namor gets +2/+2 this combat for each exhausted enemy character.</p> <p>Atlantis Besieged Level Up (4) - At the start of your Build Phase, Namor gains 1 XP for each exhausted enemy character.</p>	<p>Violent Rage Combat [Might]: Namor gets +2/+2 this combat for each exhausted enemy character.</p> <p>Atlantis Besieged Level Up (4) - At the start of your Build Phase, Namor gains 1 XP for each exhausted enemy character.</p>	This does count face-down exhausted enemy characters as well.
DFX-007	Namor	Main Character	L3	Defenders	8	8	7	X		<p>Murderous Rage Combat [Might]: Namor gets +3/+3 this combat for each exhausted enemy character.</p> <p>Atlantis Rises Build [Intellect]: Your side has a new row called Atlantis. Use this power only once this game.</p>	<p>Murderous Rage Combat [Might]: Namor gets +3/+3 this combat for each exhausted enemy character.</p> <p>Atlantis Rises Build [Intellect]: Your side has a new row called Atlantis. Namor can only use this power once this game.</p>	This does count face-down exhausted enemy characters as well. A player can't have more than one Atlantis row on their side. Atlantis works just like your front and back rows except Characters in Atlantis can't attack, they are 'protected' by face-up characters in your front row and back row, and they can't be attacked unless each character in your front and back rows is face down.
DFX-008	Red Guardian	Supporting Character	1	Defenders	2	2	1			<p>Belt Buckle Disc While Red Guardian is in combat, any time you could play an [ANYTURN] Combat plot twist, you may remove a +1/+1 counter from her to daze an enemy character in the combat.</p>	<p>Belt Buckle Disc While Red Guardian is in combat, any time you could play an [Anyturn] Combat plot twist, you may remove a +1/+1 counter from her to daze an enemy character in the combat.</p>	
DFX-009	Devil-Slayer	Supporting Character	2	Defenders	3	1	1			<p>Shadow Cloak Devil-Slayer can attack face-down characters.</p>	<p>Shadow Cloak Devil-Slayer can attack face-down characters.</p>	Treat it as a regular attack (both players can play Plot Twists, Power Up, etc.), but keep in mind the face-down character's powers are turned off and its team affiliation is not available for things like playing a plot twist.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
DFX-010	Beast	Supporting Character	2	Defenders	2	2	1			Climb At the start of your Main Phase, you may exhaust a location. If you do, put a +1/+1 counter on Beast. Acrobatic While in combat, Beast gets struck with double his DEF.	Climb At the start of your Main Phase, you may exhaust a location. If you do, put a +1/+1 counter on Beast. Acrobatic While in combat, Beast gets struck with double his DEF.	
DFX-011	Daredevil	Supporting Character	3	Defenders	4	5	1			Dodge Daredevil can't be ranged attacked. Dual Identity When you discard this card to power up Daredevil, draw a card.	Dodge Daredevil can't be ranged attacked. Dual Identity When you discard this card to power up Daredevil, draw a card.	
DFX-012	Gargoyle	Supporting Character	3	Defenders	3	3	1	X		Climb At the start of your Main Phase, you may exhaust a location. If you do, put a +1/+1 counter on Gargoyle. Grotesque Enemy characters get -1/-1 while in melee combat with Gargoyle for each +1/+1 counter on him.	Climb At the start of your Main Phase, you may exhaust a location. If you do, put a +1/+1 counter on Gargoyle. Grotesque Enemy characters get -1/-1 while in melee combat with Gargoyle for each +1/+1 counter on him.	This may result in a stun before the defending player gets priority.
DFX-013	Moondragon	Supporting Character	4	Defenders	3	6	1		X	Psionic Blast Main [Intellect]: Choose an enemy character. Put a -1/-1 counter on it, then another -1/-1 counter for each location on your side with an [Intellect] symbol.	Psionic Blast Main [Intellect]: Choose an enemy character. Put a -1/-1 counter on it, then another -1/-1 counter for each location on your side with an [Intellect] symbol.	
DFX-015	Clea	Supporting Character	6	Defenders	5	5	1	X		Sorceress Supreme of the Dark Dimension You pay 3 less to recruit Clea if each resource on your side is face down. Smart When Clea appears, draw a card.	Sorceress Supreme of the Dark Dimension You pay 3 less to recruit Clea if each resource on your side is face down. Smart When Clea appears, draw a card.	
DFX-014	Hellstrom	Supporting Character	5	Defenders	6	4	2	X	X	Black Halo Build [Energy]: Wound Hellstrom. Draw two cards.	Black Halo Build [Energy]: Wound Hellstrom. Draw two cards.	
DFX-016	Namor	Supporting Character	6	Defenders	6	6	2	X		Invade While Namor is attacking a back row character, it can't strike back at him. Safeguard Characters in Namor's row without Safeguard can't be attacked.	Invade While Namor is attacking a back row character, that character can't strike Namor. Safeguard Characters in Namor's row without Safeguard can't be attacked.	
DFX-017	Power Man	Supporting Character	7	Defenders	5	5	2			AKA Luke Cage Crash the Party When Power Man appears or recovers, you may say, "Sweet Christmas!" If you do, put a +1/+1 counter on him for each power on each enemy character (including [FLIGHT] and [RANGE]).	AKA Luke Cage Crash the Party When Power Man appears or recovers, you may say, "Sweet Christmas!" If you do, put a +1/+1 counter on him for each power on each enemy character (including [Flight] and [Range]).	
DFX-018	Hulk	Supporting Character	8	Defenders	10	10	4			Leap Hulk has [FLIGHT] during your turn. Puny Weapons Can't Hurt Hulk Hulk can't be KO'd in combat unless he has fatal wounds. This power remains on while he is stunned.	Leap Hulk has [Flight] on your turn. Puny Weapons Can't Hurt Hulk Hulk can't be KO'd in combat by an enemy character unless he has fatal wounds. This power remains on while he is stunned.	
DFX-019	Teleport	Plot Twist	4	Defenders						[ANYTURN] Combat: Remove a defending [Defenders] supporting character on your side from the game, then put it into its owner's resource row face down.	[Anyturn] Combat: Remove a defending [Defenders] supporting character on your side from the game, then put it into its owner's resource row face down.	
TBB-001	Angel	Main Character	L1	Scoobies	3	4	6			AKA Angelus Seek Redemption Level Up (4) - When Angel attacks an Evil character, he gains an XP. A Moment of True Happiness At the start of your Main Phase, you may reveal Buffy in your hand or on your side. If you do, transform Angel into [Forces of Darkness] Angelus Level 1.	AKA Angelus Seek Redemption Level Up (4) - When Angel attacks an Evil character, he gains an XP. A Moment of True Happiness At the start of your Main Phase, you may reveal Buffy in your hand or on your side. If you do, transform Angel into [Forces of Darkness] Angelus Level 1.	When Angel transforms into Angelus or vice versa, he keeps his orientation (ready/exhausted, face up/face down), all of his counters (including XP), and any effects on him.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
TBB-002	Angel	Main Character	L2	Scoobies	5	7	6			AKA Angelus A Vampire in Love With a Slayer Main [Intellect]: If Buffy is on your side and wounded, heal a wound from her and draw a card. Leave Without Saying Goodbye Main [Might][Might][Might]: KO all resources.	AKA Angelus A Vampire in Love With a Slayer Main [Intellect]: If Buffy is on your side and wounded, heal a wound from her and draw a card. Leave Without Saying Goodbye Main [Might][Might][Might]: KO all resources.	
TBB-003	Buffy	Main Character	L1	Scoobies	2	4	6			Slayer While Buffy is melee attacking, if she wounds an Evil supporting character, you may remove it from the game. She Alone Will Stand Against the Darkness Build [Might]: Put three +1/+1 counters on Buffy. Other characters on your side can't attack this turn. If the Apocalypse Comes, Beep Me. Level Up (7) - When a character on your side is attacked, Buffy gains an XP. If each attacker is Evil, she gains another XP.	Slayer While Buffy is melee attacking, if she wounds an Evil supporting character, you may remove it from the game. She Alone Will Stand Against the Darkness Build [Might]: Put three +1/+1 counters on Buffy. Other characters on your side can't attack this turn. If the Apocalypse Comes, Beep Me. Level Up (7) - When a character on your side is attacked, Buffy gains an XP. If each attacker is Evil, she gains another XP.	
TBB-004	Buffy	Main Character	L2	Scoobies	6	6	6			Slayer While Buffy is melee attacking, if she wounds an Evil supporting character, you may remove it from the game. She Alone Will Stand Against the Darkness Build [Might]: Put three +1/+1 counters on Buffy. Other characters on your side can't attack this turn. She Saved the World. A Lot. Main [Energy][Skill]: Buffy can Slay Evil main characters this turn. At the end of the turn, KO her.	Slayer While Buffy is melee attacking, if she wounds an Evil supporting character, you may remove it from the game. She Alone Will Stand Against the Darkness Build [Might]: Put three +1/+1 counters on Buffy. Other characters on your side can't attack this turn. She Saved the World. A Lot. Main [Energy][Skill]: Buffy can Slay Evil main characters this turn. At the end of the turn, KO her.	If you slay the last enemy Main Character in play, you win immediately! If the enemy Main Character survives, Buffy will get KO'd at the end of the turn.
TBB-005	Spike	Main Character	L1	Scoobies	3	3	6			I Like This World. Spike gets +1/+1 for each different basic location type on your side. The Demon Trials Level Up (6) - When Spike stuns an enemy character or gets stunned, he gains an XP.	I Like This World. Spike gets +1/+1 for each different basic location type on your side. The Demon Trials Level Up (6) - When Spike stuns an enemy character or gets stunned, he gains an XP.	
TBB-006	Spike	Main Character	L2	Scoobies	6	6	6			I Like This World. Spike gets +1/+1 for each different basic location type on your side. Some Monster In Her Man While Spike is defending a melee solo attack, he has Ferocious . While he's defending a melee team attack, he has Monstrous .	I Like This World. Spike gets +1/+1 for each different basic location type on your side. Some Monster In Her Man While Spike is defending a melee solo attack, he has Ferocious . While he's defending a melee team attack, he has Monstrous .	
TBB-007	Willow	Main Character	L1	Scoobies	2	5	5		X	Magical Aptitude Build [Energy]: Reveal the top five cards of your deck. Put a plot twist from among them into your hand and the rest on the bottom of your deck. Study Witchcraft Level Up (8) - At the end of your turn, Willow gains 1 XP for each plot twist in your KO pile.	Magical Aptitude Build [Energy]: Reveal the top five cards of your deck. Put a plot twist from among them into your hand and the rest on the bottom of your deck. Study Witchcraft Level Up (8) - At the end of your turn, Willow gains 1 XP for each plot twist in your KO pile.	
TBB-008	Willow	Main Character	L2	Scoobies	4	9	5		X	Magical Aptitude Build [Energy]: Reveal the top five cards of your deck. Put a plot twist from among them into your hand and the rest on the bottom of your deck. The Ritual of Restoration Main [Intellect][Skill]: Move an Evil enemy supporting character to your side. It loses its team affiliations and gains [Scoobies].	Magical Aptitude Build [Energy]: Reveal the top five cards of your deck. Put a plot twist from among them into your hand and the rest on the bottom of your deck. The Ritual of Restoration Main [Intellect][Skill]: Move an Evil enemy supporting character to your side. It loses its team affiliations and gains [Scoobies].	
TBB-009	Xander	Main Character	L1	Scoobies	0	6	5			We're Right Behind You [Anyturn] Any Combat [Intellect]: Choose a defending character that is protecting Xander. It gets +DEF this combat equal to Xander's DEF. Only Further Back Level Up (3) - At the end of your turn, if Xander is protected, he gains an XP.	We're Right Behind You [Anyturn] Any Combat [Intellect]: Choose a defending character that is protecting Xander. It gets +DEF this combat equal to Xander's DEF. Only Further Back Level Up (3) - At the end of your turn, if Xander is protected, he gains an XP.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
TBB-010	Xander	Main Character	L2	Scoobies	0	12	5			<p>We're Right Behind You [Anyturn] Any Combat [Intellect]: Choose a defending character that is protecting Xander. It gets +DEF this combat equal to Xander's DEF.</p> <p>You Wanna Kill the World, Start With Me. [ANYTURN] Combat [Might]: If Xander is defending while protecting another character, double his DEF this combat.</p>	<p>We're Right Behind You [Anyturn] Any Combat [Intellect]: Choose a defending character that is protecting Xander. It gets +DEF this combat equal to Xander's DEF.</p> <p>You Wanna Kill the World, Start With Me. [Anyturn] Combat [Might]: If Xander is defending while protecting another character, double his DEF this combat.</p>	
TBB-011	Dawn	Supporting Character	1	Scoobies	0	1	1			<p>The Key This card starts the game in your Key pile.</p> <p>Made From Buffy's Essence While Buffy is on your side, you may recruit Dawn from your Key pile.</p> <p>Dawn's in Trouble. Must Be Tuesday. As an enemy player makes their first attack each turn, they must choose Dawn as the defender if able.</p>	<p>The Key This card starts the game in your Key pile.</p> <p>Made From Buffy's Essence While Buffy is on your side, you may recruit Dawn from your Key pile.</p> <p>Dawn's in Trouble. Must Be Tuesday. As an enemy player makes their first attack each turn, they must choose Dawn as the defender if able.</p>	
TBB-012	Joyce	Supporting Character	1	Scoobies	1	2	1			<p>Get the Hell Away From My Daughter! Reaction [Might]: When a Good main character on your side gets stunned on an enemy player's turn, it doesn't get wounded.</p>	<p>Get the Hell Away From My Daughter! Reaction [Might]: When a Good main character on your side gets stunned on an enemy player's turn, it doesn't get wounded.</p>	
TBB-013	Cordelia	Supporting Character	2	Scoobies	3	3	1			<p>This is All About Me! Me, Me, Me! When another character on your side gets powered-up, put three +1/+1 counters on Cordelia.</p>	<p>This is All About Me! Me, Me, Me! When another character on your side gets powered-up, put three +1/+1 counters on Cordelia.</p>	
TBB-014	Tara	Supporting Character	2	Scoobies	2	4	1		X	<p>Telekinetic Shove When Tara appears, you may push a front row enemy character to its back row.</p>	<p>Telekinetic Shove When Tara appears, you may push a front row enemy character to its back row.</p>	
TBB-015	Xander	Supporting Character	2	Scoobies	1	5	1			<p>I Laugh In the Face of Danger When Xander gets attacked, draw a card.</p> <p>And Then I Hide Until It Goes Away [Anyturn] Combat [Skill]: If Xander is defending, remove him from combat and hide him.</p>	<p>I Laugh In the Face of Danger When Xander gets attacked, draw a card.</p> <p>And Then I Hide Until It Goes Away [Anyturn] Combat [Skill]: If Xander is defending, remove him from combat and hide him.</p>	
TBB-017	Giles	Supporting Character	3	Scoobies	2	7	1			<p>Watcher Main [Intellect]: Choose a Slayer on your side. It has Combat Master and strikes with double its ATK this turn.</p>	<p>Watcher Main [Intellect]: Choose a Slayer on your side. It has Combat Master and strikes with double its ATK this turn.</p>	
TBB-016	First Slayer	Supporting Character	3	Scoobies	3	3	2			<p>Slayer While The First Slayer is melee attacking, if she wounds an Evil supporting character, you may remove it from the game.</p>	<p>Slayer While The First Slayer is melee attacking, if she wounds an Evil supporting character, you may remove it from the game.</p>	
TBB-018	Anya	Supporting Character	4	Scoobies	4	5	1			<p>Newly Human and Strangely Literal When Anya appears, each enemy character's ATK/DEF can't be higher than its printed ATK/DEF this turn.</p>	<p>Newly Human and Strangely Literal When Anya appears, each enemy character's ATK/DEF can't be higher than its printed ATK/DEF this turn.</p>	This doesn't remove the counters, they just have no effect this turn.
TBB-020	Buffy	Supporting Character	5	Scoobies	5	5	3			<p>Slayer While Buffy is melee attacking, if she wounds an Evil supporting character, you may remove it from the game.</p> <p>Buff Buff [Anyturn] Combat [Energy] or [Intellect] or [Might] or [Skill]: Put a +1/+1 counter on Buffy. She may use this power any number of times each turn.</p>	<p>Slayer While Buffy is melee attacking, if she wounds an Evil supporting character, you may remove it from the game.</p> <p>Buff Buff [Anyturn] Combat [Energy] or [Intellect] or [Might] or [Skill]: Put a +1/+1 counter on Buffy. She may use this power any number of times each turn.</p>	
TBB-019	Oz	Supporting Character	4	Scoobies	7	7	1			<p>Lose Control Main [Might]: Choose a supporting character other than Oz. Oz strikes that character. Only enemy players can use this power (during their Main Phase).</p>	<p>Lose Control Main [Might]: Choose a supporting character other than Oz. Oz strikes that character. Only enemy players can use this power (during their Main Phase).</p>	If Oz's ATK is greater than or equal to that character's DEF, Oz stuns that character.
TBB-021	Riley	Supporting Character	5	Scoobies	4	4	2		X	<p>The Initiative Rily gets +4/+0 while he's in your first attack each turn.</p>	<p>The Initiative Rily gets +4/+0 while he's in your first attack each turn.</p>	
TBB-022	Angel	Supporting Character	6	Scoobies	7	8	1			<p>AKA Angelus</p> <p>Vampire (With a Soul) When Angel KOs a defending character in melee combat and survives, put a vitality counter on him. (You may brood.)</p> <p>Stealth Angel can melee attack back row characters even while they're protected.</p>	<p>AKA Angelus</p> <p>Vampire (With a Soul) When Angel KOs a defending character in melee combat and survives, put a vitality counter on him. (You may brood.)</p> <p>Stealth Angel can melee attack protected characters.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
TBB-023	Willow	Supporting Character	7	Scoobies	6	9	1		X	<p>Spell Research Build [Energy]: Put any number of plot twists from your KO pile into your Spellbook. (Your Spellbook can't have more than one copy of the same plot twist.)</p> <p>Spellcasting You may play plot twists from your Spellbook.</p>	<p>Spell Research Build [Energy]: Put any number of plot twists from your KO pile into your Spellbook. (Your Spellbook can't have more than one copy of the same plot twist.)</p> <p>Spellcasting You may play plot twists from your Spellbook.</p>	When you cast spells from your Spellbook put them into your KO pile when they resolve. If Willow gets KO'd or otherwise is no longer on your side, you won't be able to access the Plot Twists in your Spellbook . But if you play another copy of Willow, then you can use your Spellbook again.
TBB-024	Dissolution Spell	Plot Twist		Scoobies						[Anyturn] Combat: Daze an enemy attacker in the combat.	[Anyturn] Combat: Daze an enemy attacker in the combat.	
TBB-025	Slayage	Plot Twist		Scoobies						<p>Main: Put a +1/+1 counter on a character. It is a Slayer this turn. If it already was a Slayer, put another +1/+1 counter on it instead. (While a Slayer is <i>melee attacking</i>, if it wounds an <i>Evil supporting character</i>, you may remove it from the game.)</p>	<p>Main: Put a +1/+1 counter on a character. It is a Slayer this turn. If it already was a Slayer, put another +1/+1 counter on it instead. (While a Slayer is <i>melee attacking</i>, if it wounds an <i>Evil supporting character</i>, you may remove it from the game.)</p>	
TBB-026	The Chosen One	Plot Twist		Scoobies						<p>Build: Search your deck and choose a character named Buffy, reveal it, and put it into your hand.</p> <p>Main: Choose a character named Buffy on your side and ready her.</p>	<p>Build: Search your deck and choose a character named Buffy, reveal it, and put it into your hand.</p> <p>Main: Choose a character named Buffy on your side and ready her.</p>	
TBB-027	The Library	Special Location		Scoobies						[Energy] or [Intellect] or [Might] or [Skill] for a [Scoobies] character.	[Energy] or [Intellect] or [Might] or [Skill] for a [Scoobies] character.	
TBB-028	Angelus	Main Character	L1	Forces of Darkness	4	3	6			<p>AKA Angel</p> <p>The Scourge of Europe Level Up (4) - When Angelus attacks a Good character, he gains an XP.</p> <p>Curse Him Again At the start of your Main Phase, you may reveal Buffy in your hand or on your side. If you do, transform Angelus into [Scoobies] Angel Level 1.</p>	<p>AKA Angel</p> <p>The Scourge of Europe Level Up (4) - When Angelus attacks a Good character, he gains an XP.</p> <p>Curse Him Again At the start of your Main Phase, you may reveal Buffy in your hand or on your side. If you do, transform Angelus into [Scoobies] Angel Level 1.</p>	When Angel transforms into Angelus or vice versa, he keeps his orientation (ready/exhausted, face up/face down), all of his counters (including XP), and any effects on him.
TBB-029	Angelus	Main Character	L2	Forces of Darkness	7	5	6			<p>AKA Angel</p> <p>To Kill This Girl You Have To Love Her Main [Intellect]: If Buffy is on your side, wound her, then look at an enemy hand and discard a card from there.</p> <p>We're About To Make History... End. Main [Might][Might][Might]: Each player puts their deck into their KO ple.</p>	<p>AKA Angel</p> <p>To Kill This Girl You Have To Love Her Main [Intellect]: If Buffy is on your side, wound her, then look at an enemy hand and discard a card from there.</p> <p>We're About To Make History... End. Main [Might][Might][Might]: Each player puts their deck into their KO ple.</p>	
TBB-030	Dark Willow	Main Character	L1	Forces of Darkness	2	4	6		X	<p>AKA Willow</p> <p>Flay Main [Energy]: Wound a supporting character until it has 1 remaining health.</p> <p>Addicted to the Magicks Level Up (4) - When you play your first plot twist each turn, Dark Willow gains an XP.</p>	<p>AKA Willow</p> <p>Flay Main [Energy]: Wound a supporting character until it has 1 remaining health.</p> <p>Addicted to the Magicks Level Up (4) - When you play your first plot twist each turn, Dark Willow gains an XP.</p>	
TBB-031	Dark Willow	Main Character	L2	Forces of Darkness	4	7	6		X	<p>AKA Willow</p> <p>Flay Main [Energy]: Wound a supporting character until it has 1 remaining health.</p> <p>Abusing the Magicks When you play your first plot twist each turn, draw a card.</p>	<p>AKA Willow</p> <p>Flay Main [Energy]: Wound a supporting character until it has 1 remaining health.</p> <p>Abusing the Magicks When you play your first plot twist each turn, draw a card.</p>	
TBB-032	Mayor Wilkins	Main Character	L1	Forces of Darkness	0	1	1			<p>I'm What You Might Call "Impervious" The Mayor can't be wounded. This power can't be turned off.</p> <p>The Ascension Level Up (5) - At the start of your Main Phase, The Mayor gains an XP.</p>	<p>I'm What You Might Call "Impervious" The Mayor can't be wounded. This power can't be turned off.</p> <p>The Ascension Level Up (5) - At the start of your Main Phase, The Mayor gains an XP.</p>	
TBB-033	Mayor Wilkins	Main Character	L2	Forces of Darkness	30	30	1			Olvikan Main [Energy][Might]: KO a supporting character.	Olvikan Main [Energy][Might]: KO a supporting character.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
TBB-034	The First Evil	Main Character	L1	Forces of Darkness	0	6	6			<p>The First You always take the first turn of the game.</p> <p>From Beneath You, It Devours. Level Up (5) - At the start of your Build Phase each player puts the bottom card of their deck into their KO pile. The First Evil gains 1 XP for each character put into the KO pile this way.</p>	<p>The First You always take the first turn of the game.</p> <p>From Beneath You, It Devours. Level Up (5) - At the start of your Build Phase each player puts the bottom card of their deck into their KO pile. The First Evil gains 1 XP for each character put into the KO pile this way.</p>	If two or more players are playing as The First Evil, they will need to randomly determine who chooses which one takes the first turn.
TBB-035	The First Evil	Main Character	L2	Forces of Darkness	0	9	6			<p>Appear as the Dead Build [Energy]: Remove The First Evil from the game with its counters on it. Put a supporting character from any KO pile on your side. If that character would leave play or at the start of your next turn, put it on the bottom of its owner's deck and put The First Evil on your side.</p>	<p>Appear as the Dead Build [Energy]: Remove The First Evil from the game with its counters on it. Put a supporting character from any KO pile on your side. If that character would leave play or at the start of your next turn, put it on the bottom of its owner's deck and put The First Evil on your side.</p>	
TBB-036	The Master	Main Character	L1	Forces of Darkness	1	5	6			<p>King of Vampires Build [Might]: Put a vitality counter on a face-up Vampire supporting character on your side.</p> <p>We Are In the Final Days Level Up (7) - At the start of your Build Phase, the Master gains XP equal to the total remaining health among supporting characters on your side.</p>	<p>King of Vampires Build [Might]: Put a vitality counter on a face-up Vampire supporting character on your side.</p> <p>We Are In the Final Days Level Up (7) - At the start of your Build Phase, the Master gains XP equal to the total remaining health among supporting characters on your side.</p>	
TBB-037	The Master	Main Character	L2	Forces of Darkness	5	7	6			<p><i>King of Vampires</i> Build [Might]: Put a vitality counter on a face-up Vampire supporting character on your side.</p> <p>You Are Destined To Die Main [Energy][Energy][Intellect][Intellect]: Choose a main character. At the end of their third turn, starting now, KO them.</p>	<p>King of Vampires Build [Might]: Put a vitality counter on a face-up Vampire supporting character on your side.</p> <p>You Are Destined To Die Main [Energy][Energy][Intellect][Intellect]: Choose a main character. At the end of their third turn, starting now, KO them.</p>	
TBB-038	Drusilla	Supporting Character	1	Forces of Darkness	1	4	1			<p>Vampire When Drusilla KOs a defending character in melee combat and survives, put a vitality counter on her.</p> <p>Blood Seer Main [Intellect]: If Drusilla has a vitality counter, draw two cards.</p>	<p>Vampire When Drusilla KOs a defending character in melee combat and survives, put a vitality counter on her.</p> <p>Blood Seer Main [Intellect]: If Drusilla has a vitality counter, draw two cards.</p>	
TBB-039	Turok-Han Vampire	Supporting Character	1	Forces of Darkness	2	3	1			<p>Vampire When this character KOs a defending character in melee combat and survives, put a vitality counter on it.</p> <p>Swarm You can have any number of this character on your side. This power can't be turned off.</p>	<p>Vampire When this character KOs a defending character in melee combat and survives, put a vitality counter on it.</p> <p>Swarm You can have any number of this character on your side. This power can't be turned off.</p>	
TBB-040	Caleb	Supporting Character	2	Forces of Darkness	3	3	2			<p>Tranfusion of Evil [Anyturn] Combat [Might]: Reveal an Evil character in your hand. Caleb gets +ATK/+DEF this combat equal to that card's printed ATK/DEF.</p>	<p>Tranfusion of Evil [Anyturn] Combat [Might]: Reveal an Evil character in your hand. Caleb gets +ATK/+DEF this combat equal to that card's printed ATK/DEF.</p>	
TBB-041	Mr. Trick	Supporting Character	2	Forces of Darkness	2	4	1			<p>Vampire When Mr. Trick KOs a defending character in melee combat and survives, put a vitality counter on him.</p> <p>The Modern Vampire While Mr. Trick has a vitality counter, you pay 1 less to recruit [forces of darkness] characters.</p>	<p>Vampire When Mr. Trick KOs a defending character in melee combat and survives, put a vitality counter on him.</p> <p>The Modern Vampire While Mr. Trick has a vitality counter, you pay 1 less to recruit [forces of darkness] characters.</p>	
TBB-042	Darla	Supporting Character	3	Forces of Darkness	3	5	1		X	<p>Vampire When Darla KOs a defending character in melee combat and survives, put a vitality counter on her.</p> <p>So Many Body Parts, So Few Bullets. Main [Skill]: If Darla has a vitality counter, stun a supporting character.</p>	<p>Vampire When Darla KOs a defending character in melee combat and survives, put a vitality counter on her.</p> <p>So Many Body Parts, So Few Bullets. Main [Skill]: If Darla has a vitality counter, stun a supporting character.</p>	
TBB-043	The Gentlemen	Supporting Character	3	Forces of Darkness	6	5	1			<p>Hush Players can't talk. (If a player talks, smile creepily and wag your finger at them.)</p>	<p>Hush Players can't talk. (If a player talks, smile creepily and wag your finger at them.)</p>	Hush prevents players from using effects that require you to "say" something or to "name" something.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
TBB-044	Luke	Supporting Character	4	Forces of Darkness	4	6	1			Vampire When Luke KO's a defending character in melee combat and survives, put a vitality counter on him. The Vessel Main [Energy]: If Luke would gain a vitality counter from his Vampire power during his next attack this turn, you may put it on an Evil main character on your side instead.	Vampire When Luke KO's a defending character in melee combat and survives, put a vitality counter on him. The Vessel Main [Energy]: If Luke would gain a vitality counter from his Vampire power during his next attack this turn, you may put it on an Evil main character on your side instead.	
TBB-045	Mayor Wilkins	Supporting Character	4	Forces of Darkness	0	1	1			"I'm What You Might Call Impervious" The Mayor can't be wounded. This power can't be turned off.	"I'm What You Might Call "Impervious" The Mayor can't be wounded. This power can't be turned off.	
TBB-046	Adam	Supporting Character	5	Forces of Darkness	6	3	2		X	Bone Skewer [Anyturn] Combat [Skill]: Wound a supporting character that is attacking Adam in melee combat. Collapsible Minigun [Anyturn] Combat [Intellect]: Wound a supporting character that is attacking Adam in ranged combat.	Bone Skewer [Anyturn] Combat [Skill]: Wound a supporting character that is attacking Adam in melee combat. Collapsible Minigun [Anyturn] Combat [Intellect]: Wound a supporting character that is attacking Adam in ranged combat.	
TBB-047	Sweet	Supporting Character	5	Forces of Darkness	5	7	1			That's Entertainment At the start of your Main Phase, move each face-up character to its front row, then each face-up character performs a Musical Number .	That's Entertainment At the start of your Main Phase, move each face-up character to its front row, then each face-up character performs a Musical Number .	There is no official definition of what counts as a Musical Number.
TBB-048	Angelus	Supporting Character	6	Forces of Darkness	8	7	1			AKA Angel Vampire When Angelus KO's a defending character in melee combat and survives, put a vitality counter on him. Lethal If Angelus wounds a defending supporting character, KO it.	AKA Angel Vampire When Angelus KO's a defending character in melee combat and survives, put a vitality counter on him. Lethal If Angelus wounds a defending supporting character, KO it.	
TBB-049	Glory	Supporting Character	6	Forces of Darkness	6	8	2			Drain Sanity Main [Energy]: Choose an enemy player. They discard cards equal to the number of times you've used a power named Drain Sanity this game.	Drain Sanity Main [Energy]: Choose an enemy player. They discard cards equal to the number of times a character on your side has used a power named Drain Sanity this game.	
TBB-050	The Master	Supporting Character	7	Forces of Darkness	9	9	1			Vampire When The Master KO's a defending character in melee combat and survives, put a vitality counter on him. Tonight I Shall Walk the Earth Build [Might]: Put a vitality counter on each face-up Vampire supporting character on your side.	Vampire When The Master KO's a defending character in melee combat and survives, put a vitality counter on him. Tonight I Shall Walk the Earth Build [Might]: Put a vitality counter on each face-up Vampire supporting character on your side.	
TBB-051	Big Bad	Plot Twist		Forces of Darkness						[Anyturn] Combat: Put two +1/+1 counters on a main character on your side in combat.	[Anyturn] Combat: Put two +1/+1 counters on a main character on your side in combat.	
TBB-052	Demonic Cruety	Plot Twist		Forces of Darkness						[Anyturn] Combat: Choose a character in the combat to get +1/+3 this combat.	[Anyturn] Combat: Choose a character in the combat to get +1/+3 this combat.	
TBB-053	Vampiric Hypnosis	Plot Twist		Forces of Darkness						Main: Choose an enemy supporting character. You may move it to its front row. It can't strike back this turn.	Main: Choose an enemy supporting character. You may move it to its front row. It can't strike back this turn.	
TBB-054	Hellmouth	Special Location		Forces of Darkness						[Energy] or [Intellect] or [Might] or [Skill] for a [Forces of Evil] character.	[Energy] or [Intellect] or [Might] or [Skill] for a [Forces of Evil] character.	
TBB-055	Faith	Supporting Character	4	Scoobies, Forces of Darkness	4	4	2			Want. Take. Have. When Faith attacks a character, you may move a counter from that character to Her. Slayer While Faith is melee attacking, if she wounds an Evil supporting character, you may remove it from the game.	Want. Take. Have. When Faith attacks a character, you may move a counter from that character to Her. Slayer While Faith is melee attacking, if she wounds an Evil supporting character, you may remove it from the game.	
TBB-056	Spike	Supporting Character	5	Scoobies, Forces of Darkness	5	5	1			Vampire When Spike KO's a defending character in melee combat and survives, put a vitality counter on him. I Will Make Your Neck My Chalice While a main character on your side is Evil, Spike has +5/+0. Inhibitor Chip While a main character on your side is Good, Spike has +0/+5.	Vampire When Spike KO's a defending character in melee combat and survives, put a vitality counter on him. I Will Make Your Neck My Chalice While a main character on your side is Evil, Spike has +5/+0. Inhibitor Chip While a main character on your side is Good, Spike has +0/+5.	
TBB-057	Life On The Hellmouth	Plot Twist								Main: Put a +1/+1 counter on exactly two characters on your side. They are in a Relationship. <i>(They can team attack together, and they can't be struck back while team attacking together.)</i>	Main: Put a +1/+1 counter on exactly two characters on your side. They are in a Relationship. <i>(They can team attack together, and they can't be struck back while team attacking together.)</i>	
TBB-058	The Magic Box	Basic Location								[Energy]	[Energy]	
TBB-059	Sunnydale High	Basic Location								[Intellect]	[Intellect]	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
TBB-060	Cemetery	Basic Location								[Might]	[Might]	
TBB-061	The Bronze	Basic Location								[Skill]	[Skill]	
CV1-001	Arnim Zola	Main Character	L1	Hydra	1	6	5		X	<p>ESP Box This game, you can play equipment as supporting characters instead. Equipment played this way have ATK and DEF equal to their cost, 1[HEALTH], Swarm, and they count as the 'equipped character'.</p> <p>Life Is What You Make It Level Up (9) - When a card appears on your side, Arnim Zola gains XP equal to its cost.</p>	<p>ESP Box At the start of the game, for the rest of the game, you can play equipment as supporting characters instead. Equipment played this way have ATK and DEF equal to their cost, 1 [Health], Swarm, and they count as the 'equipped character'.</p> <p>Life Is What You Make It Level Up (9) - When a card appears on your side, Arnim Zola gains XP equal to its cost.</p>	ESP Box takes effect once the game starts and lasts the whole game (even while Arnim Zola is stunned, after he levels up, and even after he is KO'd).
CV1-002	Arnim Zola	Main Character	L2	Hydra	3	10	5		X	<p>A New Robot Body Reaction [Skill]: When this character is KO'd, reveal cards from the top of your deck until you reveal an equipment. Put it on your side as a main character instead, with this power. Put the rest of the cards on the bottom of your deck.</p>	<p>A New Robot Body Reaction [Skill]: When this character is KO'd, reveal cards from the top of your deck until you reveal an equipment. Put it on your side as a main character instead, with this power. Put the rest of the cards on the bottom of your deck.</p>	If you want to use a Wild Special Location to pay for this power, it must match the team affiliation of the Main Character(equipment) using this power.
CV1-003	Blob	Main Character	L1	Brotherhood of Mutants	2	4	6			<p>Boing! [Anyturn] Combat [Might]: Choose an attacker. As it strikes Blob this combat, it also strikes itself.</p> <p>Immovable Object Level Up (4) - At the end of your turn, if Blob didn't move since the end of your last turn, he gains an XP.</p>	<p>Boing! [Anyturn] Combat [Might]: Choose an attacker. As it strikes Blob this combat, it also strikes itself.</p> <p>Immovable Object Level Up (4) - At the end of your turn, if Blob didn't move since the end of your last turn, he gains an XP.</p>	Add Blob's ATK to that character's own ATK to see if it's enough to stun it.
CV1-004	Blob	Main Character	L2	Brotherhood of Mutants	4	8	6			<p>Boing! [Anyturn] Combat [Might]: Choose an attacker. As it strikes Blob this combat, it also strikes itself.</p> <p>Absorb Impact [Anyturn] Combat [Energy]: If Blob is defending, he can't be stunned this combat. At the end of combat, put a +1/+1 counter on him for each attacker that struck him.</p>	<p>Boing! [Anyturn] Combat [Might]: Choose an attacker. As it strikes Blob this combat, it also strikes itself.</p> <p>Absorb Impact [Anyturn] Combat [Energy]: If Blob is defending, he can't be stunned this combat. At the end of combat, put a +1/+1 counter on him for each attacker that struck him.</p>	
CV1-005	Green Goblin	Main Character	L1	Sinister Syndicate	5	3	1		X	<p>Sinister Six Bag of Tricks When Goblin enters combat, you may discard up to one of each location below, then draw that many cards. For each location discarded this way, this combat:</p> <p>Academy: Goblin strikes before each other character. Laboratory: Goblin also strikes an enemy supporting character not in combat. Training Ground: When Goblin strikes a character, stun it. Fortress: When Goblin stuns a supporting character, KO it. Oscorp: Counts as a location you didn't discard.</p>	<p>Sinister Six Bag of Tricks When Goblin enters combat, you may discard up to one of each location below, then draw that many cards. For each location discarded this way, this combat:</p> <p>Academy: Goblin strikes before each other character. Laboratory: Goblin also strikes an enemy supporting character not in combat. Training Ground: When Goblin strikes a character, stun it. Fortress: When Goblin stuns a supporting character, KO it. Oscorp: Counts as a location you didn't discard.</p>	"Before each other character," means he strikes first even if any of the characters have Ferocious.
CV1-006	Phil Coulson	Main Character	L1	S.H.I.E.L.D.	2	5	5		X	<p>Special Agent Coulson counts as an Agent.</p> <p>Level 7 Clearance Level Up (7) - When another Agent appears on your side, Coulson gains an XP.</p>	<p>Special Agent Coulson counts as an Agent.</p> <p>Level 7 Clearance Level Up (7) - When another Agent appears on your side, Coulson gains an XP.</p>	
CV1-007	Phil Coulson	Main Character	L2	S.H.I.E.L.D.	4	9	5		X	<p>Special Agent Coulson counts as an Agent.</p> <p>I'm a Guy With a Plan Build [Intellect][Skill]: Draw a card for each face-up Agent on your side.</p>	<p>Special Agent Coulson counts as an Agent.</p> <p>I'm a Guy With a Plan Build [Intellect][Skill]: Draw a card for each face-up Agent on your side.</p>	Coulson count every instance of the word Agent , including his own.
CV1-008	Spider-Man 2099	Main Character	L1	Spider-Friends	1	3	5		X	<p>Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Spider-Man 2099.</p> <p>Rewritten DNA Level Up (4) - At the start of your Main Phase, you may discard a character. If you do, Spider-Man 2099 gains an XP.</p>	<p>Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Spider-Man 2099.</p> <p>Rewritten DNA Level Up (4) - At the start of your Main Phase, you may discard a character. If you do, Spider-Man 2099 gains an XP.</p>	
CV1-009	Spider-Man 2099	Main Character	L2	Spider-Friends	3	6	5		X	<p>Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Spider-Man 2099.</p> <p>Venomous Fangs When Spider-Man 2099 enters melee combat, put two -1/-1 counters on each enemy character in the combat.</p>	<p>Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Spider-Man 2099.</p> <p>Venomous Fangs When Spider-Man 2099 enters melee combat, put two -1/-1 counters on each enemy character in the combat.</p>	This may result in a stun before the defending player gets priority.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
CV1-010	Venom	Main Character	L1	Sinister Syndicate	2	2	2			Sinister Six Relentless Bond At the end of your turn, put a +1/+1 counter on Venom. This power remains on while Venom is stunned. Symbiosis Venom can have and gain +1/+1 counters while stunned.	Sinister Six Relentless Bond At the end of your turn, put a +1/+1 counter on Venom. This power remains on while Venom is stunned. Symbiosis Venom can have and gain +1/+1 counters while stunned.	
CV1-011	Black Ant	Supporting Character	1	Hydra	1	1	2			Shrink When Black Ant gets attacked the first time each turn, you may cancel the combat. Life Model Decoy Main [Might]: Put three +1/+1 counters on Black Ant for each Black Ant supporting character in your KO pile.	Shrink When Black Ant gets attacked for the first time each turn, you may cancel the combat. Life Model Decoy Main [Might]: Put three +1/+1 counters on Black Ant for each Black Ant supporting character in your KO pile.	
CV1-012	Leviathon Twin-Drake	Supporting Character	1	Leviathons	2	2	2	X		One of a Kind, Creature Leviathon Overseer [Leviathon] characters on your side with Comet Fall gain Comet Fall . [Leviathon] characters on your side lose and can't gain Lumbering . [Leviathon] characters on your side pay 1 less power symbol to use their super powers.	One of a Kind, Creature Leviathon Overseer [Leviathon] characters on your side with Comet Fall gain Comet Fall . [Leviathon] characters on your side lose and can't gain Lumbering . [Leviathon] characters on your side pay 1 less power symbol to use their super powers.	
CV1-015	Sif	Supporting Character	3	A-Force	6	6	2			Goddess of War As an additional cost to recruit Sif, pay a [Might].	Goddess of War As an additional cost to recruit Sif, pay a [Might].	
CV1-016	Abominable Snowman	Supporting Character	4	Monsters Unleashed	3	7	2			Abominable When Abominable Snowman appears, discard a card. Snowman When Abominable Snowman strikes an enemy character, Freeze it. <i>(It can't ready until after its next turn.)</i>	Abominable When Abominable Snowman appears, discard a card. Snowman When Abominable Snowman strikes an enemy character, Freeze it. <i>(It can't ready on it's next turn.)</i>	Abominable Snowman must be face-up for combat resolution to strike, if the combat is canceled the enemy character is not frozen.
CV1-014	Ironheart	Supporting Character	3	Champions	4	4	1	X	X	We're All Weirdos Here Supporting characters on your side can team attack with each other, ignoring team and row restrictions.	We're All Weirdos Here Supporting characters on your side can team attack with each other, ignoring team and row restrictions.	If there's at least one melee attacker and at least one ranged attacker in the same attack, then the attack itself is both a melee and a ranged attack.
CV1-017	Mockingbird	Supporting Character	4	S.H.I.E.L.D.	5	3	2			Agent When Mockingbird appears, look at cards from the top of your deck equal to the number of Agents on your side. Put any of them on the bottom of your deck. Espionage When Mockingbird appears, look at cards from the top of an enemy deck equal to the number of Agents on your side. Put any of them on the bottom of that deck.	Agent When Mockingbird appears, look at cards from the top of your deck equal to the number of Agents on your side. Put any of them on the bottom of your deck. Espionage When Mockingbird appears, look at cards from the top of an enemy deck equal to the number of Agents on your side. Put any of them on the bottom of that deck.	
CV1-013	Rhino	Supporting Character	1	Sinister Syndicate	5	4	1			Solitary Rhino can't team attack. Headlong Charge When Rhino attacks a character in an enemy front row, that character may sidestep. If it does, remove it from the combat, and you choose a character in their back row as the new defender if able.	Solitary Rhino can't team attack. Headlong Charge When Rhino attacks a character in an enemy front row, that character may sidestep. If it does, remove it from the combat, and you choose a character in their back row as the new defender if able.	"Sidestep" means that the defender stays where it is, but avoids Rhino's attack. The defender doesn't count as moving. Pick a new defender in their back row. If there aren't any, the combat will end.
CV1-018	Maximus	Supporting Character	6	Inhumans	5	5	2		X	Usurp the Throne Main [Intellect][Intellect][Intellect][Intellect]: Move Maximus next to an enemy main character and KO it. If you do, Maximus becomes a main character on that side, loses this power, and heals all of his wounds.	Usurp the Throne Main [Intellect][Intellect][Intellect][Intellect]: Move Maximus next to an enemy main character and KO it. If you do, Maximus becomes a main character on that side, loses this power, and heals all of his wounds.	if they don't currently have a Main Character, Usurp the Throne won't do anything.
CV1-019	Omega Red	Supporting Character	7	Brotherhood of Mutants	9	7	2			Grab While Omega Red is in the front row, enemy characters can't fly over him. Carbonadium Tentacles Main [Skill]: Choose up to two enemy characters Omega Red could melee attack on one side. For each one, daze it or it can't strike back this turn.	Grab While Omega Red is in the front row, enemy characters can't fly over him. Carbonadium Tentacles Main [Skill]: Choose up to two enemy characters Omega Red could melee attack on one side. For each one, daze it or it can't strike back this turn.	He must be ready and the character(s) must be legal targets for a melee attack.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
CV1-021	Captain Universe	Supporting Character	12	Spider-Friends	25	25	5	X		<p>AKA Spider-Man</p> <p>The Uni-Power Chooses a Partner You pay less to recruit Captain Universe equal to the cost of a Spider-Man supporting character on your side.</p> <p>The Time of Peril Has Passed At the end of your turn, if your main characters' total remaining health is greater than or equal to the total remaining health of enemy main characters, KO Captain Universe.</p>	<p>AKA Spider-Man</p> <p>The Uni-Power Chooses a Partner You pay less to recruit Captain Universe equal to the cost of a Spider-Man supporting character on your side.</p> <p>The Time of Peril Has Passed At the end of your turn, if your main characters' total remaining health is greater than or equal to the total remaining health of enemy main characters, KO Captain Universe.</p>	
CV1-020	Dark Phoenix	Supporting Character	9	Femme Fatales	10	15	2	X	X	<p>AKA Phoenix</p> <p>Deconstruct the Universe When you recruit Dark Phoenix, you may remove one of the following concepts from the game:</p> <p>+1/+1 and -1/-1 counters Equipment Keyword text Levels Plot Twists Super Powers</p>	<p>AKA Phoenix</p> <p>Deconstruct the Universe When you recruit Dark Phoenix, you may remove one of the following concepts from the game:</p> <p>+1/+1 and -1/-1 counters Equipment Keyword text Levels Plot Twists Super Powers</p>	Removed for the rest of the game even if Dark Phoenix leaves play. Cards removed from the game this way are removed everywhere from the game. This includes all sides, decks, hands, KO piles, and cards that are already removed from the game. This does not affect [Flight] and [Ranged]. Characters are reverted to Level 1 if possible.
CV1-022	Stand Together	Plot Twist								<p>Loyalty You may put this in your deck only if all cards in your deck with a team affiliation share a team affiliation.</p> <p>Reaction: When an enemy character uses a super power, cancel it if there are face-up characters on your side greater than or equal to the number of power symbols they paid.</p>	<p>Loyalty Put this in your deck only if each card with a team affiliation and each character in your deck share a team affiliation.</p> <p>Reaction: When an enemy character uses a super power, cancel it if there are face-up characters on your side greater than or equal to the number of power symbols they paid.</p>	This is a deck building restriction. The updated text for loyalty decks is "Put this in your deck only if each card with a team affiliation and each character in your deck is [Team]"
COS-001	Black Panther	Main Character	L1	Avengers	3	4	5			<p>Bulletproof Characters with [RANGED] can't strike Black Panther. (<i>Even in melee combat.</i>)</p> <p>Leap Black Panther has [FLIGHT] on your turn.</p> <p>Passing Down the Knowledge Level Up (6) - When one or more equipment, plot twists, or supporting characters are put into your KO pile from anywhere, Black Panther gains an XP.</p>	<p>Bulletproof Characters with [Range] can't strike Black Panther. (<i>Even in melee combat.</i>)</p> <p>Leap Black Panther has [Flight] on your turn.</p> <p>Passing Down the Knowledge Level Up (6) - When one or more equipment, plot twists, or supporting characters are put into your KO pile from anywhere, Black Panther gains an XP.</p>	
COS-002	Black Panther	Main Character	L2	Avengers	6	8	5			<p>Commune With the Ancestors Build [INTELLECT]: Put an equipment, plot twist, or supporting character from your KO pile into your hand.</p> <p>AKA Ms. Marvel</p> <p>Alien Physiology Captain Marvel can't have -1/-1 counters.</p> <p>Military Background Main [MIGHT]: Captain Marvel strikes an enemy supporting character.</p> <p>Five Senses Level Up (5) - When a character on your side strikes on your turn, Captain Marvel gains an XP.</p>	<p>Commune With the Ancestors Build [Intellect]: Put an equipment, plot twist, or supporting character from your KO pile into your hand.</p> <p>AKA Ms. Marvel</p> <p>Alien Physiology Captain Marvel can't have -1/-1 counters.</p> <p>Military Background Main [Might]: Captain Marvel strikes an enemy supporting character.</p> <p>Five Senses Level Up (5) - When a character on your side strikes on your turn, Captain Marvel gains an XP.</p>	
COS-003	Captain Marvel	Main Character	L1	Avengers	3	3	6	X	X	<p>AKA Ms. Marvel</p> <p>Alien Physiology Captain Marvel can't have -1/-1 counters.</p> <p>Military Background Main [MIGHT]: Captain Marvel strikes an enemy supporting character.</p> <p>Five Senses Level Up (5) - When a character on your side strikes on your turn, Captain Marvel gains an XP.</p>	<p>AKA Ms. Marvel</p> <p>Alien Physiology Captain Marvel can't have -1/-1 counters.</p> <p>Military Background Main [Might]: Captain Marvel strikes an enemy supporting character.</p> <p>Five Senses Level Up (5) - When a character on your side strikes on your turn, Captain Marvel gains an XP.</p>	Apply Captain Marvel's ATK to the supporting character's DEF. If it is greater, stun the supporting character. This does not count as combat.
COS-004	Captain Marvel	Main Character	L2	Avengers	5	5	6	X	X	<p>AKA Ms. Marvel</p> <p>Alien Physiology Captain Marvel can't have -1/-1 counters.</p> <p>Security Background Reaction [SKILL]: When an enemy supporting character appears, Captain Marvel strikes it.</p> <p>Sixth Sense Level Up (6) - When a character on your side strikes on an enemy turn, Captain Marvel gains an XP.</p>	<p>AKA Ms. Marvel</p> <p>Alien Physiology Captain Marvel can't have -1/-1 counters.</p> <p>Security Background Reaction [Skill]: When an enemy supporting character appears, Captain Marvel strikes it.</p> <p>Sixth Sense Level Up (6) - When a character on your side strikes on an enemy turn, Captain Marvel gains an XP.</p>	Apply Captain Marvel's ATK to the supporting character's DEF. If it is greater, stun the supporting character. This does not count as combat.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
COS-005	Captain Marvel	Main Character	L3	Avengers	7	7	7	X	X	<p>AKA Ms. Marvel</p> <p>Alien Physiology Captain Marvel can't have -1/-1 counters.</p> <p>Seventh Sense When Captain Marvel enters combat, she may strike an enemy supporting character not in combat.</p>	<p>AKA Ms. Marvel</p> <p>Alien Physiology Captain Marvel can't have -1/-1 counters.</p> <p>Seventh Sense When Captain Marvel enters combat, she may strike an enemy supporting character not in combat.</p>	Apply Captain Marvel's ATK to the supporting character's DEF. If it is greater, stun the supporting character. This does not count as combat.
COS-006	Hawkeye	Main Character	L1	Avengers	5	2	5		X	<p>Custom Quiver You start the game with a Quiver.</p> <p>Circus Shots Level Up (5) - When a character on your side makes a ranged attack, Hawkeye gains an XP.</p>	<p>Custom Quiver You start the game with a Quiver.</p> <p>Circus Shots Level Up (5) - When a character on your side makes a ranged attack, Hawkeye gains an XP.</p>	Quiver is a pile of custom plot twists: COS-016, COS-017, COS-018, COS-019
COS-007	Hawkeye	Main Character	L2	Avengers	7	5	5		X	<p>I Am the Weapon Once during each of your turns, but not during combat, you may put a random card from your Quiver into your hand.</p> <p>Quick Draw While Hawkeye is ranged attacking, enemy characters can't strike back at him.</p>	<p>I Am the Weapon Once during each of your turns, but not during combat, you may put a random card from your Quiver into your hand.</p> <p>Quick Draw While Hawkeye is ranged attacking, enemy characters can't strike back at him.</p>	Quiver is a pile of custom plot twists: COS-016, COS-017, COS-018, COS-019
COS-008	Nomad	Supporting Character	2		4	4	1			<p>AKA Captain America</p> <p>Man Without a Country Nomad can't have a team affiliation.</p> <p>Reclaim the Mantle You pay 2 less to recruit Captain America supporting characters.</p>	<p>AKA Captain America</p> <p>Man Without a Country Nomad can't have a team affiliation.</p> <p>Reclaim the Mantle You pay 2 less to recruit Captain America supporting characters.</p>	
COS-009	Black Knight	Supporting Character	3	Avengers	2	4	2	X		<p>Combat Master While Black Knight is in combat, enemy players can't play plot twists.</p> <p>Wielder of the Ebony Blade Build [ENERGY]: Search your deck for an Ebony Blade equipment and equip it to Black Knight.</p>	<p>Combat Master While Black Knight is in combat, enemy players can't play plot twists.</p> <p>Wielder of the Ebony Blade Build [Energy]: Search your deck for an Ebony Blade equipment and equip it to Black Knight.</p>	
COS-010	Odinson	Supporting Character	4		6	5	1			<p>AKA Thor</p> <p>Unworthy Odinson can't be equipped and can't have +1/+1 counters.</p> <p>Reclaim the Mantle You pay 4 less to recruit Thor supporting characters.</p>	<p>AKA Thor</p> <p>Unworthy Odinson can't be equipped and can't have +1/+1 counters.</p> <p>Reclaim the Mantle You pay 4 less to recruit Thor supporting characters.</p>	
COS-011	*Thor*	Supporting Character	5	Avengers	3	7	2	X		<p>AKA Jane Foster</p> <p>A God Who Knows How Precious Life Is When "Thor" appears, she may pay an [INTELLECT]. If she does, heal a wound from a character on your side with exactly one remaining health.</p> <p>There Must Always Be a Thor When "Thor" is KO'd, you may search your deck for a Thor supporting character, reveal it, and put it into your hand.</p>	<p>AKA Jane Foster</p> <p>A God Who Knows How Precious Life Is When "Thor" appears, she may pay an [Intellect]. If she does, heal a wound from a character on your side with exactly one remaining health.</p> <p>There Must Always Be a Thor When "Thor" is KO'd, you may search your deck for a Thor supporting character, reveal it, and put it into your hand.</p>	
COS-012	*Captain Marvel*	Supporting Character	6	Avengers	5	5	2	X	X	<p>Alien Physiology *Captain Marvel* can't have -1/-1 counters.</p> <p>Cosmic Awareness Once on each of your turns, but not during combat, you may ask an enemy player a "Yes or No" question about their hand. They must answer truthfully.</p>	<p>Alien Physiology *Captain Marvel* can't have -1/-1 counters.</p> <p>Cosmic Awareness Once on each of your turns, but not during combat, you may ask an enemy player a "Yes or No" question about their hand. They must answer truthfully.</p>	In a tournament setting, you can ask a judge. Examples of "yes or no" questions to ask are: "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?"
COS-013	Sersi	Supporting Character	6	Avengers	12	3	1		X	<p>Eternal If Sersi would leave play, you may put her into her owner's hand instead.</p> <p>Sprite's Trick At the start of each Main Phase, if another Eternal is on a side, Sersi loses and can't gain Eternal.</p>	<p>Eternal If Sersi would leave play, you may put her into her owner's hand instead.</p> <p>Sprite's Trick At the start of each Main Phase, if another Eternal is on a side, Sersi loses and can't gain Eternal.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
COS-014	Hyperion	Supporting Character	7	Avengers	10	10	1	X	X	<p>Eternal If Hyperion would leave play, you may put him into his owner's hand instead.</p> <p>Reliance on Solar Energy <i>When</i> Hyperion enters combat, an enemy main character on that side may pay an [ENERGY]. If they do, Hyperion loses and can't gain Eternal.</p>	<p>Eternal If Hyperion would leave play, you may put him into his owner's hand instead.</p> <p>Reliance on Solar Energy <i>When</i> Hyperion enters combat, an enemy main character on that side may pay an [Energy]. If they do, Hyperion loses and can't gain Eternal.</p>	
COS-015	Gilgamesh	Supporting Character	8	Avengers	16	16	1	X		<p>Eternal If Gilgamesh would leave play, you may put him into his owner's hand instead.</p> <p>The Forgotten One At the end of your turn, if you didn't say "Gilgamesh" this turn, he loses and can't gain Eternal.</p>	<p>Eternal If Gilgamesh would leave play, you may put him into his owner's hand instead.</p> <p>The Forgotten One At the end of your turn, if you didn't say "Gilgamesh" this turn, he loses and can't gain Eternal.</p>	
COS-016	Defensive Arrowheads	Plot Twist								<p>Custom Arrows This card starts the game in your Quiver.</p> <p>[ANYTURN] Combat: If Hawkeye is face up on your side, choose one of the following arrows, then choose an enemy attacker:</p> <p>Shock: It gets -3/-0 this combat. Fireworks: It gets -0/-3 this combat. Two-Prong: Put a -1/-1 counter on it and each other attacker. Neutralizer: Remove all +1/+1 counters from it. Portal: Remove it from the combat.</p>	<p>Custom Arrows This card starts the game in your Quiver.</p> <p>[Anyturn] Combat: If Hawkeye is face up on your side, choose one of the following arrows, then choose an enemy attacker:</p> <p>Shock: It gets -3/-0 this combat. Fireworks: It gets -0/-3 this combat. Two-Prong: Put a -1/-1 counter on it and each other attacker. Neutralizer: Remove all +1/+1 counters from it. Portal: Remove it from the combat.</p>	Cards from the Custom Quiver go to the KO pile once played.
COS-017	Offensive Arrowheads	Plot Twist								<p>Custom Arrows This card starts the game in your Quiver.</p> <p>Combat: If Hawkeye is face up on your side, choose one of the following arrows, then choose an enemy defender:</p> <p>Magic: Put a +1/+1 counter on each character attacking it. Grenade: Put a -1/-1 counter on it and each other character in its row. Parachute: It gets -5/-0 this combat. Diamond Tipped: It gets -0/-2 this combat. Boomerang: It gets -0/-1 this combat. Put this card back into your Quiver.</p>	<p>Custom Arrows This card starts the game in your Quiver.</p> <p>Combat: If Hawkeye is face up on your side, choose one of the following arrows, then choose an enemy defender:</p> <p>Magic: Put a +1/+1 counter on each character attacking it. Grenade: Put a -1/-1 counter on it and each other character in its row. Parachute: It gets -5/-0 this combat. Diamond Tipped: It gets -0/-2 this combat. Boomerang: It gets -0/-1 this combat. Put this card back into your Quiver.</p>	Cards from the Custom Quiver go to the KO pile once played.
COS-018	Powered Arrowheads	Plot Twist								<p>Custom Arrows This card starts the game in your Quiver.</p> <p>Main: If Hawkeye is face up on your side, choose one of the following arrows, then choose a character on your side:</p> <p>Adamantium: It has Sniper this turn. Smoke Bomb: It has Stealth this turn. Barbed Wire: It has Lethal this turn. Incendiary: It has Violent this turn. Pym Particle: It has Shrink until the start of your next turn.</p>	<p>Custom Arrows This card starts the game in your Quiver.</p> <p>Main: If Hawkeye is face up on your side, choose one of the following arrows, then choose a character on your side:</p> <p>Adamantium: It has Sniper this turn. Smoke Bomb: It has Stealth this turn. Barbed Wire: It has Lethal this turn. Incendiary: It has Violent this turn. Pym Particle: It has Shrink until the start of your next turn.</p>	Cards from the Custom Quiver go to the KO pile once played.
COS-019	Utility Arrowheads	Plot Twist								<p>Custom Arrows This card starts the game in your Quiver.</p> <p>Main: If Hawkeye is face up on your side, choose one of the following arrows, then choose an enemy character:</p> <p>Boxing Glove: Push it to its back row. Suction Cup: Pull it to its front row. Net: Daze it. Freezing: Freeze it. Magnetic: Move an equipment on it to an unequipped character.</p>	<p>Custom Arrows This card starts the game in your Quiver.</p> <p>Main: If Hawkeye is face up on your side, choose one of the following arrows, then choose an enemy character:</p> <p>Boxing Glove: Push it to its back row. Suction Cup: Pull it to its front row. Net: Daze it. Freezing: Freeze it. Magnetic: Move an equipment on it to an unequipped character.</p>	Cards from the Custom Quiver go to the KO pile once played.
COS-020	Global Information Network	Plot Twist								<p>Build: Your main character may pay an [INTELLECT]. If it does, look at the top five cards of your deck, put one in your hand, and the rest on the bottom.</p>	<p>Build: Your main character may pay an [Intellect]. If it does, look at the top five cards of your deck, put one in your hand, and the rest on the bottom.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
COS-021	Ebony Blade	Equipment	1							<p>Mystic Link The Ebony Blade can only be equipped to a character named Black Knight or Black Panther.</p> <p>Merlin's Magic When the equipped character strikes, you may turn an enemy basic location face down. If you do, you may turn a face-down basic location on your side with the same type face up.</p>	<p>Mystic Link The Ebony Blade can only be equipped to a character named Black Knight or Black Panther.</p> <p>Merlin's Magic When the equipped character strikes, you may turn an enemy basic location face down. If you do, you may turn a face-down basic location on your side with the same type face up.</p>	
COS-022	Wakanda	Special Location								<p>Vibranium Technology During your Build Phase, your main character may pay an [INTELLECT]. If it does, turn this location face down. Then search your deck for an equipment, reveal it, and put it into your hand.</p>	<p>Vibranium Technology During your Build Phase, your main character may pay an [Intellect]. If it does, turn this location face down. Then search your deck for an equipment, reveal it, and put it into your hand.</p>	
GAL-001	Adam Warlock	Main Character	L1	Guardians of the Galaxy	5	5	1		X	<p>Prepare for Rebirth Level Up (1) - If Adam would be KO'd, instead heal all wounds from Him, and he gains an XP. This power can't be turned off.</p>	<p>Prepare for Rebirth Level Up (1) - If Adam would be KO'd, instead heal all wounds from Him, and he gains an XP. This power can't be turned off.</p>	If a power like Hex prevents him from leveling up, he'll remain at Level 1 but still heal his wounds.
GAL-002	Adam Warlock	Main Character	L2	Guardians of the Galaxy	8	8	3			<p>Regenerative Cocoon Adam can't recover during your Recovery Phase.</p> <p>Timely Rebirth Level Up (1) - When an enemy supporting character appears, if there are supporting characters with a total cost of 15 or more on that side, recover Adam, and he gains an XP. This power can't be turned off.</p>	<p>Regenerative Cocoon Adam can't recover during your Recovery Phase.</p> <p>Timely Rebirth Level Up (1) - When an enemy supporting character appears, if there are supporting characters with a total cost of 15 or more on that side, recover Adam, and he gains an XP. This power can't be turned off.</p>	
GAL-003	Adam Warlock	Main Character	L3	Guardians of the Galaxy	13	13	3		X	<p>Master of the Soul Gem Build [ENERGY]: Search your deck, hand, KO pile and resource row for The Soul Gem and play it for free on Adam; or if Adam has The Soul Gem equipped, KO another One of a Kind equipment.</p>	<p>Master of the Soul Gem Build [Energy]: Search your deck, hand, KO pile and resource row for The Soul Gem and play it for free on Adam; or if Adam has The Soul Gem equipped, KO another One of a Kind equipment.</p>	
GAL-004	Cosmo	Main Character	L1	Guardians of the Galaxy	1	6	5		X	<p>Bad Dog Main [INTELLECT]: Name a keyword or super power. Until the start of your next Main Phase, enemy characters lose and can't gain that power, and enemy characters that appear with that power lose and can't gain it.</p> <p>All Bark, No Flight Level Up (6) - When a face-up enemy character loses a keyword or super power, Cosmo gains an XP.</p>	<p>Bad Dog Main [Intellect]: Name a keyword or super power. Until the start of your next Main Phase, enemy characters lose and can't gain that power, and enemy characters that appear with that power lose and can't gain it.</p> <p>All Bark, No Flight Level Up (6) - When a face-up enemy character loses a keyword or super power, Cosmo gains an XP.</p>	
GAL-005	Cosmo	Main Character	L2	Guardians of the Galaxy	3	10	5		X	<p>No More Mr. Nice Dog At the start of your Main Phase, name a keyword or super power. Until the start of your next Main Phase, enemy characters lose and can't gain that power, and enemy characters that appear with that power lose and can't gain it.</p>	<p>No More Mr. Nice Dog At the start of your Main Phase, name a keyword or super power. Until the start of your next Main Phase, enemy characters lose and can't gain that power, and enemy characters that appear with that power lose and can't gain it.</p>	
GAL-006	*Star-Lord*	Main Character	L1	Guardians of the Galaxy, X-Men	2	5	5		X	<p>AKA Shadow Cat</p> <p>Searching for Something Build [SKILL]: Draw two cards, then discard two cards.</p> <p>Galactic Guardian Level Up (2) - When you play a Space location, *Star-Lord* gains an XP.</p>	<p>AKA Shadow Cat</p> <p>Searching for Something Build [Skill]: Draw two cards, then discard two cards.</p> <p>Galactic Guardian Level Up (2) - When you play a Space location, *Star-Lord* gains an XP.</p>	
GAL-007	*Star-Lord*	Main Character	L2	Guardians of the Galaxy, X-Men	8	5	5		X	<p>AKA Shadow Cat</p> <p>Searching for Something Build [SKILL]: Draw two cards, then discard two cards.</p> <p>Intangibility Main [ALIEN]: Choose an enemy player to reveal their hand. *Star-Lord* strikes any number of supporting characters there with total DEF less than or equal to her ATK. <i>(That player discards each struck character.)</i></p>	<p>AKA Shadow Cat</p> <p>Searching for Something Build [Skill]: Draw two cards, then discard two cards.</p> <p>Intangibility Main [Alien]: Choose an enemy player to reveal their hand. *Star-Lord* strikes any number of supporting characters there with total DEF less than or equal to her ATK. <i>(That player discards each struck character.)</i></p>	This is not combat.
GAL-008	Lockheed	Supporting Character	1	X-Men	2	2	2		X	<p>Frumious Bandersnatch Combat [ENERGY]: Choose one -</p> <p>Fire: Lockheed strikes with double his ATK this combat.</p> <p>Smoke: The defender can't strike back this combat.</p>	<p>Frumious Bandersnatch Combat [Energy]: Choose one -</p> <p>Fire: Lockheed strikes with double his ATK this combat.</p> <p>Smoke: The defender can't strike back this combat.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
GAL-009	Jack Flag	Supporting Character	2	Guardians of the Galaxy	3	1	2		X	<p>Computer Hotline Network Jack can team attack with Captain America, ignoring team restrictions.</p> <p>Follower When Jack Flag team attacks with a main character, that character gains Leader this combat.</p>	<p>Computer Hotline Network Jack can team attack with Captain America, ignoring team restrictions.</p> <p>Follower When Jack Flag team attacks with a main character, that character gains Leader this combat.</p>	
GAL-010	Howard the Duck	Supporting Character	3	Guardians of the Galaxy	5	2	1		X	<p>Duck When Howard is attacked, you may exhaust him. If you do, the attackers can't strike this combat.</p> <p>And Proud of It At the end of your turn, ready Howard.</p>	<p>Duck When Howard is attacked, you may exhaust him. If you do, the attackers can't strike this combat.</p> <p>And Proud of It At the end of your turn, ready Howard.</p>	
GAL-011	Nikki	Supporting Character	4	Guardians of the Galaxy	6	1	2		X	<p>Mercurial Personality When Nikki appears, she may pay an [ALIEN]. If she does, Burn an enemy supporting character. (<i>Stun it at the end of each of your turns.</i>)</p>	<p>Mercurial Personality When Nikki appears, she may pay an [Alien]. If she does, Burn an enemy supporting character. (<i>Stun it at the end of each of your turns.</i>)</p>	
GAL-012	Starhawk	Supporting Character	5	Guardians of the Galaxy	5	5	2	X	X	<p>Composite Being Starhawk characters in your hand other than copies of this card have Bond With Starhawk. (<i>You may discard them to generate a power symbol for one of this card's super powers.</i>)</p> <p>Giver of Light Main [ALIEN]: Remove all +1/+1 counters from enemy characters and remove all -1/-1 counters from characters on your side.</p>	<p>Composite Being Starhawk characters in your hand other than copies of this card have Bond With Starhawk. (<i>You may discard them to generate a power symbol for one of this card's super powers.</i>)</p> <p>Giver of Light Main [Alien]: Remove all +1/+1 counters from enemy characters and remove all -1/-1 counters from characters on your side.</p>	
GAL-013	Talon	Supporting Character	5	Guardians of the Galaxy, Inhumans	7	7	1			<p>Pounce While Talon is attacking an exhausted character, it can't strike back at him.</p> <p>Apprentice to the Sorcerer Supreme Build [SKILL]: Stun the lowest cost face-up enemy supporting character on a side. (<i>You settle ties.</i>)</p>	<p>Pounce While Talon is attacking an exhausted character, it can't strike back at him.</p> <p>Apprentice to the Sorcerer Supreme Build [Skill]: Stun the lowest cost face-up enemy supporting character on a side. (<i>You settle ties.</i>)</p>	
GAL-014	Krugarr	Supporting Character	6	Guardians of the Galaxy	5	9	1	X		<p>Master and Apprentice Talon characters on your side can use their super powers any number of times each turn. While Dr. Strange is on your side, Krugarr can use his super powers any number of times each turn.</p> <p>Sorcerer's Ways Main [MIGHT]: Double the +1/+1 counters on a character on your side.</p>	<p>Master and Apprentice Talon characters on your side can use their super powers any number of times each turn. While Dr. Strange is on your side, Krugarr can use his super powers any number of times each turn.</p> <p>Sorcerer's Ways Main [Might]: Double the +1/+1 counters on a character on your side.</p>	
GAL-015	Angela	Supporting Character	7	Guardians of the Galaxy	7	8	2	X		<p>An Angel From the Heavens Characters without [FLIGHT] or [RANGE] can't solo attack Angela.</p> <p>The Tenth Realm At the start of your Main Phase, if there are nine or more locations on your side, open a Bridge from Heven. (Reveal the top ten cards of your deck. Put each character onto your side and shuffle the rest into your deck. A player may only open one Bridge each game.)</p>	<p>An Angel From the Heavens Characters without [Flight] or [Range] can't solo attack Angela.</p> <p>The Tenth Realm At the start of your Main Phase, if there are nine or more locations on your side, open a Bridge from Heven. (Reveal the top ten cards of your deck. Put each character onto your side and shuffle the rest into your deck. A player may only open one Bridge each game.)</p>	
GAL-016	Mainframe	Supporting Character	7	Guardians of the Galaxy	0	16	1			<p>AKA Vision</p> <p>Stationary Mainframe can't move.</p> <p>Primary Operating System Build [INTELLECT]: Other characters on your side pay one less power symbol to use their first super power this turn.</p>	<p>AKA Vision</p> <p>Stationary Mainframe can't move.</p> <p>Primary Operating System Build [Intellect]: Other characters on your side pay one less power symbol to use their first super power this turn.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
GAL-017	Living Tribunal	Supporting Character	15		0	0	0			<p>Balance in the Multiverse When you recruit the Living Tribunal, choose one of his faces:</p> <p>Equity - KO each equipment, location, and supporting character that is [MARVEL].</p> <p>Necessity - KO each equipment, location, and supporting character that isn't [MARVEL].</p> <p>Vengeance - KO each Illustrated or each Photographic Universe equipment, location, and supporting character.</p>	<p>Balance in the Multiverse When you recruit the Living Tribunal, choose one of his faces:</p> <p>Equity - KO each equipment, location, and supporting character that is [MARVEL].</p> <p>Necessity - KO each equipment, location, and supporting character that isn't [MARVEL].</p> <p>Vengeance - KO each Illustrated or each Photographic Universe equipment, location, and supporting character.</p>	When the Living Tribunal Balances the Multiverse, he's removed from the game before he actually appears. Photographic Universe cards are cards that have photographic artwork on them, from TV shows and movies. The other universe is the Illustrated Universe, whose cards are cards with drawn, or illustrated artwork.
GAL-018	Nova Corps	Plot Twist								[Anyturn] Combat : Your main character may pay an [ALIEN]. If it does, KO an enemy supporting character in the combat with 7 ATK or more.	[Anyturn] Combat : Your main character may pay an [Alien]. If it does, KO an enemy supporting character in the combat with 7 ATK or more.	
GAL-019	The Milano	Special Location								Ravager Ship During your Build Phase, your main character may pay an [ALIEN]. If it does, turn this location face down. Then put a +1/+1 counter on each character on your side, and they have [FLIGHT] and [RANGE] this turn.	Ravager Ship During your Build Phase, your main character may pay an [Alien]. If it does, turn this location face down. Then put a +1/+1 counter on each character on your side, and they have [Flight] and [Ranged] this turn.	
BLK-001	Death	Main Character	L1		1	1	∞			<p>Amortal</p> <p>Death Herself Death gets +1/+1 for each character in each KO pile.</p> <p>Mistress of the Infinity Well If a player would draw one or more cards, they draw that many plus one instead.</p>	<p>Amortal</p> <p>Death Herself Death gets +1/+1 for each character in each KO pile.</p> <p>Mistress of the Infinity Well If a player would draw one or more cards, they draw that many plus one instead.</p>	She can't be face down. If she would be turned face down, switch her with her other card instead and leave it face up. She still suffers other effects from the stun such as losing the +1/+1 and -1/-1 counters, gaining a wound, and becoming exhausted.
BLK-002	Death	Main Character	L1		1	1	8			<p>Amortal</p> <p>Death Herself Death gets +1/+1 for each character in each KO pile.</p> <p>Cosmic Balance When a player recruits a supporting character, they put -1/-1 counters equal to its DEF divided as they choose on enemy supporting characters.</p>	<p>Amortal</p> <p>Death Herself Death gets +1/+1 for each character in each KO pile.</p> <p>Cosmic Balance When a player recruits a supporting character, they put -1/-1 counters equal to its DEF divided as they choose on enemy supporting characters.</p>	She can't be face down. If she would be turned face down, switch her with her other card instead and leave it face up. She still suffers other effects from the stun such as losing the +1/+1 and -1/-1 counters, gaining a wound, and becoming exhausted.
BLK-003	Nebula	Main Character	L1	Super Villains	0	3	5			<p>Thanos's Greatest Creation Nebula is Passive, and she loses and can't gain other keyword or super powers.</p> <p>Vengeance Stirs Level Up (1) - At the end of an enemy turn, if Nebula is equipped with a One of a Kind equipment, she gains an XP.</p>	<p>Thanos's Greatest Creation Nebula is Passive, and she loses and can't gain other keyword or super powers.</p> <p>Vengeance Stirs Level Up (1) - At the end of an enemy turn, if Nebula is equipped with a One of a Kind equipment, she gains an XP.</p>	
BLK-004	Nebula	Main Character	L2	Super Villains	12	12	5		X	<p>Revenge! Thanos characters are Passive, and they lose and can't gain other keyword and super powers.</p> <p>Tomorrow Is Mine To Sculpt Main [ALIEN]: Choose a printed keyword or super power on a character on a side or in a KO pile. Nebula gains that power.</p> <p>Death Is With Me Every Second When Thanos attacks, you may convert up to 3 of his DEF to ATK this combat.</p>	<p>Revenge! Thanos characters are Passive, and they lose and can't gain other keyword and super powers.</p> <p>Tomorrow Is Mine To Sculpt Main [Alien]: Choose a printed keyword or super power on a character on a side or in a KO pile. Nebula gains that power.</p> <p>Death Is With Me Every Second When Thanos attacks, you may convert up to 3 of his DEF to ATK this combat.</p>	
BLK-005	Thanos	Main Character	L1	Super Villains	2	4	2			<p>Resurrected By Death Herself Level Up (1) - If Thanos would be KO'd, instead heal all wounds from him, and he gains an XP.</p>	<p>Resurrected By Death Herself Level Up (1) - If Thanos would be KO'd, instead heal all wounds from him, and he gains an XP.</p>	If a power like Hex prevents him from leveling up, he'll remain at Level 1 but still heal his wounds.
BLK-006	Thanos	Main Character	L2	Super Villains	3	6	4			<p>Schemes and Dreams You can't draw cards during your Draw Phase.</p> <p>At the start of your turn, you may search your deck for a card and put it into your hand.</p> <p>Plotter and Schemer Level Up (1) - When Thanos uses Schemes and Dreams, he gains an XP.</p>	<p>Schemes and Dreams You can't draw cards during your Draw Phase.</p> <p>At the start of your turn, you may search your deck for a card and put it into your hand.</p> <p>Plotter and Schemer Level Up (1) - When Thanos uses Schemes and Dreams, he gains an XP.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
BLK-007	Thanos	Main Character	L3	Super Villains	5	7	4			<p>Games and Prizes When Thanos KOs an enemy character, draw cards equal to its [HEALTH].</p> <p>My Quest Begins Level Up (6) - When a card enters your hand from your deck, Thanos gains an XP.</p>	<p>Games and Prizes When Thanos KOs an enemy character, draw cards equal to its [Health].</p> <p>My Quest Begins Level Up (6) - When a card enters your hand from your deck, Thanos gains an XP.</p>	
BLK-008	Thanos	Main Character	L4	Super Villains	7	8	5			<p>Even Gods Err Once each turn during your Build Phase, you may KO a supporting character you recruited this turn. If you do gain recruit points equal to its cost.</p> <p>The Universe Will Now Be Set Right At the end of your turn, if the Infinity Gauntlet is equipped to Thanos with six different Infinity Gems inset on your side, you may snap. If you do, KO it, then flip a coin for each character on each side, one at a time. Remove each character who loses their flip from the game.</p>	<p>Even Gods Err Once each turn during your Build Phase, you may KO a supporting character you recruited this turn. If you do gain recruit points equal to its cost.</p> <p>The Universe Will Now Be Set Right At the end of your turn, if the Infinity Gauntlet is equipped to Thanos with six different Infinity Gems inset on your side, you may snap. If you do, KO it, then flip a coin for each character on each side, one at a time. Remove each character who loses their flip from the game.</p>	
BLK-009	Outrider	Supporting Character	1	Super Villains	2	2	1			<p>Legion, Swarm</p> <p>Genetically Engineered When this character appears, choose one of the following for it to get this turn: [FLIGHT], [RANGE], +2/+0, or +0/+2.</p>	<p>Legion, Swarm</p> <p>Genetically Engineered When this character appears, choose one of the following for it to get this turn: [Flight], [Range], +2/+0, or +0/+2.</p>	
BLK-010	Black Dwarf	Supporting Character	2	Super Villains	4	1	2			<p>Black Order When Black Dwarf appears, reveal the top six cards of your deck. Put a One of a Kind equipment from among them into your hand and shuffle the rest of the revealed cards into your deck.</p> <p>Tough When Black Dwarf gets stunned, you may recover him. He still gets wounded.</p>	<p>Black Order When Black Dwarf appears, reveal the top six cards of your deck. Put a One of a Kind equipment from among them into your hand and shuffle the rest of the revealed cards into your deck.</p> <p>Tough When Black Dwarf gets stunned, you may recover him. (He still gets wounded.)</p>	
BLK-011	Proxima Midnight	Supporting Character	3	Super Villains	1	5	2		X	<p>Black Order When Proxima Midnight appears, reveal the top six cards of your deck. Put a One of a Kind equipment from among them into your hand and shuffle the rest of the revealed cards into your deck.</p> <p>Lethal If Proxima Midnight wounds a defending supporting character, KO it.</p>	<p>Black Order When Proxima Midnight appears, reveal the top six cards of your deck. Put a One of a Kind equipment from among them into your hand and shuffle the rest of the revealed cards into your deck.</p> <p>Lethal If Proxima Midnight wounds a defending supporting character, KO it.</p>	
BLK-012	Nebula	Supporting Character	4	Super Villains	5	3	2	X	X	<p>A New Order Exists Within the Universe When Nebula appears, she may pay a [MIGHT]. If she does, put two -1/-1 counters on each enemy supporting character that doesn't share a team affiliation with a main character on its side.</p>	<p>A New Order Exists Within the Universe When Nebula appears, she may pay a [Might]. If she does, put two -1/-1 counters on each enemy supporting character that doesn't share a team affiliation with a main character on its side.</p>	
BLK-013	Supergiant	Supporting Character	4	Super Villains	3	5	2			<p>Black Order When Supergiant appears, reveal the top six cards of your deck. Put a One of a Kind equipment from among them into your hand and shuffle the rest of the revealed cards into your deck.</p> <p>Mind Games When Supergiant appears, you may have a player discard their hand, then draw that many cards.</p>	<p>Black Order When Supergiant appears, reveal the top six cards of your deck. Put a One of a Kind equipment from among them into your hand and shuffle the rest of the revealed cards into your deck.</p> <p>Mind Games When Supergiant appears, you may have a player discard their hand, then draw that many cards.</p>	
BLK-014	Corvus Glaive	Supporting Character	5	Super Villains	7	2	2			<p>Black Order When Corvus Glaive appears, reveal the top six cards of your deck. Put a One of a Kind equipment from among them into your hand and shuffle the rest of the revealed cards into your deck.</p> <p>Ferocious <i>While in melee combat, Corvus Glaive strikes before characters without Ferocious.</i></p>	<p>Black Order When Corvus Glaive appears, reveal the top six cards of your deck. Put a One of a Kind equipment from among them into your hand and shuffle the rest of the revealed cards into your deck.</p> <p>Ferocious <i>While in melee combat, Corvus Glaive strikes before characters without Ferocious.</i></p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
BLK-015	Ebony Maw	Supporting Character	6	Super Villains	6	6	2	X		<p>Black Order When Ebony Maw appears, reveal the top six cards of your deck. Put a One of a Kind equipment from among them into your hand and shuffle the rest of the revealed cards into your deck.</p> <p>Genius At the start of your turn, draw a card.</p>	<p>Black Order When Ebony Maw appears, reveal the top six cards of your deck. Put a One of a Kind equipment from among them into your hand and shuffle the rest of the revealed cards into your deck.</p> <p>Genius At the start of your turn, draw a card.</p>	
BLK-016	Might Makes Right	Plot Twist								<p>Main: Your main character may pay a [MIGHT]. If it does, put four +1/+1 counters on a supporting character on your side.</p>	<p>Main: Your main character may pay a [Might]. If it does, put four +1/+1 counters on a supporting character on your side.</p>	
BLK-017	The Infinity Gauntlet	Equipment	6	Super Villains						<p>One of a Kind, Infinity</p> <p>The Unbridled Power of a God Once on each of your turns, but not during combat, you may set any number of face-down Infinity Gems in your resource row into the Gauntlet. (Turn them face up.) The Gauntlet has the powers of each inset Gem on your side.</p> <p>Infinite Power Main [ENERGY] [INTELLECT] [SKILL] [MIGHT] [ALIEN] [HUMANITY]: If six different Infinity Gems are inset on your side, you can do anything you want the rest of the game.</p>	<p>One of a Kind, Infinity</p> <p>The Unbridled Power of a God Once on each of your turns, but not during combat, you may set any number of face-down Infinity Gems in your resource row into the Gauntlet. (Turn them face up.) The Gauntlet has the powers of each inset Gem on your side.</p> <p>Infinite Power Main [Energy] [Intellect] [Skill] [Might] [Alien] [Humanity]: If six different Infinity Gems are inset on your side, you can do anything you want the rest of the game.</p>	
BLK-018	The Mind Gem	Equipment	6	Marvel						<p>One of a Kind, Infinity</p> <p>Owned by Grandmaster You may play this for free onto the Grandmaster.</p> <p>No Thought Shall Remain A Secret Build [INTELLECT]: Choose one -- Draw three cards; or each enemy player discards three random cards.</p>	<p>One of a Kind, Infinity</p> <p>Owned by Grandmaster You may play this for free onto the Grandmaster.</p> <p>No Thought Shall Remain A Secret Build [Intellect]: Choose one -- Draw three cards; or each enemy player discards three random cards.</p>	
BLK-019	The Power Gem	Equipment	6	Marvel						<p>One of a Kind, Infinity</p> <p>Owned by the Champion You may play this for free onto the Champion.</p> <p>With It I Need Fear Nothing Main [MIGHT]: Choose one -- Characters on your side get +10/+0 this turn; or enemy characters get -10/-0 this turn.</p>	<p>One of a Kind, Infinity</p> <p>Owned by the Champion You may play this for free onto the Champion.</p> <p>With It I Need Fear Nothing Main [Might]: Choose one -- Characters on your side get +10/+0 this turn; or enemy characters get -10/-0 this turn.</p>	
BLK-020	The Reality Gem	Equipment	6	Marvel						<p>One of a Kind, Infinity</p> <p>Owned by the Collector You may play this for free onto the Collector.</p> <p>I Dream and It Will Be Main [SKILL]: Choose one -- Turn up to one card on each side face up; or turn up to one card on each side face down.</p>	<p>One of a Kind, Infinity</p> <p>Owned by the Collector You may play this for free onto the Collector.</p> <p>I Dream and It Will Be Main [Skill]: Choose one -- Turn up to one card on each side face up; or turn up to one card on each side face down.</p>	
BLK-021	The Soul Gem	Equipment	6	Marvel						<p>One of a Kind, Infinity</p> <p>Owned by the In-Betweener You may play this for free onto the In-Betweener.</p> <p>The Very Core of What Life Is Build [HUMAN]: Choose one -- Name a supporting character and it can't appear this game; or search your deck for a supporting character, reveal it, and put it into your hand.</p>	<p>One of a Kind, Infinity</p> <p>Owned by the In-Betweener You may play this for free onto the In-Betweener.</p> <p>The Very Core of What Life Is Build [Human]: Choose one -- Name a supporting character and it can't appear this game; or search your deck for a supporting character, reveal it, and put it into your hand.</p>	
BLK-022	The Space Gem	Equipment	6	Marvel						<p>One of a Kind, Infinity</p> <p>Owned by the Runner You may play this for free onto the Runner.</p> <p>I Can Be Everywhere or Nowhere Main [ALIEN]: Choose one -- Move a character to a different row on its side; or remove a character from the game and at the start of its owner's next turn put it on their side.</p>	<p>One of a Kind, Infinity</p> <p>Owned by the Runner You may play this for free onto the Runner.</p> <p>I Can Be Everywhere or Nowhere Main [Alien]: Choose one -- Move a character to a different row on its side; or remove a character from the game with its counters on it and at the start of its owner's next turn put it on their side.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
BLK-023	The Time Gem	Equipment	6	Marvel						<p>One of a Kind, Infinity</p> <p>Owned by the Gardener You may play this for free onto the Gardener.</p> <p>Infinity is Clay Waiting For Me to Mold It Build [ENERGY]: Choose one -- Search your deck for a location and put it into your resource row face up; or put an enemy resource on top of its owner's deck.</p>	<p>One of a Kind, Infinity</p> <p>Owned by the Gardener You may play this for free onto the Gardener.</p> <p>Infinity is Clay Waiting For Me to Mold It Build [Energy]: Choose one -- Search your deck for a location and put it into your resource row face up; or put an enemy resource on top of its owner's deck.</p>	
BLK-024	Titan	Special Location								<p>Hybrid Eternals During your Build Phase, your main character may pay a [Might]. If it does, turn this location face down. Then each supporting character on your side gains Eternal this turn.</p>	<p>Hybrid Eternals During your Build Phase, your main character may pay a [Might]. If it does, turn this location face down. Then each supporting character on your side gains Eternal this turn.</p>	
TUB-001	Cyclops	Main Character	L1	Resistance	3	4	5		X	<p>They'll Follow Him Main [INTELLECT]: Draw a card if you have a face-up [BROTHERHOOD] supporting character on your side. Draw a card if you have a face-up [X-MEN] supporting character on your side.</p> <p>The Squad I've Put Together Level Up (1) - At the end of your turn, if you have at least one face-up [BROTHERHOOD], [RESISTANCE], and [XMEN] supporting character on your side, Cyclops gains an XP.</p>	<p>They'll Follow Him Main [Intellect]: Draw a card if you have a face-up [Brotherhood] supporting character on your side. Draw a card if you have a face-up [X-Men] supporting character on your side.</p> <p>The Squad I've Put Together Level Up (1) - At the end of your turn, if you have at least one face-up [Brotherhood], [Resistance], and [X-Men] supporting character on your side, Cyclops gains an XP.</p>	
TUB-002	Cyclops	Main Character	L2	Resistance	9	4	5		X	<p>Trust the Plan Main [SKILL]: If you have at least one face-up [BROTHERHOOD], [RESISTANCE], and [X-MEN] supporting character on your side, put three +1/+1 counters on each of them.</p>	<p>Trust the Plan Main [Skill]: If you have at least one face-up [Brotherhood], [Resistance], and [X-Men] supporting character on your side, put three +1/+1 counters on each of them.</p>	
TUB-003	Emma Frost	Main Character	L1	X-Men	4	3	5		X	<p>Schemer When you play your first plot twist each turn, you may draw a card.</p> <p>Fluid Fidelity Level Up (5) - When you recruit a [H.A.M.M.E.R.] or [RESISTANCE] supporting character, Emma gains an XP. When she levels up, she levels into either her [H.A.M.M.E.R.] or [RESISTANCE] Level 2 card, depending on the team affiliation of the last supporting character from whom she gained XP.</p>	<p>Schemer When you play your first plot twist each turn, you may draw a card.</p> <p>Fluid Fidelity Level Up (5) - When you recruit a [H.A.M.M.E.R.] or [Resistance] supporting character, Emma gains an XP. When she levels up, she levels into either her [H.A.M.M.E.R.] or [Resistance] Level 2 card, depending on the team affiliation of the last supporting character from whom she gained XP.</p>	
TUB-004	Emma Frost	Main Character	L2	Resistance	6	7	5		X	<p>Mental Calculations At the start of your turn, look at the top four cards of your deck. Put two on the bottom of your deck and the other two back on top.</p> <p>Seeker of Peace [ANYTURN] Any Combat [SKILL]: Choose an enemy attacker in the combat. It can't strike this turn. Emma may use this power any number of times each turn.</p>	<p>Mental Calculations At the start of your turn, look at the top four cards of your deck. Put two on the bottom of your deck and the other two back on top.</p> <p>Seeker of Peace [Anyturn] Any Combat [Skill]: Choose an enemy attacker in the combat. It can't strike this turn. Emma may use this power any number of times each turn.</p>	
TUB-005	Emma Frost	Main Character	L3	H.A.M.M.E.R.	7	6	6			<p>Enhanced Durability If Emma gets stunned other than by getting struck in combat, she doesn't get wounded</p> <p>Keeper of Law [ANYTURN] Any Combat [MIGHT]: Choose a character on your side in the combat. It strikes an additional time this combat. Emma may use this power any number of times each turn.</p>	<p>Enhanced Durability If Emma gets stunned other than by getting struck in combat, she doesn't get wounded</p> <p>Keeper of Law [Anyturn] Any Combat [Might]: Choose a character on your side in the combat. It strikes an additional time this combat. Emma may use this power any number of times each turn.</p>	The character can strike two different characters once each if they're being team attacked. Otherwise, they can strike the same character twice. Add the character's ATK together for each strike and then compare it to the enemy's DEF.
TUB-006	Iceman	Main Character	L1	Resistance	6	1	5		X	<p>Ice Slide Main [SKILL]: Iceman has [FLIGHT] and Invade this turn.</p> <p>Cold-Hearted Drake Level Up (5) - When an enemy character readies, Iceman gains an XP.</p>	<p>Ice Slide Main [Skill]: Iceman has [Flight] and Invade this turn.</p> <p>Cold-Hearted Drake Level Up (5) - When an enemy character readies, Iceman gains an XP.</p>	
TUB-007	Iceman	Main Character	L2	Resistance	10	3	5		X	<p>Ice Slide Main [SKILL]: Iceman has [FLIGHT] and Invade this turn.</p> <p>Cryokinesis Main [ENERGY][ENERGY]: Freeze each enemy character. <i>(Exhaust them, and they can't ready on their next turn.)</i></p>	<p>Ice Slide Main [Skill]: Iceman has [Flight] and Invade this turn.</p> <p>Cryokinesis Main [Energy][Energy]: Freeze each enemy character. <i>(Exhaust them, and they can't ready on their next turn.)</i></p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
TUB-008	Pixie	Main Character	L1	Resistance	1	6	5	X		Souldagger [ANYTURN] Combat [MIGHT]: Choose an enemy character in the combat to lose each modifier it gained this combat. (This includes +/- ATK/DEF, as well as powers.) Half-Fairy Level Up (3) - When a character pays an [Energy], Pixie gains an XP.	Souldagger [Anyturn] Combat [Might]: Choose an enemy character in the combat to lose each modifier it gained this combat. (This includes +/- ATK/DEF, as well as powers.) Half-Fairy Level Up (3) - When a character pays an [Energy], Pixie gains an XP.	
TUB-009	Pixie	Main Character	L2	Resistance	4	9	5	X		Souldagger [ANYTURN] Combat [MIGHT]: Choose an enemy character in the combat to lose each modifier it gained this combat. "Sihal Novarum Chinoth!" [ANYTURN] Combat [ENERGY]: If Pixie is defending, remove her from the combat. You may rearrange your formation.	Souldagger [Anyturn] Combat [Might]: Choose an enemy character in the combat to lose each modifier it gained this combat. "Sihal Novarum Chinoth!" [Anyturn] Combat [Energy]: If Pixie is defending, remove her from the combat. You may rearrange your formation.	
TUB-010	Anole	Supporting Character	1	Resistance	1	2	2			Climb At the start of your Main Phase, you may exhaust a location. If you do, put a +1/+1 counter on Anole. Regeneration At the start of your turn, heal a wound from Anole.	Climb At the start of your Main Phase, you may exhaust a location. If you do, put a +1/+1 counter on Anole. Regeneration At the start of your turn, heal a wound from Anole.	
TUB-011	Magma	Supporting Character	1	Resistance	3	1	1		X	Geo-thermokinesis When an enemy supporting character with a +1/+1 counter gets a -1/-1 counter, stun that character.	Geo-thermokinesis When an enemy supporting character with a +1/+1 counter gets a -1/-1 counter, stun that character.	
TUB-012	Hellion	Supporting Character	2	Resistance	3	4	1	X		Advanced Telekinesis Main [MIGHT]: Ready or exhaust a face-up character.	Advanced Telekinesis Main [Might]: Ready or exhaust a face-up character.	
TUB-013	Match	Supporting Character	2	Resistance	4	1	1		X	Pyric Form If Match would strike a defender, put -1/-1 counters equal to his ATK on that defender instead.	Pyric Form If Match would strike a defender, put -1/-1 counters equal to his ATK on that defender instead.	These are applied during combat resolution instead of striking.
TUB-014	Pixie	Supporting Character	3	Resistance	4	4	1	X		Teleportation Spell [ANYTURN] Any Combat [ENERGY]: Remove each character on your side from the combat.	Teleportation Spell [Anyturn] Any Combat [Energy]: Remove each character on your side from the combat.	
TUB-015	Celeste	Supporting Character	3	Resistance	3	3	1		X	One of a Kind You may only have one of this card in your deck. Stepford Cuckoo When you recruit Celeste, she may pay an [INTELLECT]. If she does, when she appears, you may put Mindee and/or Phoebe from your hand onto your side. Then draw a card for each Stepford Cuckoo on your side.	One of a Kind You may only have one of this card in your deck. Stepford Cuckoo When you recruit Celeste, she may pay an [Intellect]. If she does, when she appears, you may put Mindee and/or Phoebe from your hand onto your side. Then draw a card for each Stepford Cuckoo on your side.	
TUB-016	Mindee	Supporting Character	3	Resistance	3	3	1		X	One of a Kind You may only have one of this card in your deck. Stepford Cuckoo When you recruit Mindee, she may pay an [INTELLECT]. If she does, when she appears, you may put Celeste and/or Phoebe from your hand onto your side. Then draw a card for each Stepford Cuckoo on your side.	One of a Kind You may only have one of this card in your deck. Stepford Cuckoo When you recruit Mindee, she may pay an [Intellect]. If she does, when she appears, you may put Celeste and/or Phoebe from your hand onto your side. Then draw a card for each Stepford Cuckoo on your side.	
TUB-017	Phoebe	Supporting Character	3	Resistance	3	3	1		X	One of a Kind You may only have one of this card in your deck. Stepford Cuckoo When you recruit Phoebe, she may pay an [INTELLECT]. If she does, when she appears, you may put Celeste and/or Mindee from your hand onto your side. Then draw a card for each Stepford Cuckoo on your side.	One of a Kind You may only have one of this card in your deck. Stepford Cuckoo When you recruit Phoebe, she may pay an [Intellect]. If she does, when she appears, you may put Celeste and/or Mindee from your hand onto your side. Then draw a card for each Stepford Cuckoo on your side.	
TUB-018	Armor	Supporting Character	4	Resistance	6	5	1		X	Psionic Exoskeleton [ANYTURN] Combat [INTELLECT]: Armor gets +0/+10 this turn.	Psionic Exoskeleton [Anyturn] Combat [Intellect]: Armor gets +0/+10 this turn.	Psionic Exoskeleton is a combat power, but its effect lasts for the rest of the turn.
TUB-019	Rockslide	Supporting Character	4	Resistance	5	5	2			Re-form, Better Than Ever [ANYTURN] Combat [MIGHT]: Rockslide has +5/+5 this combat for each other Rockslide supporting character in your KO pile. Enhanced Durability If Rockslide gets stunned other than by getting struck in combat, he doesn't get wounded.	Re-form, Better Than Ever [Anyturn] Combat [Might]: Rockslide has +5/+5 this combat for each other Rockslide supporting character in your KO pile. Enhanced Durability If Rockslide gets stunned other than by getting struck in combat, he doesn't get wounded.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
TUB-020	Domino	Supporting Character	5	Resistance	5	8	1		X	Probability Manipulation When Domino attacks, flip a coin. If she wins the flip, stun the defender. When Domino defends, flip a coin. If she wins the flip, remove her from the combat and you may hide her.	Probability Manipulation When Domino attacks, flip a coin. If she wins the flip, stun the defender. When Domino defends, flip a coin. If she wins the flip, remove her from the combat and you may hide her.	
TUB-021	Iceman	Supporting Character	5	Resistance	8	1	2		X	Ice Slide Main [SKILL]: Iceman has [FLIGHT] and Invade this turn.	Ice Slide Main [Skill]: Iceman has [Flight] and Invade this turn.	
TUB-022	Avalanche	Supporting Character	6	Resistance	4	6	1		X	The Big One Main [ENERGY][MIGHT][SKILL]: KO up to three enemy basic locations with different types.	The Big One Main [Energy][Might][Skill]: KO up to three enemy basic locations with different types.	
TUB-023	Psylocke	Supporting Character	6	Resistance	6	6	1			Telepathic Amnesia Main [INTELLECT]: The next time Psylocke stuns an enemy main character in melee combat this turn, that player discards their hand.	Telepathic Amnesia Main [Intellect]: The next time Psylocke stuns an enemy main character in melee combat this turn, that player discards their hand.	
TUB-024	Colossus	Supporting Character	7	Resistance	12	12	3					
TUB-025	Wolverine	Supporting Character	7	Resistance	9	7	2			Animal Senses When Wolverine appears or enters combat, you may look at an enemy player's hand. Survival of the Fittest While Wolverine is wounded, when he stuns an enemy character in melee combat, wound it an extra time.	Animal Senses When Wolverine appears or enters combat, you may look at an enemy player's hand. Survival of the Fittest While Wolverine is wounded, when he stuns an enemy character in melee combat, wound it an extra time.	
TUB-026	Mercury	Supporting Character	*	Resistance	0	0	1			Malleable Shape As you recruit Mercury, pay any number of recruit points, with a minimum of 1. She appears with that many +1/+1 counters. Leap Mercury has [FLIGHT] on your turn.	Malleable Shape As you recruit Mercury, pay any number of recruit points, with a minimum of 1. She appears with that many +1/+1 counters. Leap Mercury has [Flight] on your turn.	
TUB-027	Fight the Good Fight	Plot Twist		Resistance						Main: Recover and ready a stunned character on your side. It has Ferocious this turn.	Main: Recover and ready a stunned character on your side. It has Ferocious this turn.	
TUB-028	Long-Term Plan	Plot Twist		Resistance						Main: Stun an enemy supporting character with cost exactly equal to the number of resources on your side.	Main: Stun an enemy supporting character with cost exactly equal to the number of resources on your side.	
TUB-029	Sacred Ground	Plot Twist								[ANYTURN] Combat: A [BROTHERHOOD], [RESISTANCE], or [X-MEN] character on your side in the combat may pay any power symbol. If they do, they get +3/+3 this combat. If they paid with Asteroid M, Utopia, or School for Gifted Youngsters they get +6/+6 instead.	[ANYTURN] Combat: A [Brotherhood], [Resistance], or [X-Men] character on your side in the combat may pay any power symbol. If they do, they get +3/+3 this combat. If they paid with Asteroid M, Utopia, or School for Gifted Youngsters they get +6/+6 instead.	
TUB-030	Utopia	Special Location		Resistance						[ENERGY] or [INTELLECT] or [MIGHT] or [SKILL] for a [RESISTANCE] character. AKA Iron Patriot, Green Goblin	[Energy] or [Intellect] or [Might] or [Skill] for a [Resistance] character. AKA Iron Patriot, Green Goblin	
TUB-031	Norman Osborn	Main Character	L1	H.A.M.M.E.R.	1	6	5			No Fatalities Main [MIGHT]: Daze an enemy character. Director of H.A.M.M.E.R. Level Up (4) - When a [H.A.M.M.E.R.] character on your side stuns an enemy character but doesn't KO them, Norman gains an XP.	No Fatalities Main [Might]: Daze an enemy character. Director of H.A.M.M.E.R. Level Up (4) - When a [H.A.M.M.E.R.] character on your side stuns an enemy character but doesn't KO them, Norman gains an XP.	
TUB-032	Norman Osborn	Main Character	L2	H.A.M.M.E.R.	7	7	5	X	X	AKA Iron Patriot, Green Goblin Bring Me Their Heads and Hearts [H.A.M.M.E.R.] characters on your side are Lethal . Dark Avengers, Dark X-Men [H.A.M.M.E.R.] characters on your side are also [AVENGERS] and [X-MEN].	AKA Iron Patriot, Green Goblin Bring Me Their Heads and Hearts [H.A.M.M.E.R.] characters on your side are Lethal . Dark Avengers, Dark X-Men [H.A.M.M.E.R.] characters on your side are also [Avengers] and [X-Men].	Keyword Powers also affect himself. Dark Avengers, Dark X-Men does not give your (Avengers) and (X-Men) characters the (H.A.M.M.E.R.) team affiliation.
TUB-033	Dark Beast	Main Character	L1	H.A.M.M.E.R.	2	5	5			Techno-Genius At the start of your turn, draw a card for each equipment on your side. Dark Scientist Level Up (6) - At the end of your turn, Dark Beast gains XP equal to the total cost of equipment on your side.	Techno-Genius At the start of your turn, draw a card for each equipment on your side. Dark Scientist Level Up (6) - At the end of your turn, Dark Beast gains XP equal to the total cost of equipment on your side.	
TUB-034	Dark Beast	Main Character	L2	H.A.M.M.E.R.	3	10	5			Techno-Genius At the start of your turn, draw a card for each equipment on your side. The Thrill of Experimentation Main [INTELLECT]: Put -1/-1 counters equal to the total cost of equipment on your side on an enemy character.	Techno-Genius At the start of your turn, draw a card for each equipment on your side. The Thrill of Experimentation Main [Intellect]: Put -1/-1 counters equal to the total cost of equipment on your side on an enemy character.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
TUB-035	Weapon Omega	Main Character	L1	H.A.M.M.E.R.	3	3	6	X	X	<p>Mutant Energy Absorption Main [ENERGY]: Each [BROTHERHOOD], [RESISTANCE], and [X-MEN] supporting character on your side loses and can't gain powers. Put a +1/+1 counter on Weapon Omega for each power lost this way.</p> <p>The Collective Level Up (8) - When Weapon Omega gains a +1/+1 counter, he gains an XP.</p>	<p>Mutant Energy Absorption Main [Energy]: Each [Brotherhood], [Resistance], and [X-Men] supporting character on your side loses and can't gain powers. Put a +1/+1 counter on Weapon Omega for each power lost this way.</p> <p>The Collective Level Up (8) - When Weapon Omega gains a +1/+1 counter, he gains an XP.</p>	
TUB-036	Weapon Omega	Main Character	L2	H.A.M.M.E.R.	6	6	6	X	X	<p>Addicted to Mutant Energy As a [BROTHERHOOD], [UTOPIA], or [X-MEN] supporting character appears on your side, it loses and can't gain powers.</p> <p>Put a +1/+1 counter on Weapon Omega for each power lost this way.</p>	<p>Addicted to Mutant Energy As a [Brotherhood], [Utopia], or [X-Men] supporting character appears on your side, it loses and can't gain powers.</p> <p>Put a +1/+1 counter on Weapon Omega for each power lost this way.</p>	
TUB-037	Simon Trask	Main Character	L1		0	6	5			<p>Humanity Now! You can't put [BROTHERHOOD], [RESISTANCE], or [X-MEN] cards in your deck.</p> <p>Proposition X Level Up (5) - When an enemy character appears, Trask gains 1 XP for each team affiliation it has that it doesn't share with a character on your side.</p>	<p>Humanity Now! You can't put [Brotherhood], [Resistance], or [X-Men] cards in your deck.</p> <p>Proposition X Level Up (5) - When an enemy character appears, Trask gains 1 XP for each team affiliation it has that it doesn't share with a character on your side.</p>	
TUB-038	Simon Trask	Main Character	L2		5	8	6		X	<p>Biosentinel</p> <p>The Bloodline Must Be Purged When an enemy [BROTHERHOOD], [UTOPIA], or [X-MEN] character gets stunned, you may ready each Biosentinel on your side.</p> <p>Human Sentinel One Main [ENERGY] or [INTELLECT]: Choose a supporting character on your side to become a Biosentinel with +5/+0, [RANGE], and Lethal this turn. At the end of your turn, KO it.</p>	<p>Biosentinel</p> <p>The Bloodline Must Be Purged When an enemy [Brotherhood], [Utopia], or [X-Men] character gets stunned, you may ready each Biosentinel on your side.</p> <p>Human Sentinel One Main [Energy] or [Intellect]: Choose a supporting character on your side to become a Biosentinel with +5/+0, [Range], and Lethal this turn. At the end of your turn, KO it.</p>	
TUB-039	Mystique	Supporting Character	1	H.A.M.M.E.R.	1	4	1			<p>Impersonating Professor X Mystique has Leader while Professor X isn't on a side.</p> <p>Mutant Bomb At the end of your turn, if Mystique is in your front row, your main character may pay a [SKILL]. If it does, KO her and put three -1/-1 counters on each enemy front row character.</p>	<p>Impersonating Professor X Mystique has Leader while Professor X isn't on a side.</p> <p>Mutant Bomb At the end of your turn, if Mystique is in your front row, your main character may pay a [Skill]. If it does, KO her and put three -1/-1 counters on each enemy front row character.</p>	
TUB-040	Simon Trask	Supporting Character	1		0	2	1			<p>Humanity's Last Stand When Trask appears, he may pay a [HUMANITY]. If he does, KO an enemy supporting character that doesn't share a team affiliation with a character on your side.</p>	<p>Humanity's Last Stand When Trask appears, he may pay a [Humanity]. If he does, KO an enemy supporting character that doesn't share a team affiliation with a character on your side.</p>	
TUB-044	Cloak	Supporting Character	3	H.A.M.M.E.R.	3	3	1	X		<p>Darkforce Channeling When another character appears on a side, put -1/-1 counters on it equal to its cost.</p> <p>Shifting Loyalties At the end of your turn, if there is a face-up enemy [BROTHERHOOD], [RESISTANCE], or [X-MEN] character and Cloak has [HAMMER], he moves to that side, loses his team affiliations, then gains [BROTHERHOOD], [RESISTANCE], and/or [X-MEN], respectively.</p>	<p>Darkforce Channeling When another character appears on a side, put -1/-1 counters on it equal to its cost.</p> <p>Shifting Loyalties At the end of your turn, if there is a face-up enemy [Brotherhood], [Resistance], or [X-Men] character and Cloak has [H.A.M.M.E.R.], he moves to that side, loses his team affiliations, then gains [Brotherhood], [Resistance], and/or [X-Men], respectively.</p>	
TUB-042	Dark Beast	Supporting Character	2	H.A.M.M.E.R.	2	3	2			<p>Dark Scientist You pay 2 less to play Evil equipment, to a minimum of 1.</p>	<p>Dark Scientist You pay 2 less to play Evil equipment, to a minimum of 1.</p>	Good and Evil are based on the team the equipment is on. A full list of good and evil teams can be found in the Compiled Rules.
TUB-043	Bullseye	Supporting Character	3	H.A.M.M.E.R.	4	4	1		X	<p>Impersonating Hawkeye Bullseye has Sniper while Hawkeye isn't on a side.</p>	<p>Impersonating Hawkeye Bullseye has Sniper while Hawkeye isn't on a side.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
TUB-041	Dagger	Supporting Character	2	H.A.M.M.E.R.	2	5	1		X	<p>Lightforce Manipulation If a -1/-1 counter would be put on a character on your side, you may put a +1/+1 counter on that character instead.</p> <p>Shifting Loyalties At the end of your turn, if there is a face-up enemy [BROTHERHOOD], [RESISTANCE], or [X-MEN] character and Dagger has [HAMMER], she moves to that side, loses her team affiliations, then gains [BROTHERHOOD], [RESISTANCE], and/or [X-MEN], respectively.</p>	<p>Lightforce Manipulation If a -1/-1 counter would be put on a character on your side, you may put a +1/+1 counter on that character instead.</p> <p>Shifting Loyalties At the end of your turn, if there is a face-up enemy [Brotherhood], [Resistance], or [X-Men] character and Dagger has [H.A.M.M.E.R.], she moves to that side, loses her team affiliations, then gains [Brotherhood], [Resistance], and/or [X-Men], respectively.</p>	
TUB-045	Daken	Supporting Character	4	H.A.M.M.E.R.	5	5	2			<p>Impersonating Wolverine Daken has Berserker while Wolverine isn't on a side.</p>	<p>Impersonating Wolverine Daken has Berserker while Wolverine isn't on a side.</p>	
TUB-046	Moonstone	Supporting Character	4	H.A.M.M.E.R.	6	4	1	X	X	<p>Impersonating Ms. Marvel Moonstone has +1 [HEALTH] while Ms. Marvel isn't on a side. This power remains on while Moonstone is face-down.</p>	<p>Impersonating Ms. Marvel Moonstone has +1 [Health] while Ms. Marvel isn't on a side. This power remains on while Moonstone is face-down.</p>	
TUB-047	Mimic	Supporting Character	5	H.A.M.M.E.R.	4	4	1	X	X	<p>Freeze When Mimic appears, exhaust a character. It can't ready on its next turn.</p> <p>Genius At the start of your turn, if Mimic is face up, you may draw a card.</p> <p>Teke Shield [ANYTURN] Any Combat [INTELLECT]: The defending character can't be stunned this combat. You may use this power any number of times each turn.</p>	<p>Freeze When Mimic appears, exhaust a character. It can't ready on its next turn.</p> <p>Genius At the start of your turn, draw a card.</p> <p>Teke Shield [Anyturn] Any Combat [Intellect]: The defending character can't be stunned this combat. Mimic may use this power any number of times each turn.</p>	
TUB-048	*Venom*	Supporting Character	5	H.A.M.M.E.R.	7	7	2			<p>AKA Scorpion</p> <p>Impersonating Spider-Man [Star]Venom[Star] has Mobile while Spider-Man isn't on a side.</p>	<p>AKA Scorpion</p> <p>Impersonating Spider-Man *Venom* has Mobile while Spider-Man isn't on a side.</p>	
TUB-049	Iron Patriot	Supporting Character	6	H.A.M.M.E.R.	5	7	1	X	X	<p>AKA Norman Osborn, Green Goblin</p> <p>Lower the H.A.M.M.E.R. When Iron Patriot appears, you may turn an enemy location face down.</p>	<p>AKA Norman Osborn, Green Goblin</p> <p>Lower the H.A.M.M.E.R. When Iron Patriot appears, you may turn an enemy location face down.</p>	
TUB-050	Weapon Omega	Supporting Character	6	H.A.M.M.E.R.	6	6	1	X	X	<p>Dark Invention Main [Might]: Put a vitality counter on Weapon Omega for each Omega Machine Component equipment on your side.</p>	<p>Dark Invention Main [Might]: Put a vitality counter on Weapon Omega for each Omega Machine Component equipment on your side.</p>	
TUB-051	Ares	Supporting Character	7	H.A.M.M.E.R.	10	7	3			<p>Dodge Ares can't be ranged attacked.</p> <p>Combat Master While Ares is in combat, enemy players can't play plot twists.</p> <p>Lethal If Ares wounds an enemy defending supporting character, KO it.</p>	<p>Dodge Ares can't be ranged attacked.</p> <p>Combat Master While Ares is in combat, enemy players can't play plot twists.</p> <p>Lethal If Ares wounds an enemy defending supporting character, KO it.</p>	
TUB-052	Namor	Supporting Character	7	H.A.M.M.E.R.	9	9	2	X		<p>Imperius Rex! [ANYTURN] Combat [MIGHT]: Double Namor's current ATK and DEF until the end of the combat.</p> <p>Shifting Loyalties At the end of your turn, if there is a face-up enemy [BROTHERHOOD], [RESISTANCE], or [X-MEN] character and Namor has [HAMMER], he moves to that side, loses his team affiliations, then gains [BROTHERHOOD], [RESISTANCE], and/or [X-MEN], respectively.</p>	<p>Imperius Rex! [Anyturn] Combat [Might]: Double Namor's current ATK and DEF until the end of the combat.</p> <p>Shifting Loyalties At the end of your turn, if there is a face-up enemy [Brotherhood], [Resistance], or [X-Men] character and Namor has [H.A.M.M.E.R.], he moves to that side, loses his team affiliations, then gains [Brotherhood], [Resistance], and/or [X-Men], respectively.</p>	
TUB-053	Sentry	Supporting Character	8	H.A.M.M.E.R.	18	18	2	X	X	<p>Reluctant God Sentry can't strike.</p> <p>Mindfulness [Anyturn] Combat [Intellect]: Sentry loses Reluctant God this combat.</p>	<p>Reluctant God Sentry can't strike.</p> <p>Mindfulness [Anyturn] Combat [Intellect]: Sentry loses Reluctant God this combat.</p>	
TUB-056	Omega Machine Component	Equipment - Machine	3	H.A.M.M.E.R.						<p>One of a Kind</p> <p>Power Drain When an enemy character appears, put a -1/-1 counter on it.</p>	<p>One of a Kind</p> <p>Power Drain When an enemy character appears, put a -1/-1 counter on it.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
TUB-054	Omega Machine Component	Equipment - Machine	1	H.A.M.M.E.R.						<p>One of a Kind</p> <p>Power Drain When an enemy character recovers, put a -1/-1 counter on it.</p>	<p>One of a Kind</p> <p>Power Drain When an enemy character recovers, put a -1/-1 counter on it.</p>	
TUB-057	Omega Machine Component	Equipment - Machine	4	H.A.M.M.E.R.						<p>One of a Kind</p> <p>Power Drain When an enemy character exhausts, put a -1/-1 counter on it.</p>	<p>One of a Kind</p> <p>Power Drain When an enemy character exhausts, put a -1/-1 counter on it.</p>	
TUB-055	Omega Machine Component	Equipment - Machine	2	H.A.M.M.E.R.						<p>One of a Kind</p> <p>Power Drain When an enemy character readies, put a -1/-1 counter on it.</p>	<p>One of a Kind</p> <p>Power Drain When an enemy character readies, put a -1/-1 counter on it.</p>	
TUB-058	Spin Master	Plot Twist		H.A.M.M.E.R.						<p>Main: Double the -1/-1 counters on each enemy character.</p>	<p>Main: Double the -1/-1 counters on each enemy character.</p>	
TUB-059	Out-Position	Plot Twist		H.A.M.M.E.R.						<p>Main: Put a +1/+1 or -1/-1 counter on a character. Then you may move it to a different row on its side.</p>	<p>Main: Put a +1/+1 or -1/-1 counter on a character. Then you may move it to a different row on its side.</p>	
TUB-060	H.A.M.M.E.R. HQ	Special Location		H.A.M.M.E.R.						[Energy] or [Intellect] or [Might] or [Skill] for a [H.A.M.M.E.R.] character.	[Energy] or [Intellect] or [Might] or [Skill] for a [H.A.M.M.E.R.] character.	
TUB-061	Laboratory	Basic Location								[Energy]	[Energy]	
TUB-062	Academy	Basic Location								[Intellect]	[Intellect]	
TUB-063	Fortress	Basic Location								[Might]	[Might]	
TUB-064	Training Ground	Basic Location								[Skill]	[Skill]	
RES-001	Angel	Main Character	L1	Resistance	2	5	5	X		<p>AKA Archangel</p> <p>Healing Blood Main [ENERGY]: Heal a wound from a supporting character on your side.</p> <p>The Friendly Skies Level Up (3) - When Angel enters combat with at least one enemy character with [FLIGHT], he gains an XP. When he levels up, he transforms into [RESISTANCE] Archangel Level 2.</p>	<p>AKA Archangel</p> <p>Healing Blood Main [Energy]: Heal a wound from a supporting character on your side.</p> <p>The Friendly Skies Level Up (3) - When Angel enters combat with at least one enemy character with [Flight], he gains an XP. When he levels up, he transforms into [Resistance] Archangel Level 2.</p>	
RES-002	Archangel	Main Character	L2	Resistance	5	7	6	X	X	<p>AKA Angel</p> <p>Violent</p> <p>The Angel of Death When an enemy supporting character appears, put three -1/-1 counters on it for each copy of it in its owner's KO pile.]</p>	<p>AKA Angel</p> <p>Violent</p> <p>The Angel of Death When an enemy supporting character appears, put three -1/-1 counters on it for each copy of it in its owner's KO pile.</p>	
RES-003	Gambit	Main Character	L1	Resistance	4	3	5		X	<p>Kinetic Card Throw Main [ENERGY]: Discard a card that costs at least as much as a face-up enemy supporting character of your choice. If you do, stun that character.</p> <p>'Dis Card Level Up (4) - When you discard a card, Gambit gains an XP.</p>	<p>Kinetic Card Throw Main [Energy]: Discard a card that costs at least as much as a face-up enemy supporting character of your choice. If you do, stun that character.</p> <p>'Dis Card Level Up (4) - When you discard one or more cards, Gambit gains an XP.</p>	
RES-004	Gambit	Main Character	L2	Resistance	6	7	5		X	<p>Kinetic Card Throw Main [ENERGY]: Discard a card that costs at least as much as a face-up enemy supporting character of your choice. If you do, stun that character.</p> <p>'Dat Card Build [SKILL]: Search your deck for a copy of a card in your KO pile, reveal it, and put it into your hand.</p>	<p>Kinetic Card Throw Main [Energy]: Discard a card that costs at least as much as a face-up enemy supporting character of your choice. If you do, stun that character.</p> <p>'Dat Card Build [Skill]: Search your deck for a copy of a card in your KO pile, reveal it, and put it into your hand.</p>	
RES-005	Rogue	Main Character	L1	Resistance	3	4	6	X		<p>Force Transfer [ANYTURN] Combat [ENERGY]: If this is a melee combat, choose an enemy character in the combat. They get -2/-0 and Rogue gets +2/+0 this combat.</p> <p>Punch It Up Level Up (4) - While Rogue is in melee combat, when she gains ATK or when an enemy character in the combat loses ATK, she gains an XP.</p>	<p>Force Transfer [Anyturn] Combat [Energy]: If this is a melee combat, choose an enemy character in the combat. They get -2/-0 and Rogue gets +2/+0 this combat.</p> <p>Punch It Up Level Up (4) - While Rogue is in melee combat, when she gains ATK or when an enemy character in the combat loses ATK, she gains an XP.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
RES-006	Rogue	Main Character	L2	Resistance	5	6	6	X		<p>Life Transfer [ANYTURN] Combat [ENERGY]: If this is a melee combat, choose an enemy character in the combat. They get -0/-2 and Rogue gets +0/+2 this combat.</p> <p>Breathe It In Level Up (4) - While Rogue is in melee combat, when she gains DEF or when an enemy character in the combat loses DEF, she gains an XP.</p>	<p>Life Transfer [Anyturn] Combat [Energy]: If this is a melee combat, choose an enemy character in the combat. They get -0/-2 and Rogue gets +0/+2 this combat.</p> <p>Breathe It In Level Up (4) - While Rogue is in melee combat, when she gains DEF or when an enemy character in the combat loses DEF, she gains an XP.</p>	
RES-007	Rogue	Main Character	L3	Resistance	8	8	7	X		<p>God-Strength When Rogue enters melee combat, each enemy character in the combat gets -2/-2, and she gets +2/+2 for each of them.</p>	<p>God-Strength When Rogue enters melee combat, each enemy character in the combat gets -2/-2, and she gets +2/+2 for each of them this combat.</p>	
RES-008	Doctor Nemesis	Supporting Character	1	Resistance	2	3	1		X	<p>Self-Evolved Intellect Characters on your side get double the ATK and DEF gains from Combat plot twists.</p>	<p>Self-Evolved Intellect Characters on your side get double the ATK and DEF gains from Combat plot twists.</p>	-.1/+1 counters granted from a Plot Twist are unaffected by Dr. Nemesis
RES-009	Trance	Supporting Character	2	Resistance	3	2	1			<p>Astral Form Overload Main [ENERGY]: Trance gains Stealth and Fearless this turn. KO her at the end of your turn.</p>	<p>Astral Form Overload Main [Energy]: Trance gains Stealth and Fearless this turn. KO her at the end of your turn.</p>	
RES-010	Danger	Supporting Character	3	Resistance	2	6	2			<p>Enhanced Perception While Danger is in the front row, characters in other rows on your side can't be attacked.</p>	<p>Enhanced Perception While Danger is in the front row, characters in other rows on your side can't be attacked.</p>	
RES-011	Toad	Supporting Character	3	Resistance	2	5	1		X	<p>Toadally Awesome Toad has +3/+0 while he's in the front row and +0/+3 while he's in the back row.</p>	<p>Toadally Awesome Toad has +3/+0 while he's in the front row and +0/+3 while he's in the back row.</p>	
RES-012	Gambit	Supporting Character	4	Resistance	6	4	1		X	<p>Molecular Acceleration When Gambit appears, he may pay a [SKILL]. If he does, discard a card and stun enemy supporting characters with a total cost less than or equal to the cost of the discarded card.</p>	<p>Molecular Acceleration When Gambit appears, he may pay a [Skill]. If he does, discard a card and stun enemy supporting characters with a total cost less than or equal to the cost of the discarded card.</p>	
RES-013	Storm	Supporting Character	5	Resistance	4	9	1	X		<p>You Can't Weather This Storm When Storm appears, she may pay an [ENERGY]. If she does, daze any number of enemy characters with [FLIGHT].</p>	<p>You Can't Weather This Storm When Storm appears, she may pay an [Energy]. If she does, daze any number of enemy characters with [Flight].</p>	This is a Keyword, not a Super Power
RES-014	Emma Frost	Supporting Character	6	Resistance	6	7	1		X	<p>Fluid Forms and Fidelity If you would power up a [H.A.M.M.E.R.] Emma Frost supporting character with this card, you may have her transform into this card instead.</p> <p>Omega-Class Telepath When this card appears or is transformed into, she gets +4/+0 this turn.</p>	<p>Fluid Forms and Fidelity If you would power up a [H.A.M.M.E.R.] Emma Frost supporting character with this card, you may have her transform into this card instead.</p> <p>Omega-Class Telepath When this card appears or is transformed into, she gets +4/+0 this turn.</p>	
RES-015	Mirage	Supporting Character	7	Resistance	7	9	2	X		<p>Partial Odin Power When Mirage flies over one or more supporting characters, she may strike one of them.</p>	<p>Partial Odin Power When Mirage flies over one or more supporting characters, she may strike one of them.</p>	
RES-016	A Great Teacher	Plot Twist								<p>[ANYTURN] Combat: Your main character may pay a [SKILL]. If it does, choose a supporting character on your side in the combat to get +6/+0 this combat.</p>	<p>[Anyturn] Combat: Your main character may pay a [Skill]. If it does, choose a supporting character on your side in the combat to get +6/+0 this combat.</p>	
RES-017	Latent Mutation	Plot Twist								<p>Main: Your main character may pay an [ENERGY]. If they do, put four -1/-1 counters on an enemy supporting character.</p>	<p>Main: Your main character may pay an [Energy]. If they do, put four -1/-1 counters on an enemy supporting character.</p>	
RES-018	Danger Room	Special Location								<p>Practice Makes Perfect During your Main Phase, but not during combat, your main character may pay a [SKILL]. If it does, turn this location face down. Then each character on your side gains Combat Master this turn.</p>	<p>Practice Makes Perfect During your Main Phase, but not during combat, your main character may pay a [Skill]. If it does, turn this location face down. Then each character on your side gains Combat Master this turn.</p>	
RES-019	San Francisco	Special Location								<p>A Real Riot During your Main Phase, but not during combat, your main character may pay an [ENERGY]. If it does, turn this location face down. Then turn up to two enemy locations face down.</p>	<p>A Real Riot During your Main Phase, but not during combat, your main character may pay an [Energy]. If it does, turn this location face down. Then turn up to two enemy locations face down.</p>	
HAM-001	Bullseye	Main Character	L1	H.A.M.M.E.R.	2	5	5		X	<p>Perfect Aim Combat [SKILL]: Choose a defender. Bullseye gains ATK this combat until his ATK is equal to that defender's DEF.</p> <p>Perfectionist Level Up (3) - When Bullseye strikes an enemy character with ATK exactly equal to their DEF, he gains an XP.</p>	<p>Perfect Aim Combat [Skill]: Choose a defender. Bullseye gains ATK this combat until his ATK is equal to that defender's DEF.</p> <p>Perfectionist Level Up (3) - When Bullseye strikes an enemy character with ATK exactly equal to their DEF, he gains an XP.</p>	If the Defender gains or loses DEF later in the combat, that won't affect Bullseye's ATK.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
HAM-002	Bullseye	Main Character	L2	H.A.M.M.E.R.	4	8	5		X	<p>Everything's a Weapon Main [INTELLECT]: Put the top card of your deck into your KO pile. If it's a(n):</p> <p>Character: Daze an enemy character. Equipment: Wound an enemy character. Location: Move an enemy character to another of its rows. Plot Twist: Stun an enemy character.</p>	<p>Everything's a Weapon Main [Intellect]: Put the top card of your deck into your KO pile. If it's a(n):</p> <p>Character: Daze an enemy character. Equipment: Wound an enemy character. Location: Move an enemy character to another of its rows. Plot Twist: Stun an enemy character.</p>	Put the top card of your deck into your KO pile before you choose which enemy character to apply the effect to.
HAM-003	Daken	Main Character	L1	H.A.M.M.E.R.	4	3	5			<p>I Am Not My Father [ANYTURN] Combat [SKILL]: Daken gets +3/+0 this combat.</p> <p>I'm Supposed to Be Him Level Up (4) - When Daken stuns an enemy character in combat, he gains an XP. If it's Wolverine, he gains 4 XP instead.</p>	<p>I Am Not My Father [Anyturn] Combat [Skill]: Daken gets +3/+0 this combat.</p> <p>I'm Supposed to Be Him Level Up (4) - When Daken stuns an enemy character in combat, he gains an XP. If it's Wolverine, he gains 4 XP instead.</p>	
HAM-004	Daken	Main Character	L2	H.A.M.M.E.R.	6	6	5			<p>Berserker When Daken attacks, put a +1/+1 counter on him.</p> <p>Lethal If Daken wounds a defending supporting character, KO it.</p> <p>Regeneration At the start of your turn, heal a wound from Daken.</p>	<p>Berserker When Daken attacks, put a +1/+1 counter on him.</p> <p>Lethal If Daken wounds a defending supporting character, KO it.</p> <p>Regeneration At the start of your turn, heal a wound from Daken.</p>	
HAM-005	Mimic	Main Character	L1	H.A.M.M.E.R.	2	2	4			<p>Checked Past You start the game with an Absorption History.</p> <p>Power Hungry Level Up (6) - When another character appears, Mimic gains an XP.</p>	<p>Checked Past You start the game with an Absorption History.</p> <p>Power Hungry Level Up (6) - When another character appears, Mimic gains an XP.</p>	Absorption History pile may only include the original five X-Men plus Professor X. The pile must include exactly three Main Character cards, one Level 1, one Level 2, and one Level 3. They can only be from the Illustrated Universe, they must be Marvel and they must have three different card titles from the following list: Angel, Beast, Cyclops, Iceman, Jean Grey, and Professor X.
HAM-006	Mimic	Main Character	L2	H.A.M.M.E.R.	4	4	4			<p>Power Thirsty Level Up (5) - When another character appears, Mimic gains an XP.</p>	<p>Power Thirsty Level Up (5) - When another character appears, Mimic gains an XP.</p>	
HAM-007	Mimic	Main Character	L3	H.A.M.M.E.R.	6	6	4					
HAM-008	H.A.M.M.E.R. Enforcer	Supporting Character	1	H.A.M.M.E.R.	2	1	1		X	<p>Swarm You can have any number of this character on your side. This power can't be turned off.</p> <p>Soldier When this character appears, put -1/-1 counters equal to the number of Soldiers on your side onto an enemy supporting character.</p>	<p>Swarm You can have any number of this character on your side. This power can't be turned off.</p> <p>Soldier When this character appears, put -1/-1 counters equal to the number of Soldiers on your side onto an enemy supporting character.</p>	
HAM-009	Victoria Hand	Supporting Character	1	H.A.M.M.E.R.	1	3	1			<p>Agent When Victoria appears, look at cards from the top of your deck equal to the number of Agents on your side. Put any of them on the bottom of your deck.</p> <p>Right-Hand Woman The first time a main character on your side uses a [MIGHT] super power each turn, they pay one less [MIGHT].</p>	<p>Agent When Victoria appears, look at cards from the top of your deck equal to the number of Agents on your side. Put any of them on the bottom of your deck.</p> <p>Right-Hand Woman The first time a main character on your side uses a [Might] super power each turn, they pay one less [Might].</p>	
HAM-010	Ghost	Supporting Character	2	H.A.M.M.E.R.	3	3	1		X	<p>Intangible Ghost can't strike or be struck in melee combat.</p> <p>Invisible Ghost doesn't protect characters and can attack protected characters.</p>	<p>Intangible Ghost can't strike or be struck in melee combat.</p> <p>Invisible Ghost doesn't protect characters and can attack protected characters.</p>	
HAM-011	Grizzly	Supporting Character	2	H.A.M.M.E.R.	5	2	2					
HAM-012	Headsman	Supporting Character	3	H.A.M.M.E.R.	4	3	1		X	<p>Executioner Combat [Skill]: If Headsman is melee attacking an exhausted defender, he has Ferocious and strikes with triple his ATK this combat.</p>	<p>Executioner Combat [Skill]: If Headsman is melee attacking an exhausted defender, he has Ferocious and strikes with triple his ATK this combat.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
HAM-013	Paladin	Supporting Character	3	H.A.M.M.E.R.	6	2	1		X	Stun-Gun [ANYTURN] Combat [ENERGY]: When Paladin stuns an enemy character this combat, it can't recover until after its next Recovery Phase.	Stun-Gun [Anyturn] Combat [Energy]: When Paladin stuns an enemy character this combat, it can't recover until after its next Recovery Phase.	The power is applied, even if Paladin is stunned as a result of the combat.
HAM-014	Scourge	Supporting Character	4	H.A.M.M.E.R.	2	6	2		X	Leader While Scourge is team attacking, you choose who the defender strikes back against. Betsy's Incendiary Missiles Main [ENERGY]: Burn an enemy supporting character Scourge could attack.	Leader While Scourge is team attacking, you choose who the defender strikes. Betsy's Incendiary Missiles Main [Energy]: Burn an enemy supporting character Scourge could attack.	He must be ready and the character must be legal targets for scourge to attack.
HAM-015	Mister X	Supporting Character	5	H.A.M.M.E.R.	6	9	1			I Can Predict Your Every Move While an enemy character is in solo combat with Mister X, its current ATK and DEF can't be higher than its printed ATK and DEF.	I Can Predict Your Every Move While an enemy character is in solo combat with Mister X, its current ATK and DEF can't be higher than its printed ATK and DEF.	
HAM-016	Emma Frost	Supporting Character	6	H.A.M.M.E.R.	7	6	2			Fluid Forms and Fidelity If you would power up a [RESISTANCE] Emma Frost supporting character with this card, you may have her transform into this card instead. Organic Diamond Form When this card appears or is transformed into, she gets +0/+4 this turn.	Fluid Forms and Fidelity If you would power up a [Resistance] Emma Frost supporting character with this card, you may have her transform into this card instead. Organic Diamond Form When this card appears or is transformed into, she gets +0/+4 this turn.	
HAM-017	The Void	Supporting Character	7		8	8	1	X	X	No Escape When The Void appears, KO each Sentry supporting character. Sentry supporting characters can't appear.	No Escape When The Void appears, KO each Sentry supporting character. Sentry supporting characters can't appear.	
HAM-018	Mob Mentality	Plot Twist								Main: Your main character may pay a [HUMANITY]. If it does, team attackers on your side get +3/+0 and can't be stunned during combat this turn.	Main: Your main character may pay a [Humanity]. If it does, team attackers on your side get +3/+0 and can't be stunned during combat this turn.	
HAM-019	Alcatraz	Special Location								It's a Prison During your Main Phase, but not during combat, your main character may pay a [HUMANITY]. If it does, turn this location face down. Then move a face-up enemy supporting character to your side and hide it. When it turns face up, move it back.	It's a Prison During your Main Phase, but not during combat, your main character may pay a [Humanity]. If it does, turn this location face down. Then move a face-up enemy supporting character to your side and hide it. When it turns face up, move it back.	
MCU4-001	Bucky Barnes	Main Character	L1	MCU Heroes	4	2	5		X	AKA Winter Soldier Sniper Bucky can ranged attack back row enemy characters, even while they're protected. Missing in Action Level Up (2) - When Bucky gets wounded, he gains an XP. As he levels up, he transforms into [MCU Villains] Winter Soldier Level 2.	AKA Winter Soldier Sniper Bucky can ranged attack protected characters. Missing in Action Level Up (2) - When Bucky gets wounded, he gains an XP. As he levels up, he transforms into [MCU Villains] Winter Soldier Level 2.	
MCU4-002	Winter Soldier	Main Character	L2	MCU Villains	7	5	5		X	Sniper The New Fist of Hydra At the start of your Main Phase, choose an enemy player. They stun another character on your side. The Man on the Bridge When Captain America appears on your side, Winter Soldier transforms into [HEROES] Bucky Barnes Level 2.	Sniper The New Fist of Hydra At the start of your Main Phase, choose an enemy player. They stun another character on your side. The Man on the Bridge When Captain America appears on your side, Winter Soldier transforms into [MCU Heroes] Bucky Barnes Level 2.	
MCU4-003	Bucky Barnes	Main Character	L2	MCU Heroes	6	8	5		X	AKA Winter Soldier, Sniper I'm With You Until the End of the Line Captain America pays one less power symbol to use his super powers on your side. Longing, Rusted, Furnace, Daybreak Main [INTELLECT][SKILL]: Transform Bucky to [MCU VILLAINS] Winter Soldier Level 2. Only enemy characters can use this power (during their Main Phase).	AKA Winter Soldier, Sniper I'm With You Until the End of the Line Captain America pays one less power symbol to use his super powers on your side. Longing, Rusted, Furnace, Daybreak Main [Intellect][Skill]: Transform Bucky to [MCU Villains] Winter Soldier Level 2. Only enemy characters can use this power (during their Main Phase).	The enemy player may use Avengers Tower (MCU1-031) to pay for Longing, Rusted, Furnace, Daybreak .

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MCU4-004	Hawkeye	Main Character	L1	MCU Heroes	4	3	5		X	<p>Quick Draw While Hawkeye is ranged attacking, enemy characters can't strike back at him.</p> <p>Eyes on Everything Level Up (3) - When Hawkeye stuns an enemy defender while ranged attacking, he gains an XP.</p>	<p>Quick Draw While Hawkeye is ranged attacking, enemy characters can't strike back at him.</p> <p>Eyes on Everything Level Up (3) - When Hawkeye stuns an enemy defender while ranged attacking, he gains an XP.</p>	
MCU4-005	Hawkeye	Main Character	L2	MCU Heroes	9	4	5		X	<p>Quick Draw</p> <p>I Want You On That Roof Main [Energy] or [Intellect] or [Might] or [Skill]: Put Hawkeye into a Nest.</p> <p>While Hawkeye's Nest is: Avengers Tower: He has Sniper. Academy: He has Genius. Fortress: He can't be ranged attacked. Laboratory: He has Regeneration. Training Ground: He can't be melee attacked.</p>	<p>Quick Draw</p> <p>I Want You On That Roof Main [Energy] or [Intellect] or [Might] or [Skill]: Put Hawkeye into a Nest.</p> <p>While Hawkeye's Nest is: Avengers Tower: He has Sniper. Academy: He has Genius. Fortress: He can't be ranged attacked. Laboratory: He has Regeneration. Training Ground: He can't be melee attacked.</p>	when you spend a power symbol from a Location in your resource row to put Hawkeye into a Nest, put the Location card partly underneath him and leave it face up as the Nest. If you pay for the power by discarding a Location or you reduce the cost of the power to zero power symbols, nothing happens. While a Location is a Nest, it still counts as a Location as as being a face-up resource in your resource row, however it can't be used to generate a power symbol anymore. If the Location gets KO'd or leaves your side, the Nest effect ends. If the Location gets turned face down by an effect, put it back into your resource row and the
MCU4-006	Killmonger	Main Character	L1	MCU Villains	2	5	5		X	<p>I Trained, I Lied, I Killed Just to Get Here Main [SKILL]: Choose an enemy character. Put a +1/+1 counter on Killmonger and a -1/-1 counter on that enemy character.</p> <p>Each One is For a Kill Level Up (4) - When Killmonger KO's an enemy character, he gains an XP. If that character was chosen this turn with I Trained, I Lied, I Killed Just to Get Here, he gains 2 XP instead.</p>	<p>I Trained, I Lied, I Killed Just to Get Here Main [Skill]: Choose an enemy character. Put a +1/+1 counter on Killmonger and a -1/-1 counter on that enemy character.</p> <p>Each One is For a Kill Level Up (4) - When Killmonger KO's an enemy character, he gains an XP. If that character was chosen this turn with I Trained, I Lied, I Killed Just to Get Here, he gains 2 XP instead.</p>	
MCU4-007	Killmonger	Main Character	L2	MCU Villains	7	6	5			<p>Pounce, Dodge</p> <p>The Conquerors or the Conquered At the start of your Main Phase, choose an enemy character. Put a +1/+1 counter on Killmonger and a -1/-1 counter on that enemy character.</p> <p>I'm Your King Supporting characters on your side have +3/+3 while attacking a character chosen this turn with The Conquerors or the Conquered.</p>	<p>Pounce, Dodge</p> <p>The Conquerors or the Conquered At the start of your Main Phase, choose an enemy character. Put a +1/+1 counter on Killmonger and a -1/-1 counter on that enemy character.</p> <p>I'm Your King Supporting characters on your side have +3/+3 while attacking a character chosen this turn with The Conquerors or the Conquered.</p>	
MCU4-008	Nick Fury	Main Character	L1	MCU Heroes	1	6	5		X	<p>A Full-Bird Colonel... Build [MIGHT]: Supporting characters on your side and supporting characters you own have Soldier this turn.</p> <p>Pretty High Security Clearance Level Up (3) - When one of the following happens with a character on your side, Fury gains an XP: Phil Coulson appears; or Goose is attacked; or Captain Marvel attacks.</p>	<p>A Full-Bird Colonel... Build [Might]: Supporting characters on your side and supporting characters you own have Soldier this turn.</p> <p>Pretty High Security Clearance Level Up (3) - When one of the following happens with a character on your side, Fury gains an XP: Phil Coulson appears; or Goose is attacked; or Captain Marvel attacks.</p>	
MCU4-009	Nick Fury	Main Character	L2	MCU Heroes	5	7	5		X	<p>...Turned Spy Build [SKILL]: Supporting characters on your side and supporting characters you own have Agent this turn.</p> <p>For Emergencies Only Reaction [ENERGY][INTELLECT]: When Fury gets KO'd, search your hand, deck, and KO pile for a Captain Marvel supporting character and put her on your side. She becomes your main character.</p>	<p>...Turned Spy Build [Skill]: Supporting characters on your side and supporting characters you own have Agent this turn.</p> <p>For Emergencies Only Reaction [Energy][Intellect]: When Fury gets KO'd, search your hand, deck, and KO pile for a Captain Marvel supporting character and put her on your side. She becomes your main character.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MCU4-010	Red Skull	Main Character	L1	MCU Villains	2	5	5		X	<p>We Have Left Humanity Behind Red Skull can't be attacked by supporting characters with cost 3 or less.</p> <p>The Power of the Gods Level Up (15) - When a character appears on your side, Red Skull gains XP equal to its ATK.</p>	<p>We Have Left Humanity Behind Red Skull can't be attacked by supporting characters with cost 3 or less.</p> <p>The Power of the Gods Level Up (15) - When a character appears on your side, Red Skull gains XP equal to its ATK.</p>	Characters with no printed cost are considered to have a cost of 0.
MCU4-011	Red Skull	Main Character	L2	MCU Villains	0	9	5	X		<p>Passive Red Skull can't attack or strike back.</p> <p>You Must Lose What You Love Build [INTELLECT]: Choose an enemy player to reveal their hand and discard a supporting character with the highest cost. If there were no supporting characters there, you win the game.</p>	<p>Passive Red Skull can't attack or strike back.</p> <p>You Must Lose What You Love Build [Intellect]: Choose an enemy player to reveal their hand and discard a supporting character with the highest cost. If there were no supporting characters there, you win the game.</p>	If there was a tie for highest cost Supporting Character, you choose which one gets discarded.
MCU4-012	Maria Hill	Supporting Character	2	MCU Heroes	3	3	1			<p>Deep Shadow Conditions When Hill appears, she gets +3/+3 and Stealth this turn.</p>	<p>Deep Shadow Conditions When Hill appears, she gets +3/+3 and Stealth this turn.</p>	
MCU4-013	Baron Von Strucker	Supporting Character	3	MCU Villains	3	6	1			<p>The Age of Miracles Build [ENERGY]: Choose another supporting character on your side with 1 printed [Health]. It gets one of the following keywords, at random:</p> <p>Dark: When it enters combat, put a -1/-1 counter on each enemy character in the combat. Fast: When it attacks for the first time each turn, ready it. Strong: At the start of your turn, if it doesn't have a vitality counter, put a vitality counter on it. Sly: When another player draws any number of cards, draw a card. Weird: Enemy main characters can't attack it. Wise: Enemy players play with their hands revealed.</p>	<p>The Age of Miracles Build [Energy]: Choose another supporting character on your side with 1 printed [Health]. It gets one of the following keywords, at random:</p> <p>Dark: When it enters combat, put a -1/-1 counter on each enemy character in the combat. Fast: When it attacks for the first time each turn, ready it. Strong: At the start of your turn, if it doesn't have a vitality counter, put a vitality counter on it. Sly: When another player draws any number of cards, draw a card. Weird: Enemy main characters can't attack it. Wise: Enemy players play with their hands revealed.</p>	
MCU4-014	Wong	Supporting Character	3	MCU Heroes	4	4	1			<p>Guardian of These Books When a character on your side uses an [INTELLECT] super power, draw a card.</p>	<p>Guardian of These Books When a character on your side uses an [Intellect] super power, draw a card.</p>	
MCU4-015	Killmonger	Supporting Character	4	MCU Villains	5	5	1			<p>I Want the Throne When Killmonger appears, choose an enemy main character. Until Killmonger leaves play, that character loses its printed keyword and super powers and Killmonger gains them.</p>	<p>I Want the Throne When Killmonger appears, choose an enemy main character. Until Killmonger leaves play, that character loses its printed keyword and super powers and Killmonger gains them.</p>	Killmonger will steal the printed keywords and super powers an enemy main character has at the time he appears. If the any new powers are gained by the main character they are not transferred to killmonger.
MCU4-016	M'Baku	Supporting Character	5	MCU Heroes	8	5	1			<p>Entrusted With the Heart-Shaped Herb Main [SKILL]: Choose another supporting character on your side with 1 printed [HEALTH]. Put a vitality counter on it, and it gets Pounce and Dodge.</p> <p>Wakanda Forever! When M'Baku is KO'd, reveal the top five cards of your deck. Put a Black Panther character or a Wakanda Forever! character other than M'Baku from among them into your hand and shuffle the rest of the revealed cards into your deck.</p>	<p>Entrusted With the Heart-Shaped Herb Main [Skill]: Choose another supporting character on your side with 1 printed [Health]. Put a vitality counter on it, and it gets Pounce and Dodge.</p> <p>Wakanda Forever! When M'Baku is KO'd, reveal the top five cards of your deck. Put a Black Panther character or a Wakanda Forever! character other than M'Baku from among them into your hand and shuffle the rest of the revealed cards into your deck.</p>	When M'Baku gives a character Pounce and Dodge, it will keep those powers until that character leaves play.
MCU4-017	Arnim Zola	Supporting Character	6	MCU Villains	00	01	1			<p>I Wrote an Algorithm Main [INTELLECT]: 1: If exactly one face-up enemy character has more ATK than each other one, goto 2. If not, goto 3. 2: Stun that character. 3: Put two -1/-1 counters on each enemy character.</p>	<p>I Wrote an Algorithm Main [Intellect]: 1: If exactly one face-up enemy character has more ATK than each other one, goto 2. If not, goto 3. 2: Stun that character. 3: Put two -1/-1 counters on each enemy character.</p>	
MCU4-018	Bruce Banner	Supporting Character	7	MCU Heroes	7	7	2	X	X	<p>AKA Hulk</p> <p>I Think I'm Getting the Hang of It! [Anyturn] Combat [Energy] or [Intellect]: Put a +1/+1 counter on Bruce for each time he has used this power this game. If Iron Man is face up on your side, Bruce pays one less power symbol to use this power.</p>	<p>AKA Hulk</p> <p>I Think I'm Getting the Hang of It! [Anyturn] Combat [Energy] or [Intellect]: Put a +1/+1 counter on Bruce for each time he has used this power this game. If Iron Man is face up on your side, Bruce pays one less power symbol to use this power.</p>	Bruce is referencing his own use of this power. If a new copy of this card is played, its count of this power being used will start over.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MCU4-019	Ultron	Supporting Character	1	MCU Villains	3	3	1			<p>One of a Kind You may only have one of this card in your deck.</p> <p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p>	
MCU4-020	Ultron	Supporting Character	2	MCU Villains	4	4	1			<p>One of a Kind You may only have one of this card in your deck.</p> <p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p>	
MCU4-021	Ultron	Supporting Character	3	MCU Villains	5	5	1		X	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p>	
MCU4-022	Ultron	Supporting Character	4	MCU Villains	6	6	1		X	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p>	
MCU4-023	Ultron	Supporting Character	5	MCU Villains	7	7	2	X		<p>One of a Kind You may only have one of this card in your deck.</p> <p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p>	
MCU4-024	Ultron	Supporting Character	6	MCU Villains	8	8	2	X		<p>One of a Kind You may only have one of this card in your deck.</p> <p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p>	
MCU4-025	Ultron	Supporting Character	7	MCU Villains	9	9	3	X	X	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p>	
MCU4-026	Ultron	Supporting Character	8	MCU Villains	10	10	3	X	X	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Swarm You can have any number of characters named Ultron on your side. This power can't be turned off.</p>	
MCU4-027	Proprietary Technology	Plot Twist								<p>Loyalty Put this in your deck only if each card with a team affiliation and each character in your deck share a team affiliation.</p> <p>[ANYTURN] Combat: Put two -1/-1 counters on an enemy supporting character in the combat with [FLIGHT] or [RANGE]. If it has both, stun it instead.</p>	<p>Loyalty Put this in your deck only if each card with a team affiliation and each character in your deck share a team affiliation.</p> <p>[Anyturn] Combat: Put two -1/-1 counters on an enemy supporting character in the combat with [Flight] or [Range]. If it has both, stun it instead.</p>	This is a deck building restriction. The updated text for loyalty decks is "Put this in your deck only if each card with a team affiliation and each character in your deck Share a team affiliation"
MCU4-028	You're the Last One	Plot Twist								[ANYTURN] Combat : If you have only one face-up character on your side, cancel the combat and end the current turn.	[Anyturn] Combat : If you have only one face-up character on your side, cancel the combat and end the current turn.	
MCU6-001	Grandmaster	Main Character	L1	MCU Villains	0	6	5			<p>Who's Having Fun Main [MIGHT]: Put a +1/+1 counter on two different supporting characters.</p> <p>No One Loves You More Than the Grandmaster Level Up (7) - When a character strikes, Grandmaster gains an XP.</p>	<p>Who's Having Fun Main [Might]: Put a +1/+1 counter on two different supporting characters.</p> <p>No One Loves You More Than the Grandmaster Level Up (7) - When a character strikes, Grandmaster gains an XP.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MCU6-002	Grandmaster	Main Character	L2	MCU Villains	0	10	5			<p>Who's Having Fun Main [MIGHT]: Put a +1/+1 counter on two different supporting characters.</p> <p>Contest of Champions Main [INTELLECT]: Choose two face-up supporting characters to strike each other.</p>	<p>Who's Having Fun Main [Might]: Put a +1/+1 counter on two different supporting characters.</p> <p>Contest of Champions Main [Intellect]: Choose two face-up supporting characters to strike each other.</p>	Compare both character's ATKs to both character's DEF to see if it either gets stunned. This doesn't count as a combat.
MCU6-003	Odin	Main Character	L1	MCU Heroes	7	7	7		X	<p>The Odinforce At the start of your turn, put a +1/+1 counter on Odin.</p> <p>The Most Powerful Being in the Nine Realms Level Up (1) - At the end of your turn, if Odin has 10 ATK or more, he gains an XP.</p>	<p>The Odinforce At the start of your turn, put a +1/+1 counter on Odin.</p> <p>The Most Powerful Being in the Nine Realms Level Up (1) - At the end of your turn, if Odin has 10 ATK or more, he gains an XP.</p>	
MCU6-004	Odin	Main Character	L2	MCU Heroes	5	5	7			<p>The Odinsleep Odin can't attack, strike, or have +1/+1 counters.</p> <p>He May Never Awaken Level Down (2) - At the end of each enemy turn, Odin gains an XP.</p> <p>Level Up (2) - When Odin is stunned, he gains an XP.</p>	<p>The Odinsleep Odin can't attack, strike, or have +1/+1 counters.</p> <p>He May Never Awaken Level Down (2) - At the end of each enemy turn, Odin gains an XP.</p> <p>Level Up (2) - When Odin is stunned, he gains an XP.</p>	Since Odin can't have +1/+1 Counters, any he has when he levels up will be removed.
MCU6-005	Odin	Main Character	L3	MCU Heroes	3	3	7			<p>My Time Has Come At the end of your turn, wound Odin.</p>	<p>My Time Has Come At the end of your turn, wound Odin.</p>	
MCU6-006	Outrider	Main Character	L1	MCU Villains	3	1	3			<p>We Have Blood to Spare You start the game with six Outrider main characters on your side.</p> <p>Swarm You can have any number of characters named Outrider on your side. This power can't be turned off.</p> <p>Ferocious While in melee combat, this character strikes before characters without Ferocious.</p>	<p>We Have Blood to Spare You start the game with six Outrider main characters on your side.</p> <p>Swarm You can have any number of characters named Outrider on your side. This power can't be turned off.</p> <p>Ferocious While in melee combat, Outrider strikes before characters without Ferocious.</p>	
MCU6-007	Talos	Main Character	L1		3	4	6			<p>You Can't Trust Anyone Talos has every Photographic Universe team affiliation.</p> <p>Skrulls Have Infiltrated C-53 Level Up (8) - When Talos team attacks, he gains 1 XP for each attacker.</p>	<p>You Can't Trust Anyone Talos has every Photographic Universe team affiliation.</p> <p>Skrulls Have Infiltrated C-53 Level Up (8) - When Talos team attacks, he gains 1 XP for each attacker.</p>	The Photographic Universe includes all cards with photographic artwork.
MCU6-008	Talos	Main Character	L2		6	7	6		X	<p>You Can't Trust Anyone Talos has every Photographic Universe team affiliation.</p> <p>It Takes Practice and Talent Main [SKILL]: Choose an enemy character's team affiliation. Enemy characters with that team affiliation can't attack Talos on their next turn.</p>	<p>You Can't Trust Anyone Talos has every Photographic Universe team affiliation.</p> <p>It Takes Practice and Talent Main [Skill]: Choose an enemy character's team affiliation. Enemy characters with that team affiliation can't attack Talos on their next turn.</p>	
MCU6-009	Thanos	Main Character	L2	MCU Villains	7	7	6			<p>Bathe the Star-Ways With Blood Main [ENERGY]: Put a -1/-1 counter on each enemy supporting character.</p> <p>Find Them, My Children Level Up (2) - When a Child of Thanos appears on your side, Thanos gains an XP. When Gamora or Nebula appears on an enemy side, Thanos loses an XP.</p>	<p>Bathe the Star-Ways With Blood Main [Energy]: Put a -1/-1 counter on each enemy supporting character.</p> <p>Find Them, My Children Level Up (2) - When a Child of Thanos appears on your side, Thanos gains an XP. When Gamora or Nebula appears on an enemy side, Thanos loses an XP.</p>	This is two separate triggers, which means the second trigger needs to start on a new line, else it would be considered part of the first trigger.
MCU6-010	Thanos	Main Character	L3	MCU Villains	9	9	7			<p>Bring Balance to the Universe At the start of your turn, you may reveal exactly six [MARVEL] locations with different names from your hand and snap. If you do, KO half of all characters, rounded up.</p>	<p>Bring Balance to the Universe At the start of your turn, you may reveal exactly six [MARVEL] locations with different names from your hand and snap. If you do, KO half of all characters, rounded up.</p>	You choose which characters to KO.
MCU6-011	Yondu	Supporting Character	2		3	3	1	X	X	<p>Pragmatist As you recruit Yondu, choose [MCU HEROES] or [MCU VILLAINS]. He appears with that team affiliation.</p> <p>When Yondu appears, if he has: [MCU HEROES]: Put a +1/+1 counter on each other character on your side. [MCU VILLAINS]: Put a -1/-1 counter on each character on an enemy side.</p>	<p>Pragmatist As you recruit Yondu, choose [MCU Heroes] or [MCU Villains]. He appears with that team affiliation.</p> <p>When Yondu appears, if he has: [MCU Heroes]: Put a +1/+1 counter on each other character on your side. [MCU Villains]: Put a -1/-1 counter on each character on an enemy side.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MCU6-012	Korath	Supporting Character	3	MCU Villains	4	4	1		X	<p>Alien Physiology Korath can't have -1/-1 counters.</p> <p>The Pursuer Main [Skill]: When Korath KO's an enemy character in combat this turn, he gets two +1/+1 counters and an additional two +1/+1 counters for each other copy of that character already in its KO pile.</p>	<p>Alien Physiology Korath can't have -1/-1 counters.</p> <p>The Pursuer Main [Skill]: When Korath KO's an enemy character in combat this turn, he gets two +1/+1 counters and an additional two +1/+1 counters for each other copy of that character already in its KO pile.</p>	
MCU6-013	Talos	Supporting Character	4		3	4	1		X	<p>Pragmatist As you recruit Talos, choose [MCU HEROES] or [MCU VILLAINS]. He appears with that team affiliation.</p> <p>While Talos has: [MCU HEROES]: Characters on your side have Fearless. [MCU VILLAINS]: Characters on your side have Violent.</p>	<p>Pragmatist As you recruit Talos, choose [MCU Heroes] or [MCU Villains]. He appears with that team affiliation.</p> <p>While Talos has: [MCU Heroes]: Characters on your side have Fearless. [MCU Villains]: Characters on your side have Violent.</p>	
MCU6-014	Cull Obsidian	Supporting Character	5	MCU Villains	5	8	2			<p>Child of Thanos While Thanos is on your side, Cull Obsidian has Monstrous.</p> <p>Chain Hammer [ANYTURN] Combat [MIGHT]: If Cull Obsidian is the defender of a ranged attack, cancel that attack.</p>	<p>Child of Thanos While Thanos is on your side, Cull Obsidian has Monstrous.</p> <p>Chain Hammer [Anyturn] Combat [Might]: If Cull Obsidian is the defender of a ranged attack, cancel that attack.</p>	
MCU6-015	Corvus Glaive	Supporting Character	6	MCU Villains	6	5	2			<p>Child of Thanos While Thanos is on your side, Corvus Glaive has Stealth.</p> <p>Glaive Mastery Reaction [SKILL]: When an effect gives an enemy character in combat with Corvus Glaive +1/+1 counters or ATK/DEF, instead that character gains no +1/+1 counters and no ATK/DEF.</p>	<p>Child of Thanos While Thanos is on your side, Corvus Glaive has Stealth.</p> <p>Glaive Mastery Reaction [Skill]: When an effect gives an enemy character in combat with Corvus Glaive +1/+1 counters or ATK/DEF, instead that character gains no +1/+1 counters and no ATK/DEF.</p>	
MCU6-016	Groot	Supporting Character	6	MCU Heroes	7	7	3			<p>We Are Groot If another character on your side would get wounded, you may wound Groot instead.</p>	<p>We Are Groot If another character on your side would get wounded, you may wound Groot instead.</p>	
MCU6-017	Ebony Maw	Supporting Character	7	MCU Villains	8	8	2	X	X	<p>Child of Thanos While Thanos is on your side, the Maw has Lethal.</p> <p>Telekinesis Main [Intellect]: Put the top card of your deck into your KO pile. Then put -1/-1 counters equal to that card's cost on an enemy supporting character. If the Maw wounds a supporting character this way, KO it.</p>	<p>Child of Thanos While Thanos is on your side, the Maw has Lethal.</p> <p>Telekinesis Main [Intellect]: Put the top card of your deck into your KO pile. Then put -1/-1 counters equal to that card's cost on an enemy supporting character. If the Maw wounds a supporting character this way, KO it.</p>	
MCU6-018	Fenris	Supporting Character	8	MCU Villains	18	8	1			<p>What Have They Done to You? At the end of your turn, if Hela is face up on your side, you may put Fenris from your KO pile next to Hela.</p>	<p>What Have They Done to You? At the end of your turn, if Hela is face up on your side, you may put Fenris from your KO pile next to Hela.</p>	
MCU6-019	Surtur	Supporting Character	9	MCU Villains	1	15	3			<p>Ragnarok When Surtur attacks, KO resources equal to his ATK.</p>	<p>Ragnarok When Surtur attacks, KO resources equal to his ATK.</p>	If there are no enemy resources left for Ragnarok to KO, you'll have to KO friendly ones.
MCU6-020	The Bifrost	Special Location								<p>During your Build Phase, your main character may pay any power symbol. If it does, choose a character and put it into its owner's hand. If Heimdall is on your side, you may exhaust him instead of paying the power symbol.</p>	<p>During your Build Phase, your main character may pay any power symbol. If it does, choose a character and put it into its owner's hand. If Heimdall is on your side, you may exhaust him instead of paying the power symbol.</p>	
MCU5-001	Black Widow	Main Character	L1	MCU Heroes	3	4	5		X	<p>Infiltrate Main [SKILL]: Choose an enemy player to reveal their hand. Choose a card in it other than a character and discard it.</p> <p>Take Down the Target Level Up (2) - When Black Widow stuns an enemy supporting character, she gains an XP.</p>	<p>Infiltrate Main [Skill]: Choose an enemy player to reveal their hand. Choose a card in it other than a character and discard it.</p> <p>Take Down the Target Level Up (2) - When Black Widow stuns an enemy supporting character, she gains an XP.</p>	
MCU5-002	Black Widow	Main Character	L2	MCU Heroes	6	7	5		X	<p>Infiltrate Main [SKILL]: Choose an enemy player to reveal their hand. Choose a card in it other than a character and discard it.</p> <p>Taser Batons [ANYTURN] Combat [ENERGY]: If this is a melee combat, daze an enemy character in the combat.</p> <p>Taser Disks [ANYTURN] Combat [ENERGY]: If this is a ranged combat, Black Widow gets +6/+0 this combat.</p>	<p>Infiltrate Main [Skill]: Choose an enemy player to reveal their hand. Choose a card in it other than a character and discard it.</p> <p>Taser Batons [Anyturn] Combat [Energy]: If this is a melee combat, daze an enemy character in the combat.</p> <p>Taser Disks [Anyturn] Combat [Energy]: If this is a ranged combat, Black Widow gets +6/+0 this combat.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MCU5-003	Captain Marvel	Main Character	L1	MCU Heroes	2	5	6		X	<p>Photon Inhibitor Captain Marvel can't strike back when ranged attacked and can only make ranged attacks on enemy characters in their front row.</p> <p>Serve Well and With Honor Level Up (5) - When Captain Marvel enters combat, she gains an XP.</p>	<p>Photon Inhibitor Captain Marvel can't strike back when ranged attacked and can only make ranged attacks on enemy characters in their front row.</p> <p>Serve Well and With Honor Level Up (5) - When Captain Marvel enters combat, she gains an XP.</p>	
MCU5-004	Captain Marvel	Main Character	L2	MCU Heroes	5	6	6		X	<p>Photon Inhibitor Captain Marvel can't strike back when ranged attacked and can only make ranged attacks on enemy characters in their front row.</p> <p>Rogue Soldier Level Up (4) - When Captain Marvel enters a solo combat, she gains an XP.</p>	<p>Photon Inhibitor Captain Marvel can't strike back when ranged attacked and can only make ranged attacks on enemy characters in their front row.</p> <p>Rogue Soldier Level Up (4) - When Captain Marvel enters a solo combat, she gains an XP.</p>	
MCU5-005	Captain Marvel	Main Character	L3	MCU Heroes	8	8	7	X	X	<p>One-Woman Security Force [ANYTURN] Combat [ENERGY]: Captain Marvel can't be struck, stunned, or wounded this combat. She may use this power any number of times each turn.</p>	<p>One-Woman Security Force [Anyturn] Combat [Energy]: Captain Marvel can't be struck, stunned, or wounded this combat. She may use this power any number of times each turn.</p>	
MCU5-006	Gamora	Main Character	L1	MCU Heroes	4	4	5			<p>Lethal If Gamora wounds a defending supporting character, KO it.</p> <p>Adopted Child of Thanos While Thanos is on an enemy side, Gamora has +4/+4.</p> <p>I Hated You Least Level Up (3) - When Nebula appears on your side or attacks while on your side, Gamora gains an XP.</p>	<p>Lethal If Gamora wounds a defending supporting character, KO it.</p> <p>Adopted Child of Thanos While Thanos is on an enemy side, Gamora has +4/+4.</p> <p>I Hated You Least Level Up (3) - When Nebula appears on your side or attacks while on your side, Gamora gains an XP.</p>	
MCU5-007	Gamora	Main Character	L2	MCU Heroes	8	8	5			<p>Lethal If Gamora wounds a defending supporting character, KO it.</p> <p>Adopted Child of Thanos While Thanos is on an enemy side, Gamora has +4/+4.</p> <p>You Will Always Be My Sister Gamora can team attack with Nebula, ignoring team restrictions.</p>	<p>Lethal If Gamora wounds a defending supporting character, KO it.</p> <p>Adopted Child of Thanos While Thanos is on an enemy side, Gamora has +4/+4.</p> <p>You Will Always Be My Sister Gamora can team attack with Nebula, ignoring team restrictions.</p>	
MCU5-008	Ghost	Main Character	L1	MCU Villains	4	3	5			<p>Intangible Ghost can't strike or be struck in melee combat.</p> <p>Molecular Disequilibrium When Ghost melee attacks, flip a coin. If you win the flip, Ghost can now strike while Intangible this combat</p> <p>They Weaponized Me Level Up (2) - When Ghost strikes in a melee combat, she gains an XP</p>	<p>Intangible Ghost can't strike or be struck in melee combat.</p> <p>Molecular Disequilibrium When Ghost melee attacks, flip a coin. If you win the flip, Ghost can now strike while Intangible this combat</p> <p>They Weaponized Me Level Up (2) - When Ghost strikes in a melee combat, she gains an XP</p>	
MCU5-009	Ghost	Main Character	L2	MCU Villains	9	5	5			<p>Invisible Ghost doesn't protect characters and can attack protected characters.</p> <p>Intangible Ghost can't strike or be struck in melee combat.</p> <p>Ghost Suit Combat [ENERGY]: f this is a melee combat, Ghost can now strike while Intangible this combat</p>	<p>Invisible Ghost doesn't protect characters and can attack protected characters.</p> <p>Intangible Ghost can't strike or be struck in melee combat.</p> <p>Ghost Suit Combat [Energy]: f this is a melee combat, Ghost can now strike while Intangible this combat</p>	Invisible means that enemy players can ignore Ghost for the purposes of attacking back row characters on Ghost's side and she can ignore enemy front row characters for the same purpose.
MCU5-010	Quicksilver	Main Character	L1	MCU Villains	3	4	4			<p>The Twins You start the game with an additional main character named Scarlet Witch with [MCU Villains] on your side.</p> <p>Who Decides Who's Weak? Level Up (5) - When a supporting character attacks a supporting character with a lower cost, Quicksilver gains an XP.</p>	<p>The Twins You start the game with an additional main character named Scarlet Witch with [MCU Villains] on your side.</p> <p>Who Decides Who's Weak? Level Up (5) - When a supporting character attacks a supporting character with a lower cost, Quicksilver gains an XP. Quicksilver Levels up into [MCU Heroes] Quicksilver Level 2.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MCU5-011	Quicksilver	Main Character	L2	MCU Heroes	7	6	4			Increased Metabolism and Improved Thermal Homeostasis Main [ENERGY]: Search your hand, deck, and KO pile for a [MCU HEROES] Quicksilver supporting character and put it on your side with Swarm . Quicksilver may use this power any number of times on your turn.	Increased Metabolism and Improved Thermal Homeostasis Main [Energy]: Search your hand, deck, and KO pile for a [MCU Heroes] Quicksilver supporting character and put it on your side with Swarm . Quicksilver may use this power any number of times on your turn.	
MCU5-012	Scarlet Witch	Main Character	L1	MCU Villains	2	4	5		X	The Twins You start the game with an additional main character named Quicksilver with [MCU Villains] on your side. You're a Madman Level Up (4) - When a character gets KO'd on a turn other than its own, Scarlet Witch gains an XP.	The Twins You start the game with an additional main character named Quicksilver with [MCU Villains] on your side. You're a Madman Level Up (4) - When a character gets KO'd on a turn other than its own, Scarlet Witch gains an XP. Scarlet Witch Levels up into [MCU Heroes] Scarlet Witch Level 2.	
MCU5-013	Scarlet Witch	Main Character	L2	MCU Heroes	4	7	5		X	I Looked In Your Head and Saw Annihilation Main [INTELLECT][MIGHT]: For the rest of this game, when an enemy character uses a super power, that power can't be used again by that character.	I Looked In Your Head and Saw Annihilation Main [Intellect][Might]: For the rest of this game, when an enemy character uses a super power, that power can't be used again by that character.	This will last the whole game, even after she is KO'd
MCU5-014	Shuri	Main Character	L1	MCU Heroes	1	5	5			Kimoyo Beads Build [INTELLECT]: Draw a card. Head of the Wakandan Design Group Level Up (10) - When a player draws any number of cards, Shuri gains that much XP.	Kimoyo Beads Build [Intellect]: Draw a card. Head of the Wakandan Design Group Level Up (10) - When a player draws any number of cards, Shuri gains that much XP.	
MCU5-015	Shuri	Main Character	L2	MCU Heroes	7	6	5		X	Remote Access Kimoyo Beads Build [INTELLECT]: Search your deck for a card and put it into your hand. I've Developed an Update Build [ENERGY]: Characters on your side can use any power symbols to pay for their super powers this turn.	Remote Access Kimoyo Beads Build [Intellect]: Search your deck for a card and put it into your hand. I've Developed an Update Build [Energy]: Characters on your side can use any power symbols to pay for their super powers this turn.	
MCU5-016	Valkyrie	Main Character	L1	MCU Heroes	4	3	6		X	Choose Your Next Words Wisely Combat [MIGHT]: KO an enemy supporting character in the combat with DEF less than or equal to Valkyrie's ATK. Scrapper #142 Level Up (14) - When a card enters a KO pile, Valkyrie gains XP equal to its cost.	Choose Your Next Words Wisely Combat [Might]: KO an enemy supporting character in the combat with DEF less than or equal to Valkyrie's ATK. Scrapper #142 Level Up (14) - When a card enters a KO pile, Valkyrie gains XP equal to its cost.	Scrapper #142 doesn't care how a card enters a KO pile. It could be a KO'd Equipment or character, a discarded character, or even an effect that puts a card directly from your deck to your KO pile.
MCU5-017	Valkyrie	Main Character	L2	MCU Heroes	6	6	6		X	Sworn to Protect the Throne Valkyrie has Berserker and Ferocious while in the front row. The Famed Sword of the Valkyrie [ANYTURN] Combat [SKILL]: If this is a melee combat, when Valkyrie stuns a character this combat and her ATK was at least double that character's DEF, remove it from the game.	Sworn to Protect the Throne Valkyrie has Berserker and Ferocious while in the front row. The Famed Sword of the Valkyrie [Anyturn] Combat [Skill]: If this is a melee combat, when Valkyrie stuns a character this combat and her ATK was at least double that character's DEF, remove it from the game.	If The Famed Sword of the Valkyrie is used to remove an enemy Main Character from the game that player will lose the game unless they have any other Main Characters on their side.
MCU5-018	Wasp	Main Character	L1	MCU Heroes	2	4	5		X	Shrink When Wasp is attacked for the first time each turn, you may cancel the combat. It's About Time Level Up (3) - Whenever a combat is canceled, Wasp gains an XP.	Shrink When Wasp gets attacked for the first time each turn, you may cancel the combat. It's About Time Level Up (3) - Whenever a combat is canceled, Wasp gains an XP.	
MCU5-019	Wasp	Main Character	L2	MCU Heroes	5	7	5		X	Shrink When Wasp is attacked for the first time each turn, you may cancel the combat. Stealth Wasp can melee attack back row characters even while they're protected.	Shrink When Wasp gets attacked for the first time each turn, you may cancel the combat. Stealth Wasp can melee attack protected characters.	
MCU5-020	Shuri	Supporting Character	2	MCU Heroes	2	1	1		X	Smart When Shuri appears, you may draw a card. Wakanda Forever! When Shuri is KO'd, reveal the top five cards of your deck. Put a Black Panther character or a Wakanda Forever! character other than Shuri from among them into your hand and shuffle the rest of the revealed cards into your deck.	Smart When Shuri appears, you may draw a card. Wakanda Forever! When Shuri is KO'd, reveal the top five cards of your deck. Put a Black Panther character or a Wakanda Forever! character other than Shuri from among them into your hand and shuffle the rest of the revealed cards into your deck.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MCU5-021	Wasp	Supporting Character	3	MCU Heroes	3	3	1	X	X	<p>Shrink When Wasp is attacked for the first time each turn, you may cancel the combat.</p> <p>Regrow When Wasp is attacked for the second time each turn, she has +3/+3 this combat.</p>	<p>Shrink When Wasp gets attacked for the first time each turn, you may cancel the combat.</p> <p>Regrow When Wasp is attacked for the second time each turn, she has +3/+3 this combat.</p>	
MCU5-022	Okoye	Supporting Character	4	MCU Heroes	3	7	1			<p>Dora Milaje While Okoye is in the front row, your main character can't be attacked.</p> <p>Wakanda Forever! When Okoye is KO'd, reveal the top five cards of your deck. Put a Black Panther character or a Wakanda Forever! character other than Okoye from among them into your hand and shuffle the rest of the revealed cards into your deck.</p>	<p>Dora Milaje While Okoye is in the front row, your main character can't be attacked.</p> <p>Wakanda Forever! When Okoye is KO'd, reveal the top five cards of your deck. Put a Black Panther character or a Wakanda Forever! character other than Okoye from among them into your hand and shuffle the rest of the revealed cards into your deck.</p>	
MCU5-023	Proxima Midnight	Supporting Character	4	MCU Villains	4	4	2		X	<p>Child of Thanos While Thanos is on your side, Proxima has Berserker.</p> <p>Three-Pronged Spear Main [ENERGY]: Push up to three enemy front row characters to their back row.</p>	<p>Child of Thanos While Thanos is on your side, Proxima has Berserker.</p> <p>Three-Pronged Spear Main [Energy]: Push up to three enemy front row characters to their back row.</p>	
MCU5-024	Ayesha	Supporting Character	5	MCU Villains	2	9	1			<p>Don't Screw With the Sovereign Main [INTELLECT]: Daze each exhausted enemy supporting character.</p>	<p>Don't Screw With the Sovereign Main [Intellect]: Daze each exhausted enemy supporting character.</p>	
MCU5-025	Ghost	Supporting Character	5	MCU Villains	7	5	1			<p>Intangible Ghost can't strike or be struck in melee combat.</p> <p>Ghost Suit Combat [ENERGY]: If this is a melee combat, Ghost can now strike while Intangible this combat.</p> <p>Assassin When Ghost stuns an enemy defender, put two +1/+1 counters on her.</p>	<p>Intangible Ghost can't strike or be struck in melee combat.</p> <p>Ghost Suit Combat [Energy]: If this is a melee combat, Ghost can now strike while Intangible this combat.</p> <p>Assassin When Ghost stuns an enemy defender, put two +1/+1 counters on her.</p>	
MCU5-026	Valkyrie	Supporting Character	6	MCU Heroes	6	6	2	X		<p>The Revengers Valkyrie, Hulk, Loki, and Thor characters on your side have Berserker.</p> <p>Dragonfang Combat [Might]: If this is a melee combat, when Valkyrie strikes a defending supporting character this combat, wound it. <i>(If her strike also stuns that character, it will get wounded again.)</i></p>	<p>The Revengers Valkyrie, Hulk, Loki, and Thor characters on your side have Berserker.</p> <p>Dragonfang Combat [Might]: If this is a melee combat, when Valkyrie strikes a defending supporting character this combat, wound it. <i>(If her strike also stuns that character, it will get wounded again.)</i></p>	
MCU5-027	Captain Marvel	Supporting Character	8	MCU Heroes	10	10	2	X	X	<p>Higher, Further, Faster Captain Marvel can fly over enemy characters with [FLIGHT], and she has Dodge and Ferocious.</p>	<p>Higher, Further, Faster Captain Marvel can fly over enemy characters with [Flight], and she has Dodge and Ferocious.</p>	Characters with Grab will still block Captain Marvel.
MCU5-028	Goose	Supporting Character	*	MCU Heroes	0	4	1			<p>Flerken Physiology As you recruit Goose, pay any number of recruit points, with a minimum of 1.</p> <p>Internal Pocket Dimension When Goose appears, remove an enemy supporting character or equipment with cost equal to the recruit points you paid for Goose from the game. When Goose leaves play, that card's owner returns that card to their hand.</p>	<p>Flerken Physiology As you recruit Goose, pay any number of recruit points, with a minimum of 1.</p> <p>Internal Pocket Dimension When Goose appears, remove an enemy supporting character or equipment with cost equal to the recruit points you paid for Goose from the game. When Goose leaves play, that card's owner returns that card to their hand.</p>	
XFB-001	Dana Scully	Main Character	L1	The Bureau	1	6	5		X	<p>Forensic Scientist Main [SKILL]: Choose a character in a KO pile, then remove each character with that name in each KO pile from the game.</p> <p>Scientific Method Level Up (3) - When one or more characters are removed from the game from anywhere, Scully gains that many XP.</p>	<p>Forensic Scientist Main [Skill]: Choose a character in a KO pile, then remove each character with that name in each KO pile from the game.</p> <p>Scientific Method Level Up (3) - When one or more characters are removed from the game from anywhere, Scully gains that many XP.</p>	Characteres who share an AKA with the chosen character will also be removed, but not characters who share a Mantle.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
XFB-002	Dana Scully	Main Character	L2	The Bureau	4	9	5		X	<p>Forensic Scientist Main [SKILL]: Choose a character in a KO pile, then remove each character with that name in each KO pile from the game.</p> <p>Applied Science Main [Intellect]: Remove a supporting character from the game with the same name as a character that's already removed from the game.</p>	<p>Forensic Scientist Main [Skill]: Choose a character in a KO pile, then remove each character with that name in each KO pile from the game.</p> <p>Applied Science Main [Intellect]: Remove a supporting character from the game with the same name as a character that's already removed from the game.</p>	<p>Charactes who share an AKA with the chosen character will also be removed, but not characters who share a Mantle.</p>
XFB-003	Fox Mulder	Main Character	L1	The Bureau	2	5	5		X	<p>Spooky Main [ENERGY]: Daze an enemy supporting character. If it's an Evil character, you may stun it instead. If it has an [ALIEN] super power, you may KO it instead.</p> <p>I Want to Believe Level Up (4) - When an enemy supporting character appears, Mulder gains 1 XP. If it's an Evil character, he may gain 2 XP instead. If it has an [ALIEN] super power, he may gain 3 XP instead.</p>	<p>Spooky Main [Energy]: Daze an enemy supporting character. If it's an Evil character, you may stun it instead. If it has an [Alien] super power, you may KO it instead.</p> <p>I Want to Believe Level Up (4) - When an enemy supporting character appears, Mulder gains 1 XP. If it's an Evil character, he may gain 2 XP instead. If it has an [Alien] super power, he may gain 3 XP instead.</p>	<p>Good and Evil are based on the team the character is on. A full list of good and evil teams can be found in the Compiled Rules. I Want to Believe is 1, 2, or 3 XP respective to the enemy supporting character, not cumulative.</p>
XFB-004	Fox Mulder	Main Character	L2	The Bureau	6	7	5		X	<p>Spooky Main [ENERGY]: Daze an enemy supporting character. If it's an Evil character, you may stun it instead. If it has an [ALIEN] super power, you may KO it instead.</p> <p>Searching for Samantha Build [HUMANITY]: For the rest of the game, whenever you search your deck, draw a card. Use this power only once this game.</p>	<p>Spooky Main [Energy]: Daze an enemy supporting character. If it's an Evil character, you may stun it instead. If it has an [Alien] super power, you may KO it instead.</p> <p>Searching for Samantha Build [Humanity]: For the rest of the game, whenever you search your deck, draw a card. Fox Mulder can only use this power once this game.</p>	<p>Good and Evil are based on the team the character is on. A full list of good and evil teams can be found in the Compiled Rules. Searching for Samantha will let you draw a card only when an effect lets you "search" your deck. First resolve the search effect, and then draw a card.</p>
XFB-005	Walter Skinner	Main Character	L1	The Bureau	3	4	5		X	<p>Assistant Director At the end of your turn, you may move another character on your side to your front or back row.</p> <p>Pull Some Strings Level Up (3) - When one or more other face-up characters on your side move during your Main Phase, Skinner gains that many XP.</p>	<p>Assistant Director At the end of your turn, you may move another character on your side to your front or back row.</p> <p>Pull Some Strings Level Up (3) - When one or more other face-up characters on your side move during your Main Phase, Skinner gains that many XP.</p>	
XFB-006	Walter Skinner	Main Character	L2	The Bureau	5	8	5		X	<p>Assistant Director At the end of your turn, you may move another character on your side to your front or back row.</p> <p>Military Veteran Reaction [MIGHT]: When another character on your side gets stunned, put a +1/+1 counter on each face-up character on your side and you may rearrange your formation.</p>	<p>Assistant Director At the end of your turn, you may move another character on your side to your front or back row.</p> <p>Military Veteran Reaction [Might]: When another character on your side gets stunned, put a +1/+1 counter on each face-up character on your side and you may rearrange your formation.</p>	
XFB-007	Frohike	Supporting Character	1	The Bureau	1	3	1			<p>The Lone Gunmen You can also power up this character with Byers and Langly.</p> <p>Photography When this character gets powered up by or powers up Byers or Langly, draw a card.</p>	<p>The Lone Gunmen You can also power up this character with Byers and Langly.</p> <p>Photography When this character gets powered up by or powers up Byers or Langly, draw a card.</p>	<p>When one of them powers up another one, it will trigger each of their other Keyword Powers. Powering up one of these characters the normal way won't cause their powers to trigger.</p>
XFB-008	Langly	Supporting Character	2	The Bureau	1	4	1			<p>The Lone Gunmen You can also power up this character with Byers and Frohike.</p> <p>Computers When this character gets powered up by or powers up Byers or Frohike, choose an enemy player to discard a random card.</p>	<p>The Lone Gunmen You can also power up this character with Byers and Frohike.</p> <p>Computers When this character gets powered up by or powers up Byers or Frohike, choose an enemy player to discard a random card.</p>	<p>When one of them powers up another one, it will trigger each of their other Keyword Powers. Powering up one of these characters the normal way won't cause their powers to trigger.</p>
XFB-009	Byers	Supporting Character	3	The Bureau	1	5	1			<p>The Lone Gunmen You can also power up this character with Frohike and Langly.</p> <p>Science When this character gets powered up by or powers up Frohike or Langly, put a -1/-1 counter on an enemy character.</p>	<p>The Lone Gunmen You can also power up this character with Frohike and Langly.</p> <p>Science When this character gets powered up by or powers up Frohike or Langly, put a -1/-1 counter on an enemy character.</p>	<p>When one of them powers up another one, it will trigger each of their other Keyword Powers. Powering up one of these characters the normal way won't cause their powers to trigger.</p>

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
XFB-010	Dana Scully	Supporting Character	3	The Bureau	3	5	1			First Aid When Scully appears, heal a wound from a character on your side with exactly one wound. Medical Doctor Main [HUMANITY]: Heal a wound from a character on your side.	First Aid When Scully appears, heal a wound from a character on your side with exactly one wound. Medical Doctor Main [Humanity]: Heal a wound from a character on your side.	
XFB-011	Monica Reyes	Supporting Character	4	The Bureau	5	4	1		X	Practical and Pragmatic While there is a main character on your side with the following team affiliation: [BUREAU]: Reyes has Genius . [MOTW]: Reyes has +3/+0. [SYNDICATE]: Reyes has +1 [HEALTH].	Practical and Pragmatic While there is a main character on your side with the following team affiliation: [Bureau]: Reyes has Genius . [Motw]: Reyes has +3/+0. [Syndicate]: Reyes has +1 [Health].	
XFB-012	John Doggett	Supporting Character	5	The Bureau	8	5	1		X	Most Wanted When Doggett stuns a main character, draw a card.	Most Wanted When Doggett stuns a main character, draw a card.	
XFB-013	Walter Skinner	Supporting Character	6	The Bureau	6	8	1		X	Friend in High Places [FBI] main characters on your side have +1 [HEALTH].	Friend in High Places [Bureau] main characters on your side have +1 [Health].	
XFB-014	Fox Mulder	Supporting Character	7	The Bureau	7	9	1		X	Trust No One You pay 7 less to recruit Mulder if you have no supporting characters on your side and at least 7 resources. The Truth is Out There Main [INTELLECT]: Name a card. Search an enemy player's deck and hand for each card with that name and remove them from the game.	Trust No One You pay 7 less to recruit Mulder if you have no supporting characters on your side and at least 7 resources. The Truth is Out There Main [Intellect]: Name a card. Search an enemy player's deck and hand for each card with that name and remove them from the game.	Characteres who share an AKA with the chosen character will also be removed, but not characters who share a Mantle.
XFB-015	Baby William	Plot Twist		The Bureau						One of a Kind You may only have one of this card in your deck. Main: Put an enemy equipment or supporting character into its owner's hand.	One of a Kind You may only have one of this card in your deck. Main: Put an enemy equipment or supporting character into its owner's hand.	
XFB-016	Deep Throat	Plot Twist		The Bureau						One of a Kind You may only have one of this card in your deck. Main: Until your next turn, if a card would enter an enemy player's hand, they reveal it, and if it's a supporting character put it into its owner's KO pile instead.	One of a Kind You may only have one of this card in your deck. Main: Until your next turn, if a card would enter an enemy player's hand, they reveal it, and if it's a supporting character put it into its owner's KO pile instead.	
XFB-017	I Need Your Help	Plot Twist		The Bureau						Main: Search your deck for a card, shuffle your deck, then put that card on top.	Main: Search your deck for a card, shuffle your deck, then put that card on top.	
XFB-018	Max Fenig	Plot Twist		The Bureau						One of a Kind You may only have one of this card in your deck. Main: Name a team affiliation and choose an enemy player to reveal their hand. For each revealed character with that team affiliation, put that many +1/+1 counters on a character on your side.	One of a Kind You may only have one of this card in your deck. Main: Name a team affiliation and choose an enemy player to reveal their hand. For each revealed character with that team affiliation, put that many +1/+1 counters on a character on your side.	
XFB-019	The Lone Gunman Newsletter	Plot Twist		The Bureau						[ANYTURN] Combat: Put a +1/+1 counter on a character on your side in the combat. This combat, the next time an enemy character uses a super power, or an enemy player plays a plot twist, cancel it.	[Anyturn] Combat: Put a +1/+1 counter on a character on your side in the combat. This combat, the next time an enemy character uses a super power, or an enemy player plays a plot twist, cancel it.	This Plot Twist will only cancel either one Super Power or one Plot Twist, not one of each.
XFB-020	X	Plot Twist		The Bureau						One of a Kind You may only have one of this card in your deck. Main: Until your next turn, if a card would enter an enemy player's hand, they reveal it, and if it's an equipment, location, or plot twist put it into its owner's KO pile instead.	One of a Kind You may only have one of this card in your deck. Main: Until your next turn, if a card would enter an enemy player's hand, they reveal it, and if it's an equipment, location, or plot twist put it into its owner's KO pile instead.	
XFB-021	The X-Files	Special Location		The Bureau						[HUMANITY] or [ENERGY] or [INTELLECT] or [MIGHT] or [SKILL] for a [BUREAU] character.	[Humanity] or [Energy] or [Intellect] or [Might] or [Skill] for a [Bureau] character.	
XFB-022	Alex Krycek	Main Character	L1	The Syndicate	4	3	5			Fight or Die [ANYTURN] Combat [MIGHT]: Stun a random main character. Resist or Serve Level Up (4) - When a main character is stunned, Krycek gains an XP.	Fight or Die [Anyturn] Combat [Might]: Stun a random main character. Resist or Serve Level Up (4) - When a main character is stunned, Krycek gains an XP.	If Krycek gets stunned this way, he will get removed from combat. If a stunned Main Character is chosen, nothing happens. If a hidden Main Character is chosen, stun it. Krycek will gain an XP if he gets stunned.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
XFB-023	Alex Krycek	Main Character	L2	The Syndicate	6	8	5			<p>Fight or Die [ANYTURN] Combat [MIGHT]: Stun a random main character.</p> <p>A Murderer, a Liar, a Coward...and a Ghost Reaction [ENERGY]: When Krycek would get KO'd by fatal wounds and Fox Mulder is on your side, Krycek can't be KO'd by fatal wounds this game. For the rest of the game, at the end of each of your turns, if Mulder isn't on your side, KO Krycek.</p>	<p>Fight or Die [Anyturn] Combat [Might]: Stun a random main character.</p> <p>A Murderer, a Liar, a Coward...and a Ghost Reaction [Energy]: When Krycek would get KO'd by fatal wounds and Fox Mulder is on your side, Krycek can't be KO'd by fatal wounds this game. For the rest of the game, at the end of each of your turns, if Mulder isn't on your side, KO Krycek.</p>	
XFB-024	Cigarette Smoking Man	Main Character	L1	The Syndicate	1	5	5			<p>In the Shadows Main [INTELLECT]: Hide any number of face-up supporting characters on your side.</p> <p>Come Work For Me Level Up (7) - When another character appears or turns face up on your side, CSM gains an XP.</p>	<p>In the Shadows Main [Intellect]: Hide any number of face-up supporting characters on your side.</p> <p>Come Work For Me Level Up (7) - When another character appears or turns face up on your side, CSM gains an XP.</p>	
XFB-025	Cigarette Smoking Man	Main Character	L2	The Syndicate	2	11	5			<p>Every Problem Has a Solution Main [MIGHT]: Enemy characters lose each text power with the word "can" or "can't" until your next turn.</p> <p>The Spartan Virus Main [INTELLECT][SKILL]: Choose a supporting character on each player's side. KO each other supporting character.</p>	<p>Every Problem Has a Solution Main [Might]: Enemy characters lose each text power with the word "can" or "can't" until your next turn.</p> <p>The Spartan Virus Main [Intellect][Skill]: Choose a supporting character on each player's side. KO each other supporting character.</p>	<p>Every Problem Has a Solution counts Keyword, Super, and Level Up text powers with the word "can" or "can't" in their definition, even if the definition isn't printed on the card. If a power says "This power can't be turned off.", Every Problem Has a Solution will try to take it away (because it says "can't") but it won't be able to do so.</p>
XFB-026	Colonists	Main Character	L1	The Syndicate	2	4	6	X		<p>Prepare for Colonization Build [ALIEN]: For the rest of the game, supporting characters you own have Swarm.</p> <p>Watch and Learn Level Up (4) - When each of the following appears for the first time this game, the Colonists gain an XP: Academy, Fortress, Laboratory, or Training Ground.</p>	<p>Prepare for Colonization Build [Alien]: For the rest of the game, supporting characters you own have Swarm.</p> <p>Watch and Learn Level Up (4) - When each of the following appears for the first time this game while the Colonists are face up, the Colonists gain an XP: Academy, Fortress, Laboratory, or Training Ground.</p>	<p>1 XP the first time one of the named locations appears in a resource row on any side. Only 1 XP is awarded for each Location.</p>
XFB-027	Colonists	Main Character	L2	The Syndicate	6	7	6	X		<p>Plan for Invasion Main [ALIEN]: Put a +1/+1 counter on each character with Swarm on your side.</p> <p>Alien Abduction Main [ENERGY]: Search your deck for an Abduction plot twist and play it.</p>	<p>Plan for Invasion Main [Alien]: Put a +1/+1 counter on each character with Swarm on your side.</p> <p>Alien Abduction Main [Energy]: Search your deck for an Abduction plot twist and play it.</p>	
XFB-028	Diana Fowley	Supporting Character	1	The Syndicate	2	3	1			<p>Alien Hybrid Project Main [INTELLECT]: The next time a character on your side uses an [Alien] or [Humanity] super power, they pay 1 fewer [Alien] or [Humanity].</p>	<p>Alien Hybrid Project Main [Intellect]: The next time a character on your side uses an [Alien] or [Humanity] super power, they pay 1 fewer [Alien] or [Humanity].</p>	
XFB-029	Crew Cut Man	Supporting Character	2	The Syndicate	3	2	1		X	<p>Killer When Crew Cut Man stuns a supporting character, draw a card.</p>	<p>Killer When Crew Cut Man stuns a supporting character, draw a card.</p>	
XFB-030	Knowle Rohrer	Supporting Character	3	The Syndicate	4	3	2			<p>Tough When Rohrer gets stunned, you may recover him. He still gets wounded.</p> <p>Biological Imperative to Survive [ANYTURN] Combat [MIGHT]: Heal a wound from Knowle Rohrer.</p>	<p>Tough When Knowle Rohrer gets stunned, you may recover him. (He still gets wounded.)</p> <p>Biological Imperative to Survive [Anyturn] Combat [Might]: Heal a wound from Knowle Rohrer.</p>	
XFB-031	Super-soldier	Supporting Character	3	The Syndicate	5	1	2		X	<p>Swarm You can have any number of this character on your side. This power can't be turned off.</p> <p>Enhanced Durability If this character gets stunned other than by getting struck in combat, it doesn't get wounded.</p>	<p>Swarm You can have any number of this character on your side. This power can't be turned off.</p> <p>Enhanced Durability If this character gets stunned other than by getting struck in combat, it doesn't get wounded.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
XFB-032	Alien Bounty Hunter	Supporting Character	4	The Syndicate	6	4	2			<p>Swarm You can have any number of this character on your side. This power can't be turned off.</p> <p>Shapeshifter Main [ALIEN]: Remove a character in an enemy KO pile from the game. Until this character leaves play or uses this power again, he gains that character's printed keyword and super powers.</p>	<p>Swarm You can have any number of this character on your side. This power can't be turned off.</p> <p>Shapeshifter Main [Alien]: Remove a character in an enemy KO pile from the game. Until this character leaves play or uses this power again, he gains that character's printed keyword and super powers.</p>	
XFB-033	Alex Krycek	Supporting Character	5	The Syndicate	7	5	1		X	<p>Mercenary Krycek can team attack with any main character.</p> <p>We All Have a Life in Our Hands When Krycek appears, secretly choose a unique enemy supporting character. When Krycek is KO'd on an enemy turn, reveal the choice and wound that character.</p>	<p>Mercenary Krycek can team attack with any main character.</p> <p>We All Have a Life in Our Hands When Krycek appears, secretly choose a unique enemy supporting character. When Krycek is KO'd on an enemy turn, reveal the choice and wound that character.</p>	This counts any character that doesn't have Swarm. To secretly choose a character we suggest jotting its name down on a piece of paper. Note: If the character you chose gets KO'd but then later another character with the same name is in play, the new character does NOT count for We All Have a Life in Our Hands.
XFB-034	Colonists	Supporting Character	6	The Syndicate	5	5	1	X		<p>Not Their First Visit When the Colonists appear, you may search your deck for a Black Oil equipment, and reveal it. If you do, you may play it for free or put it into your hand.</p>	<p>Not Their First Visit When the Colonists appear, you may search your deck for a Black Oil equipment, and reveal it. If you do, you may play it for free or put it into your hand.</p>	
XFB-035	Cigarette Smoking Man	Supporting Character	7	The Syndicate	3	9	1			<p>Syndicate Mastermind Main [ALIEN][ENERGY][INTELLECT][MIGHT][SKILL]: Choose an enemy player to reveal their hand. Discard two of those cards. CSM pays one less power symbol to use this power for each [SYNDICATE] character on your side.</p>	<p>Syndicate Mastermind Main [Alien][Energy][Intellect][Might][Skill]: Choose an enemy player to reveal their hand. Discard two of those cards. CSM pays one less power symbol to use this power for each [Syndicate] character on your side.</p>	
XFB-036	Black Oil	Equipment	3	The Syndicate						<p>Purity Equip Black Oil only to an unequipped enemy supporting character.</p> <p>Give It Time Draw [ENERGY]: Move this character to your side and KO this equipment. Only enemy characters can use this power (during their Draw Phase).</p>	<p>Purity Equip Black Oil only to an unequipped enemy supporting character.</p> <p>Give It Time Draw [Energy]: Move this character to your side and KO this equipment. Only enemy characters can use this power (during their Draw Phase).</p>	Any player who is an enemy of the character that has Black Oil equipped can use its Give It Time power.
XFB-037	Abduction	Plot Twist		The Syndicate						<p>Main: Remove an enemy supporting character from the game. At the start of its owner's next turn, put it back onto their side with one remaining health.</p>	<p>Main: Remove an enemy supporting character from the game. At the start of its owner's next turn, put it back onto their side with one remaining health.</p>	This won't trigger any powers that look for "when a character gets wounded"
XFB-038	Assassinate	Plot Twist - Agenda		The Syndicate						<p>Agenda This card starts the game in your Agenda pile.</p> <p>Main: KO an enemy supporting character. Play this only while there are at least four supporting characters on your side.</p>	<p>Agenda This card starts the game in your Agenda pile.</p> <p>Main: KO an enemy supporting character. Play this only while there are at least four supporting characters on your side.</p>	
XFB-039	Colonize	Plot Twist - Agenda		The Syndicate						<p>Agenda This card starts the game in your Agenda pile.</p> <p>Build: Draw four cards. Play this only while you have no cards in your hand.</p>	<p>Agenda This card starts the game in your Agenda pile.</p> <p>Build: Draw four cards. Play this only while you have no cards in your hand.</p>	
XFB-040	Infiltrate	Plot Twist - Agenda		The Syndicate						<p>Agenda This card starts the game in your Agenda pile.</p> <p>Build: Search your deck for a supporting character, reveal it, and put it into your hand. Play this only while you have at least four supporting characters in your KO pile.</p>	<p>Agenda This card starts the game in your Agenda pile.</p> <p>Build: Search your deck for a supporting character, reveal it, and put it into your hand. Play this only while you have at least four supporting characters in your KO pile.</p>	
XFB-041	Replicate	Plot Twist - Agenda		The Syndicate						<p>Agenda This card starts the game in your Agenda pile.</p> <p>Main: Put four +1/+1 counters on a character on your side. Play this only while there are at least four +1/+1 counters on characters.</p>	<p>Agenda This card starts the game in your Agenda pile.</p> <p>Main: Put four +1/+1 counters on a character on your side. Play this only while there are at least four +1/+1 counters on characters.</p>	
XFB-042	The Syndicate	Special Location		The Syndicate						<p>[ALIEN] or [ENERGY] or [INTELLECT] or [MIGHT] or [SKILL] for a [SYNDICATE] character.</p>	<p>[Alien] or [Energy] or [Intellect] or [Might] or [Skill] for a [Syndicate] character.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
XFB-043	Jeffrey Spender	Supporting Character	4	The Bureau, The Syndicate	2	6	1			<p>Between the Masters At the end of your turn, if the following character is on your side:</p> <p>Fox Mulder: Put two +1/+1 counters on a character on your side. Cigarette Smoking Man: Put two -1/-1 counters on an enemy character.</p>	<p>Between the Masters At the end of your turn, if the following character is on your side:</p> <p>Fox Mulder: Put two +1/+1 counters on a character on your side. Cigarette Smoking Man: Put two -1/-1 counters on an enemy character.</p>	
XFB-044	Bark Creature	Main Character	L1	Monsters of the Week	4	4	4			<p>Forest Dwellers You start the game with an additional main character named Bark Monster on your side.</p> <p>Devils in the Dark Main characters on your side have Violent.</p> <p>From the Darkness Main [SKILL]: Main characters on your side can't be struck this turn.</p>	<p>Forest Dwellers You start the game with an additional main character named Bark Monster on your side.</p> <p>Devils in the Dark Main characters on your side have Violent.</p> <p>From the Darkness Main [Skill]: Main characters on your side can't be struck this turn.</p>	
XFB-045	Bark Monster	Main Character	L1	Monsters of the Week	4	4	4			<p>Forest Dwellers You start the game with an additional main character named Bark Creature on your side.</p> <p>Monsters in the Dark Main characters on your side have Monstrous.</p> <p>Into Darkness Main [INTELLECT]: Hide each main character on your side (<i>turn it face down but ready</i>).</p>	<p>Forest Dwellers You start the game with an additional main character named Bark Creature on your side.</p> <p>Monsters in the Dark Main characters on your side have Monstrous.</p> <p>Into Darkness Main [Intellect]: Hide each main character on your side (<i>turn it face down but ready</i>).</p>	
XFB-046	Eugene Victor Tooms	Main Character	L1	Monsters of the Week	3	4	5			<p>Squeeze Main [SKILL]: Until your next turn, Tooms can't be attacked while he is between two cards on your side.</p> <p>Liver and Onions Level Up (5) - At the end of each player's turn, you may remove a character in their KO pile from the game. If you do, Tooms gains an XP.</p>	<p>Squeeze Main [Skill]: Until your next turn, Tooms can't be attacked while he is between two cards on your side.</p> <p>Liver and Onions Level Up (5) - At the end of each player's turn, you may remove a character in their KO pile from the game. If you do, Tooms gains an XP.</p>	Squeeze requires Tooms to be physically between two cards in the same row. They could be Supporting Characters and/or Machines, and it doesn't matter if they're face up or face down.
XFB-047	Eugene Victor Tooms	Main Character	L2	Monsters of the Week	6	6	5			<p>Squeeze Main [SKILL]: Until your next turn, Tooms can't be attacked while he is between two cards on your side.</p> <p>Hibernate Main [Energy][Might]: Tooms is Hibernating. (If he's face up at the end of your turn, heal a wound from him. When he attacks, defends, or uses a super power, hibernation ends.)</p>	<p>Squeeze Main [Skill]: Until your next turn, Tooms can't be attacked while he is between two cards on your side.</p> <p>Hibernate Main [Energy][Might]: Tooms is Hibernating. (If he's face up at the end of your turn, heal a wound from him. When he attacks, defends, or uses a super power, hibernation ends.)</p>	Squeeze requires Tooms to be physically between two cards in the same row. They could be Supporting Characters and/or Machines, and it doesn't matter if they're face up or face down.
XFB-048	Robert Patrick Modell	Main Character	L1	Monsters of the Week	2	5	5		X	<p>Pusher Main [SKILL]: Choose one - At the end of the next enemy player's Formation Step, characters on their side with [RANGE] must be in the front row; or characters on their side without [RANGE] must be in the back row.</p> <p>Voice Command Level Up (5) - At the start of your Main Phase, RPM gains 1 XP for each [RANGED] enemy character in a front row, and 1 XP for each enemy character without [RANGED] in a back row.</p>	<p>Pusher Main [Skill]: Choose one - At the end of the next enemy player's Formation Step, characters on their side with [Range] must be in the front row; or characters on their side without [Range] must be in the back row.</p> <p>Voice Command Level Up (5) - At the start of your Main Phase, RPM gains 1 XP for each [Range] enemy character in a front row, and 1 XP for each enemy character without [Range] in a back row.</p>	You must choose which option you want when you use Pusher, not during the enemy player's Formation Step.
XFB-049	Robert Patrick Modell	Main Character	L2	Monsters of the Week	5	8	5		X	<p>Searching for Redemption While attacking an Evil character, RPM strikes with double his ATK.</p> <p>Kitsunegari Reaction [INTELLECT]: At the start of an enemy Main Phase, move an enemy character with a Main super power to your side. You may have that character use one of their Main super powers for free. Then move that character back.</p>	<p>Searching for Redemption While attacking an Evil character, RPM strikes with double his ATK.</p> <p>Kitsunegari Reaction [Intellect]: At the start of an enemy Main Phase, move an enemy character with a Main super power to your side. You may have that character use one of their Main super powers for free. Then move that character back.</p>	When Kitsunegari moves an enemy character to your side, you may immediately have it use one of its Main Super Powers without paying its power symbols. Then whether it used one of its powers or not, it goes back to the same row and position it was in. If it used one of its powers, then it won't be able to use that power again this turn. (Unless that power can normally be used multiple times on a turn.)

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
XFB-050	Primordial Ice Worms	Supporting Character	1	Monsters of the Week	0	5	1			Icebreaker Main [INTELLECT]: Choose a supporting character to get Angry and Violent .	Icebreaker Main [Intellect]: Choose a supporting character to get Angry and Violent .	
XFB-051	Albert Tanner	Supporting Character	2	Monsters of the Week	3	2	3			Regeneration At the start of your turn, heal a wound from Tanner.	Regeneration At the start of your turn, heal a wound from Tanner.	
XFB-052	D.P.O.	Supporting Character	3	Monsters of the Week	4	2	1		X	You Have Something I Need Main [MIGHT]: Remove each -1/-1 counter from a character. If you removed at least one counter this way, heal a wound from Tanner.	You Have Something I Need Main [Might]: Remove each -1/-1 counter from a character. If you removed at least one counter this way, heal a wound from Tanner.	Count the number of times a character on your side named D.P.O. has KO'd an enemy character this game. It could be by striking an enemy or by previous uses of Summon Lightning. Once you have that number, choose a Supporting Character with that cost or less and KO it.
XFB-053	Golem	Supporting Character	4	Monsters of the Week	4	4	2			Lethal If D.P.O. wounds a defending supporting character, KO it.	Lethal If D.P.O. wounds a defending supporting character, KO it.	
XFB-054	Flukeman	Supporting Character	5	Monsters of the Week	5	7	2			Summon Lightning Main [Energy]: KO an enemy supporting character with cost less than or equal to the number of times a character named D.P.O. on your side has KO'd an enemy character this game.	Summon Lightning Main [Energy]: KO an enemy supporting character with cost less than or equal to the number of times a character named D.P.O. on your side has KO'd an enemy character this game.	
XFB-055	Aaron Starkey	Supporting Character	6	Monsters of the Week	6	6	3			Swarm You can have any number of this character on your side. This power can't be turned off.	Swarm You can have any number of this character on your side. This power can't be turned off.	
XFB-056	Phyllis Paddock	Supporting Character	6	Monsters of the Week	8	8	2		X	Bulletproof Characters with [RANGE] can't strike the Golem. <i>(Even in melee combat.)</i>	Bulletproof Characters with [Range] can't strike the Golem. <i>(Even in melee combat.)</i>	
XFB-057	Jenn	Supporting Character	7	Monsters of the Week	5	11	2			Emet You can't lose the game.	Emet You can't lose the game.	
										Transmit Flatworm Larvae When the Flukeman strikes a character, it is Infected . (At the end of each of your turns, put a -1/-1 counter on it.)	Transmit Flatworm Larvae When the Flukeman strikes a character, it is Infected . (At the end of each of your turns, put a -1/-1 counter on it.)	The character will remain Infected until it leaves play. A character can be Infected more than once, and will receive a -1/-1 counter for each instance of the infection.
										One of a Kind You may only have one of this card in your deck.	One of a Kind You may only have one of this card in your deck.	
										Two Sides of the Same Coin When Aaron Starkey appears, each enemy player may search their deck for a Seraphim supporting character, reveal it, and put it into their hand.	Two Sides of the Same Coin When Aaron Starkey appears, each enemy player may search their deck for a Seraphim supporting character, reveal it, and put it into their hand.	
										Give the Devil His Due When Aaron Starkey attacks a supporting character with cost 4 or less, remove it from the game.	Give the Devil His Due When Aaron Starkey attacks a supporting character with cost 4 or less, remove it from the game.	Give the Devil His Due will resolve immediately upon a legal attack being declared. This will not give the opponent the chance to do anything in the Combat.
										Demonic Sacrifice When Phyllis Paddock appears, an enemy player may KO a character on their side. If they do, remove her from the game.	Demonic Sacrifice When Phyllis Paddock appears, an enemy player may KO a character on their side. If they do, remove her from the game.	
										It's Been Nice Working With You When Phyllis Paddock leaves play, draw two cards.	It's Been Nice Working With You When Phyllis Paddock leaves play, draw two cards.	
										One of a Kind You may only have one of this card in your deck.	One of a Kind You may only have one of this card in your deck.	When you make a Wish, remove both copies of any card in your Wish pile from the game, and choose an enemy player. While those cards are removed this way, you may play one and that player may play one. If a card would be put into a KO pile, it goes into its owner's (your) KO pile.
										Be Careful What You Wish For Build [Energy]: Make a Wish .	Be Careful What You Wish For Build [Energy]: Make a Wish .	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
XFB-058	Seraphim	Supporting Character	7		7	7	3	X		<p>One of a Kind You may only have one of this card in your deck.</p> <p>Two Sides of the Same Coin When the Seraphim appears, each enemy player may search their deck for an Aaron Starkey supporting character, reveal it, and put it into their hand.</p> <p>Protect the Nephilim Other supporting characters in this row can't be attacked if they cost 4 or less.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Two Sides of the Same Coin When the Seraphim appears, each enemy player may search their deck for an Aaron Starkey supporting character, reveal it, and put it into their hand.</p> <p>Protect the Nephilim Other supporting characters in this row can't be attacked if they cost 4 or less.</p>	
XFB-059	Mr. Burt	Supporting Character	8		0	30	1			<p>One of a Kind You may only have one of this card in your deck.</p> <p>Dio Ti Ama When a plot twist adds +DEF to another character on your side, it also adds that many +1/+1 counters.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Dio Ti Ama When a plot twist adds +DEF to another character on your side, it also adds that many +1/+1 counters.</p>	
XFB-060	Chinga Doll	Equipment	3	Monsters of the Week						<p>I Want to Play Main [ENERGY]: Choose an enemy character to strike itself.</p>	<p>I Want to Play Main [Energy]: Choose an enemy character to strike itself.</p>	
XFB-061	C.O.S.	Equipment - Machine	2	Monsters of the Week						<p>Central Operating System When the C.O.S. appears, choose a basic location on your side.</p> <p>When that location is used to pay for a super power the first time each turn, you may turn it face up.</p> <p>Enemy characters can't use locations in their resource row with that type to pay for super powers.</p>	<p>Central Operating System When the C.O.S. appears, choose a basic location on your side.</p> <p>When that location is used to pay for a super power the first time each turn, you may turn it face up.</p> <p>Enemy characters can't use locations in their resource row with that type to pay for super powers.</p>	
XFB-062	Expect the Unexpected	Plot Twist		Monsters of the Week						<p>[ANYTURN] Combat: Choose a character on your side in the combat to get +4/-4 or -4/+4 this combat.</p>	<p>[Anyturn] Combat: Choose a character on your side in the combat to get +4/-4 or -4/+4 this combat.</p>	
XFB-063	Government Denies Knowledge	Plot Twist		Monsters of the Week						<p>Build: Draw two cards, then remove two cards in your hand from the game.</p>	<p>Build: Draw two cards, then remove two cards in your hand from the game.</p>	
XFB-064	Parallel Dimension	Plot Twist		Monsters of the Week						<p>One of a Kind You may only have one of this card in your deck.</p> <p>Build: Put this card on your side as a 0/1 Duplicate of your main character with 1 [HEALTH].</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Build: Put this card on your side as a 0/1 Duplicate of your main character with 1 [Health].</p>	It has all the same printed characteristics as your Main Character - name, team, current Level, ATK/DEF, and posers - plus it has Swarm and it can't gain XP, Level Up or Level Down, transform, or otherwise become a different card. When it's KO'd, it will go back to being the Parallel Dimension Plot Twist in your KO Pile.
XFB-065	The Lazarus Bowl	Plot Twist		Monsters of the Week						<p>One of a Kind You may only have one of this card in your deck.</p> <p>Build: Put a character or equipment from your KO pile into your hand.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Build: Put a character or equipment from your KO pile into your hand.</p>	
XFB-066	Bermuda Triangle	Special Location		Monsters of the Week						[ENERGY] or [INTELLECT] or [MIGHT] or [SKILL] for a [MOTW] character.	[Energy] or [Intellect] or [Might] or [Skill] for a [MOTW] character.	
XFB-067	Academy	Basic Location								[INTELLECT]	[Intellect]	
XFB-068	Fortress	Basic Location								[MIGHT]	[Might]	
XFB-069	Laboratory	Basic Location								[ENERGY]	[Energy]	
XFB-070	Training Ground	Basic Location								[SKILL]	[Skill]	
CV2-001	*Spider-Man*	Main Character	L1	Spider-Friends	1	5	3			<p>Citizen of the Multiverse You may include up to four different Spider-Verse main characters in your deck.</p> <p>Spider-People Level Up (3) - When another character with "Spider" in its name appears on your side, *Spider-Man* gains an XP.</p>	<p>Citizen of the Multiverse You may include up to four different Spider-Verse main characters in your deck.</p> <p>Spider-People Level Up (3) - When another character with "Spider" in its name appears on your side, *Spider-Man* gains an XP.</p>	<p>Miles Morales doesn't have the Spider-Verse keyword. Citizen of the Multiverse means your deck may include up to four different Spider-Verse Main Characters.</p> <p>If * Spider-Man * gets KO'd, you're not out of the game if you have at least one of your other Main Characters on your side.</p>

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
CV2-002	*Spider-Man*	Main Character	L2	Spider-Friends	4	7	3			<p>Dodge *Spider-Man* can't be ranged attacked.</p> <p>Spider-War Level Up (2) - When another character on your side with "Spider" in its name gets KO'd, *Spider-Man* gains an XP.</p>	<p>Dodge *Spider-Man* can't be ranged attacked.</p> <p>Spider-War Level Up (2) - When another character on your side with "Spider" in its name gets KO'd, *Spider-Man* gains an XP.</p>	
CV2-003	*Spider-Man*	Main Character	L3	Spider-Friends	6	9	4			<p>I'm Spider-Man. And I'm Not the Only One. Build [INTELLECT]: Search your deck for a character with "Spider" in its name, reveal it, and put it into your hand.</p> <p>Spider-Camouflage Main [ENERGY]: *Spider-Man has Invisibility this turn. (At the end of your turn, if he is ready, you may hide him.)</p>	<p>I'm Spider-Man. And I'm Not the Only One. Build [Intellect]: Search your deck for a character with "Spider" in its name, reveal it, and put it into your hand.</p> <p>Spider-Camouflage Main [Energy]: *Spider-Man* has Invisibility this turn. (At the end of your turn, if he is ready, you may hide him.)</p>	
CV2-004	Spider-Gwen	Main Character	L1	Spider-Friends	0	3	2			<p>Spider-Verse</p> <p>Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Spider-Gwen.</p> <p>Ghost-Spider If Spider-Gwen would gain any number of +1/+1 counters, she gains that many plus one instead.</p>	<p>Spider-Verse</p> <p>Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Spider-Gwen.</p> <p>Ghost-Spider If Spider-Gwen would gain any number of +1/+1 counters, she gains that many plus one instead.</p>	
CV2-005	Spider-Ham	Main Character	L1	Spider-Friends	6	2	2			<p>Spider-Verse</p> <p>Cartoonish Immortality When Spider-Ham is KO'd, you may say "You got a problem with cartoons?" If you do, shuffle him into his owner's deck.</p>	<p>Spider-Verse</p> <p>Cartoonish Immortality When Spider-Ham gets KO'd, you may say "You got a problem with cartoons?" If you do, shuffle him into his owner's deck.</p>	
CV2-006	Spider-Man Noir	Main Character	L1	Spider-Friends	5	3	2		X	<p>Spider-Verse</p> <p>Black and White Main [ENERGY] or [INTELLECT] or [MIGHT] or [SKILL]: Choose a power symbol. Enemy locations can't produce that symbol until Spider-Man Noir leaves play.</p>	<p>Spider-Verse</p> <p>Black and White Main [Energy] or [Intellect] or [Might] or [Skill]: Choose a power symbol. Enemy locations can't produce that symbol until Spider-Man Noir leaves play.</p>	This inhibits special locations from producing the chosen symbol as well. An enemy player can still turn a Location face down or discard it from their hand to try to produce that symbol, but nothing will happen.
CV2-007	SP//dr	Main Character	L1	Spider-Friends	3	4	2			<p>Spider-Verse</p> <p>Piloted by Peni Parker SP//dr has Genius while it's not wounded.</p> <p>Regeneration At the start of your turn, heal a wound from SP//dr.</p>	<p>Spider-Verse</p> <p>Piloted by Peni Parker SP//dr has Genius while it's not wounded.</p> <p>Regeneration At the start of your turn, heal a wound from SP//dr.</p>	SP//dr counts as being "Spider" for the purpose of powers that reference the word "Spider". SP//dr must not have any wounds at the start of your turn in order for its Genius power to trigger. So even if Regeneration heals SP//dr's last wound, you won't get to draw from Genius that turn.
CV2-012	The Gardener	Supporting Character	4		0	1	1			<p>Elder of the Universe If the Gardener gets stunned during combat, he doesn't get wounded.</p> <p>Vegetation Control At the start of your turn, you may put the top card of your deck into your resource row face down, or face up if it's a location.</p>	<p>Elder of the Universe If the Gardener gets stunned during combat, he doesn't get wounded.</p> <p>Vegetation Control At the start of your turn, you may put the top card of your deck into your resource row face down, or face up if it's a location.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
CV2-009	The In-Betweener	Supporting Character	1 1/2		4 1/2	3 1/2	2 1/2			<p>Duality Itself Reaction [ENERGY]: After any turn ends, but before another turn starts, put the In-Betweener from your hand onto your side.</p>	<p>Duality Itself Reaction [Energy]: After any turn ends, but before another turn starts, put the In-Betweener from your hand onto your side.</p>	<p>Duality itself lets you put the In-Betweener onto your side between two turns of the game. You can even do this after an enemy player's first turn but before your first turn.</p> <p>The In-Betweener couldn't decide exactly how much cost, ATK, DEF, and health to have so he ended up between two whole numbers. In most cases, his stats work like this. 1 ½ cost means you must pay 1 ½ recruit points to recruit him. So you will have ½ a recruit point left over. 4 ½ ATK means his strikes will stun a 4 DEF character but not a 5 DEF character. 3 ½ DEF means if he is struck with 3 ATK, he won't get stunned, but</p>
CV2-011	Dust	Supporting Character	4	Resistance	5	3	2	X	X	<p>[RESISTANCE] Starting Main Character Required</p> <p>Mobile Once per turn during your Main Phase but not during combat, you may move Dust to your front or back row.</p> <p>Sand Form When Dust gets attacked the first time each turn, she can't be struck this combat</p>	<p>[Resistance] Starting Main Character Required</p> <p>Mobile Once per turn during your Main Phase but not during combat, you may move Dust to your front or back row.</p> <p>Sand Form When Dust gets attacked the first time each turn, she can't be struck this combat</p>	
CV2-014	Mastermind	Supporting Character	5	Brotherhood of Mutants	9	3	1		X	<p>[BROTHERHOOD] Starting Main Character Required</p> <p>One of a Kind</p> <p>Tactical Illusions When Mastermind appears, search your deck and hand for any number of other One of a Kind Masterminds, reveal them and remove them from the game as a Tactics pile.</p> <p>When Mastermind is attacked, you may play a random Tactic.</p> <p>Tactic Cancel the combat.</p>	<p>[Brotherhood] Starting Main Character Required</p> <p>One of a Kind</p> <p>Tactical Illusions When Mastermind appears, search your deck and hand for any number of other One of a Kind Masterminds, reveal them and remove them from the game as a Tactics pile.</p> <p>When Mastermind is attacked, you may play a random Tactic.</p> <p>Tactic Cancel the combat.</p>	<p>You don't have to put every Mastermind from your hand and/or deck into your Tactics pile. Follow the instructions under its Tactic, then put the card into your KO pile. When Mastermind leaves play, you'll leave your Tactics pile where it is. A player can only have one Tactics pile at a time. Later, if Mastermind appears on your side again, and you can add more Tactics from your hand or deck, add them to your existing Tactics pile.</p>
CV2-015	Mastermind	Supporting Character	5	Brotherhood of Mutants	9	3	1		X	<p>[BROTHERHOOD] Starting Main Character Required</p> <p>One of a Kind</p> <p>Tactical Illusions When Mastermind appears, search your deck and hand for any number of other One of a Kind Masterminds, reveal them and remove them from the game as a Tactics pile.</p> <p>When Mastermind is attacked, you may play a random Tactic.</p> <p>Tactic Daze an attacker.</p>	<p>[Brotherhood] Starting Main Character Required</p> <p>One of a Kind</p> <p>Tactical Illusions When Mastermind appears, search your deck and hand for any number of other One of a Kind Masterminds, reveal them and remove them from the game as a Tactics pile.</p> <p>When Mastermind is attacked, you may play a random Tactic.</p> <p>Tactic Daze an attacker.</p>	<p>You don't have to put every Mastermind from your hand and/or deck into your Tactics pile. Follow the instructions under its Tactic, then put the card into your KO pile. When Mastermind leaves play, you'll leave your Tactics pile where it is. A player can only have one Tactics pile at a time. Later, if Mastermind appears on your side again, and you can add more Tactics from your hand or deck, add them to your existing Tactics pile.</p>

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
CV2-016	Mastermind	Supporting Character	5	Brotherhood of Mutants	9	3	1		X	<p>[BROTHERHOOD] Starting Main Character Required</p> <p>One of a Kind</p> <p>Tactical Illusions When Mastermind appears, search your deck and hand for any number of other One of a Kind Masterminds, reveal them and remove them from the game as a Tactics pile.</p> <p>When Mastermind is attacked, you may play a random Tactic.</p> <p>Tactic Put two -1/-1 counters on an attacker.</p>	<p>[Brotherhood] Starting Main Character Required</p> <p>One of a Kind</p> <p>Tactical Illusions When Mastermind appears, search your deck and hand for any number of other One of a Kind Masterminds, reveal them and remove them from the game as a Tactics pile.</p> <p>When Mastermind is attacked, you may play a random Tactic.</p> <p>Tactic Put two -1/-1 counters on an attacker.</p>	<p>You don't have to put every Mastermind from your hand and/or deck into your Tactics pile. Follow the instructions under its Tactic, then put the card into your KO pile. When Mastermind leaves play, you'll leave your Tactics pile where it is. A player can only have one Tactics pile at a time. Later, if Mastermind appears on your side again, and you can add more Tactics from your hand or deck, add them to your existing Tactics pile.</p>
CV2-017	Mastermind	Supporting Character	5	Brotherhood of Mutants	9	3	1		X	<p>[BROTHERHOOD] Starting Main Character Required</p> <p>One of a Kind</p> <p>Tactical Illusions When Mastermind appears, search your deck and hand for any number of other One of a Kind Masterminds, reveal them and remove them from the game as a Tactics pile.</p> <p>When Mastermind is attacked, you may play a random Tactic.</p> <p>Tactic Choose an attacker. Their ATK becomes 0 this combat.</p>	<p>[Brotherhood] Starting Main Character Required</p> <p>One of a Kind</p> <p>Tactical Illusions When Mastermind appears, search your deck and hand for any number of other One of a Kind Masterminds, reveal them and remove them from the game as a Tactics pile.</p> <p>When Mastermind is attacked, you may play a random Tactic.</p> <p>Tactic Choose an attacker. Their ATK becomes 0 this combat.</p>	<p>You don't have to put every Mastermind from your hand and/or deck into your Tactics pile. Follow the instructions under its Tactic, then put the card into your KO pile. When Mastermind leaves play, you'll leave your Tactics pile where it is. A player can only have one Tactics pile at a time. Later, if Mastermind appears on your side again, and you can add more Tactics from your hand or deck, add them to your existing Tactics pile. This character can still gain ATK later in the combat.</p>
CV2-008	The Runner	Supporting Character	1		3	1	1			<p>Elder of the Universe If the Runner gets stunned during combat, he doesn't get wounded.</p> <p>Faster Than Light The Runner can attack during your Build Phase.</p>	<p>Elder of the Universe If the Runner gets stunned during combat, he doesn't get wounded.</p> <p>Faster Than Light The Runner can attack during your Build Phase.</p>	<p>You can recruit characters and equipment after the Runner attacks. The Runner attacking during the Build Phase does count as a regular Combat so Combat Super Powers and Plot Twists, and power ups can be used during a Build Phase combat. However, during the combat you can't use any Build Super Powers and Plot Twists.</p>
CV2-013	Captain America	Supporting Character	5	S.H.I.E.L.D.	5	8	1			<p>[SHIELD] Starting Main Character Required</p> <p>Director of S.H.I.E.L.D. Once per turn, when another character on your side gets attacked, you may remove it from combat and have a different character on your side become the defender. If you do, switch their positions.</p>	<p>[S.H.I.E.L.D.] Starting Main Character Required</p> <p>Director of S.H.I.E.L.D. Once per turn, when another character on your side gets attacked, you may remove it from combat and have a different character on your side become the defender. If you do, switch their positions.</p>	
CV2-019	The Champion	Supporting Character	7		0	1	1			<p>Elder of the Universe If the Champion gets stunned during combat, he doesn't get wounded.</p> <p>Primordial Power The Champion has [Infinity] ATK and DEF while attacking a supporting character.</p>	<p>Elder of the Universe If the Champion gets stunned during combat, he doesn't get wounded.</p> <p>Primordial Power The Champion has [Infinity] ATK and DEF while attacking a supporting character.</p>	
CV2-018	Morlun	Supporting Character	7		8	8	2		X	<p>The Great Hunt When Morlun appears, you may choose an enemy character and daze it. If it's a [SPIDERFRIENDS] character, stun it instead.</p> <p>Immortal When Morlun gets KO'd, you may shuffle him into his owner's deck.</p> <p>Life Force Absorption Main [ENERGY]: Put two +1/+1 counters on Morlun for each face-down enemy character.</p>	<p>The Great Hunt When Morlun appears, you may choose an enemy character and daze it. If it's a [Spider-Friends] character, stun it instead.</p> <p>Immortal When Morlun gets KO'd, you may shuffle him into his owner's deck.</p> <p>Life Force Absorption Main [Energy]: Put two +1/+1 counters on Morlun for each face-down enemy character.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
CV2-010	Dreadnought	Supporting Character	2	Hydra	1	4	2	X	X	[Hydra] Starting Main Character Required Swarm, Soldier Flamethrowers If this character would strike a defending front row supporting character, it may Burn it instead.	[Hydra] Starting Main Character Required Swarm, Soldier Flamethrowers If this character would strike a defending front row supporting character, it may Burn it instead.	
CV2-020	Terrigen Mist	Plot Twist		Inhumans						[INHUMANS] Starting Main Character Required Main: Put two +1/+1 counters on each character on your side, then exhaust them.	[Inhumans] Starting Main Character Required Main: Put two +1/+1 counters on each character on your side, then exhaust them.	
CV2-021	The World is a Madhouse	Plot Twist		H.A.M.M.E.R.						[HAMMER] Starting Main Character Required Reaction: When an enemy character appears, exhaust it and put two -1/-1 counters on it.	[H.A.M.M.E.R.] Starting Main Character Required Reaction: When an enemy character appears, exhaust it and put two -1/-1 counters on it.	
CV2-022	Win the Hard Way	Plot Twist		Champions						[CHAMPIONS] Starting Main Character Required Main: This turn, characters on your side can be powered up by characters they share a mantle with. The first time each character gets powered up this way this turn, draw a card.	[Champions] Starting Main Character Required Main: This turn, characters on your side can be powered up by characters they share a mantle with. The first time each character gets powered up this way this turn, draw a card.	
MCU7-001	Mysterio	Main Character	L1	MCU Heroes	3	4	5	X	X	You Don't Want Any Part of This Main [INTELLECT]: Put a character with Hologram from your hand onto your side. There's Only One Left Level Up (1) - When an enemy Hologram is KO'd, Mysterio gains an XP.	You Don't Want Any Part of This Main [Intellect]: Put a character with Hologram from your hand onto any enemy side. There's Only One Left Level Up (1) - When an enemy Hologram is KO'd, Mysterio gains an XP. Mysterio Levels up into [MCU Villain] Mysterio Level 2.	This card was misprinted. You Don't Want Any Part of This places the hologram on an enemy side not your own.
MCU7-002	Mysterio	Main Character	L2	MCU Villains	5	9	5	X	X	I Don't Think You Know What's Real Build [ENERGY] or [INTELLECT] or [MIGHT] or [SKILL]: Put a character without Hologram from your hand onto your side with 1 remaining health. It gains Hologram with the power symbol Mysterio paid for this power.	I Don't Think You Know What's Real Build [Energy] or [Intellect] or [Might] or [Skill]: Put a character without Hologram from your hand onto your side with 1 remaining health. It gains Hologram with the power symbol Mysterio paid for this power.	
MCU7-003	Spider-Man	Main Character	L1	MCU Heroes	3	3	5			Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Spider-Man. Homecoming Level Up (4) - When Spider-Man Climbs a location he hasn't climbed this game, he gains an XP.	Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Spider-Man. Homecoming Level Up (4) - When Spider-Man Climbs a location he hasn't climbed this game, he gains an XP.	This refers to individual Location cards. So if he climbs a Training Ground on one turn to get an XP, he can climb a different Training Ground on another turn to gain a second XP.
MCU7-004	Spider-Man	Main Character	L2	MCU Heroes	6	6	5			Far From Home When one of the following locations appears on your side: Academy: Draw two cards. Fortress: Put three +1/+1 counters on Spider-Man. Laboratory: Put three -1/-1 counters on an enemy character. Training Ground: Spider-Man strikes an enemy character. Avengers Tower: Counts as one of the above locations. Paragliding At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Spider-Man and he has [FLIGHT] this turn.	Far From Home When one of the following locations appears on your side: Academy: Draw two cards. Fortress: Put three +1/+1 counters on Spider-Man. Laboratory: Put three -1/-1 counters on an enemy character. Training Ground: Spider-Man strikes an enemy character. Avengers Tower: Counts as one of the above locations. Paragliding At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Spider-Man and he has [Flight] this turn.	
MCU7-005	Vulture	Main Character	L1	MCU Villains	2	5	5	X		Contract to Salvage Build [MIGHT]: Choose an enemy player to reveal cards from the top of their deck until they reveal one with a cost. Remove that card from the game and they shuffle the rest back into their deck. The World's Changing Level Up (8) - When you remove a card from the game with Contract to Salvage , the Vulture gains XP equal to its cost.	Contract to Salvage Build [Might]: Choose an enemy player to reveal cards from the top of their deck until they reveal one with a cost. Remove that card from the game and they shuffle the rest back into their deck. The World's Changing Level Up (8) - When you remove a card from the game with Contract to Salvage , the Vulture gains XP equal to its cost.	
MCU7-006	Vulture	Main Character	L2	MCU Villains	8	6	5	X		Business is Good Build [SKILL]: Draw a card for each card you removed with Contract to Salvage this game. High-Altitude Vacuum Seal [ANYTURN] Combat [INTELLECT]: Cancel the combat unless each enemy character in the combat has [FLIGHT].	Business is Good Build [Skill]: Draw a card for each card you removed with Contract to Salvage this game. High-Altitude Vacuum Seal [Anyturn] Combat [Intellect]: Cancel the combat unless each enemy character in the combat has [Flight].	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MCU7-007	May Parker	Supporting Character	1	MCU Heroes	0	3	1			<p>One of a Kind You may only have one of this card in your deck.</p> <p>Friends and Family While a Spider-Man character is protecting May, he has +3/+3.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Friends and Family While a Spider-Man character is protecting May, he has +3/+3.</p>	
MCU7-008	Tinkerer	Supporting Character	1	MCU Villains	1	2	1			<p>Tinker, Tinker, Tinker, Tinker Build [Intellect]: Search your deck for an equipment, reveal it, and put it into your hand.</p>	<p>Tinker, Tinker, Tinker, Tinker Build [Intellect]: Search your deck for an equipment, reveal it, and put it into your hand.</p>	
MCU7-009	Shocker	Supporting Character	2	MCU Villains	1	6	1			<p>Throw Down the Gauntlet Combat [ENERGY]: When the Shocker strikes a front row defender this combat, you may push it to its back row and exhaust it. If you do, it can't ready on its next turn.</p>	<p>Throw Down the Gauntlet Combat [Energy]: When the Shocker strikes a front row defender this combat, you may push it to its back row and exhaust it. If you do, it can't ready on its next turn.</p>	
MCU7-010	Tony Stark	Supporting Character	2	MCU Heroes	1	3	1			<p>AKA Iron Man</p> <p>Genius At the start of your turn, draw a card.</p> <p>I'm Not Here Build [ENERGY] or [INTELLECT]: Put a [MCU HERO] Iron Man supporting character from your hand onto your side with Swarm.</p>	<p>AKA Iron Man</p> <p>Genius At the start of your turn, draw a card.</p> <p>I'm Not Here Build [Energy] or [Intellect]: Put a [MCU Heroes] Iron Man supporting character from your hand onto your side with Swarm.</p>	
MCU7-011	Dimitri	Supporting Character	3	MCU Heroes	2	2	1			<p>That is Dimitri While each of the following characters is face up on your side, Dimitri has:</p> <p>Maria Hill: +1/+1 and Stealth. Nick Fury: +1/+1 and Genius. Spider-Man: +1/+1 and Safeguard.</p>	<p>That is Dimitri While each of the following characters is face up on your side, Dimitri has:</p> <p>Maria Hill: +1/+1 and Stealth. Nick Fury: +1/+1 and Genius. Spider-Man: +1/+1 and Safeguard.</p>	
MCU7-012	Vulture	Supporting Character	4	MCU Villains	7	4	1	X		<p>Thief When the Vulture appears, choose an enemy player to discard a random card.</p>	<p>Thief When the Vulture appears, choose an enemy player to discard a random card.</p>	
MCU7-013	Earth Elemental	Supporting Character	5	MCU Villains	10	10	1			<p>One of a Kind You may only have one of this card in your deck.</p> <p>[MIGHT] Hologram When a character with a [MIGHT] super power appears on an enemy side, stun Earth Elemental.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>[Might] Hologram When a character with a [Might] super power appears on an enemy side, stun Earth Elemental.</p>	
MCU7-014	Mysterio	Supporting Character	6	MCU Villains	5	9	1	X	X	<p>We Need Maximum Damage At the start of your Build Phase, you may put a character with Hologram from your hand onto your side.</p>	<p>We Need Maximum Damage At the start of your Build Phase, you may put a character with Hologram from your hand onto your side.</p>	
MCU7-016	Water Elemental	Supporting Character	6	MCU Villains	12	12	1			<p>One of a Kind You may only have one of this card in your deck.</p> <p>[INTELLECT] Hologram When a character with an [INTELLECT] super power appears on an enemy side, stun Water Elemental.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>[Intellect] Hologram When a character with an [Intellect] super power appears on an enemy side, stun Water Elemental.</p>	
MCU7-017	Fire Elemental	Supporting Character	7	MCU Villains	14	14	1			<p>One of a Kind You may only have one of this card in your deck.</p> <p>[ENERGY] Hologram When a character with an [ENERGY] super power appears on an enemy side, stun Fire Elemental.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>[Energy] Hologram When a character with an [Energy] super power appears on an enemy side, stun Fire Elemental.</p>	
MCU7-015	Spider-Man	Supporting Character	6	MCU Heroes	6	6	1			<p>Home is Where the Heart Is Spider-Man has +3/+3 for each [MCU HEROES] character he is protecting.</p> <p>Websling Main [SKILL]: Pull a back row enemy character to its front row.</p>	<p>Home is Where the Heart Is Spider-Man has +3/+3 for each [MCU Heroes] character he is protecting.</p> <p>Websling Main [Skill]: Pull a back row enemy character to its front row.</p>	
MCU7-018	Super Elemental	Supporting Character	8	MCU Villains	16	16	2			<p>One of a Kind You may only have one of this card in your deck.</p> <p>[SKILL] Hologram When a character with a [SKILL] super power appears on an enemy side, stun Super Elemental.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>[Skill] Hologram When a character with a [Skill] super power appears on an enemy side, stun Super Elemental.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MCU7-019	Alter Ego	Plot Twist		MCU Heroes						Build: Choose a character on your side and make up a new name. That character loses its current names and gains the new name until it leaves play. That character has Stealth this turn.	Build: Choose a character on your side and make up a new name. That character loses its current names and gains the new name until it leaves play. That character has Stealth this turn.	You must rename a character card with something that is not already the name of a character in the Vs System 2PCG. Removing a character's current names (which also makes the character lose all its AKAs) and replacing it lets you get around the uniqueness rules. You can no longer use the previous named characters to power up the new name. If a character references itself in its text box, those references will also use its new name.
MCU7-020	Everywhere I Go I See His Face	Plot Twist		MCU Villains						Main: Choose a character in an enemy KO pile and remove it from the game. Supporting characters with that name can't appear on an enemy side this game.	Main: Choose a character in an enemy KO pile and remove it from the game. Supporting characters with that name can't appear on an enemy side this game.	
MCU7-021	Chitauri Weaponry	Equipment	0	MCU Villains						Let's Keep It You can only play this while a card with "Chitauri" in its name is in a KO pile. Pretty Cool Stuff Equipped character has +3/+3, [FLIGHT], and [RANGED].	Let's Keep It You can only play this while a card with "Chitauri" in its name is in a KO pile. Pretty Cool Stuff Equipped character has +3/+3, [Flight], and [Range].	
MCU7-022	E.D.I.T.H.	Equipment	0	MCU Heroes						Even Dead I'm The Hero You can only play this while Iron Man is in a KO pile. Release Kill Vehicle Main [ENERGY]: Strike an enemy character with a "Drone" with 6 ATK.	Even Dead I'm The Hero You can only play this while Iron Man is in a KO pile. Release Kill Vehicle Main [Energy]: Strike an enemy character with a "Drone" with 6 ATK.	It works like a character on your side with 6 ATK striking the enemy character.
SFO-001	Chameleon	Main Character	L1	Sinister Syndicate	3	3	1			Sinister Six Blessing in Disguise Chameleon has the printed keyword powers of face-up [SINISTER SYNDICATE] supporting characters on your side.	Sinister Six Blessing in Disguise Chameleon has the printed keyword powers of face-up [Sinister Syndicate] supporting characters on your side.	
SFO-002	Hobgoblin	Main Character	L1	Sinister Syndicate	7	2	1	X		Sinister Six Ferocious While in melee combat, Hobgoblin strikes before characters without Ferocious . Lethal If Hobgoblin wounds a defending supporting character, KO it.	Sinister Six Ferocious While in melee combat, Hobgoblin strikes before characters without Ferocious . Lethal If Hobgoblin wounds a defending supporting character, KO it.	
SFO-003	Shocker	Main Character	L1	Sinister Syndicate	4	5	1		X	Sinister Six Vibration Wave Main [ENERGY]: Push each enemy front row supporting character on a side to their back row.	Sinister Six Vibration Wave Main [Energy]: Push each enemy front row supporting character on a side to their back row.	
SFO-004	Beetle	Supporting Character	1	Sinister Syndicate	1	1	1	X		Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Beetle. Static Electrobite Main [ENERGY]: Remove each +1/+1 counter on Beetle, then put that many -1/-1 counters on an enemy character he could melee attack.	Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Beetle. Static Electrobite Main [Energy]: Remove each +1/+1 counter on Beetle, then put that many -1/-1 counters on an enemy character he could melee attack.	He must be ready and the character(s) must be legal targets for a melee attack.
SFO-005	Trapster	Supporting Character	2	Sinister Syndicate	1	6	1		X	Paste-Gun Combat [SKILL]: Choose a defender. It is Immobile until the Trapster leaves play.	Paste-Gun Combat [Skill]: Choose a defender. It is Immobile until the Trapster leaves play.	
SFO-006	Hydro-Man	Supporting Character	3	Sinister Syndicate	5	3	2			Man of Water When Hydro-Man is affected by Freeze, KO him. This power remains on while he is face down. Fluid Tactics If Hydro-Man would gain any amount of ATK from a Combat plot twist, you may have him gain that much DEF instead, or vice versa.	Man of Water When Hydro-Man is affected by Freeze, KO him. This power remains on while he is face down. Fluid Tactics If Hydro-Man would gain any amount of ATK from a Combat plot twist, you may have him gain that much DEF instead, or vice versa.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
SFO-007	Speed Demon	Supporting Character	3	Sinister Syndicate	4	5	1			<p>Run Like the Devil When Speed Demon attacks the first time each turn, ready him at the end of combat.</p> <p>When Speed Demon attacks each additional time each turn, if the Grandmaster is face up on your side, ready Speed Demon at the end of combat.</p>	<p>Run Like the Devil When Speed Demon attacks the first time each turn, ready him at the end of combat.</p> <p>When Speed Demon attacks each additional time each turn, if the Grandmaster is face up on your side, ready Speed Demon at the end of combat.</p>	
SFO-008	Boomerang	Supporting Character	4	Sinister Syndicate	2	4	1	X	X	<p>Specialized Boomerangs Once per turn during your Main Phase, but not during combat, you may choose a Boomerang this character hasn't thrown yet, then choose an enemy front and back row character and:</p> <p>Bladarang: Put a -1/-1 counter on each of them. Gasarang: They lose keyword powers this turn. Gravityrang: They can't ready on their next turn. Razorang: They lose super powers this turn. Reflexerang: Daze them. Screamerang: They can't strike back this turn. Shatterang: KO an equipment on each of them.</p>	<p>Specialized Boomerangs Once per turn during your Main Phase, but not during combat, you may choose a Boomerang this character hasn't thrown yet, then choose an enemy front and back row character and:</p> <p>Bladarang: Put a -1/-1 counter on each of them. Gasarang: They lose keyword powers this turn. Gravityrang: They can't ready on their next turn. Razorang: They lose super powers this turn. Reflexerang: Daze them. Screamerang: They can't strike back this turn. Shatterang: KO an equipment on each of them.</p>	You can choose a front row character on one side and a back row character on a different side. If there are no enemy front row characters you can just choose an enemy back row character (and vice versa).
SFO-009	Hobgoblin	Supporting Character	4	Sinister Syndicate	5	5	1			<p>Nothing Without the Green Goblin While Green Goblin is face up on your side, Hobgoblin has his printed keyword and super powers.</p> <p>Lethal If Hobgoblin wounds a defending supporting character, KO it.</p>	<p>Nothing Without the Green Goblin While Green Goblin is face up on your side, Hobgoblin has his printed keyword and super powers.</p> <p>Lethal If Hobgoblin wounds a defending supporting character, KO it.</p>	
SFO-010	Shocker	Supporting Character	5	Sinister Syndicate	8	3	1		X	<p>Safecracker Main [SKILL]: Turn an enemy location face down. If you do, draw a card.</p> <p>Cover Your Cracks Main [ENERGY]: If you turned down an enemy location this turn, KO a face-down resource on that side.</p>	<p>Safecracker Main [Skill]: Turn an enemy location face down. If you do, draw a card.</p> <p>Cover Your Cracks Main [Energy]: If you turned down an enemy location this turn, KO a face-down resource on that side.</p>	
SFO-011	Tombstone	Supporting Character	6	Sinister Syndicate	7	6	1		X	<p>Cold as Ice Tombstone is unaffected by Freeze.</p> <p>Hard as Marble [ANYTURN] Combat [MIGHT]: Choose an enemy character in the combat. They can't strike this combat.</p>	<p>Cold as Ice Tombstone is unaffected by Freeze.</p> <p>Hard as Marble [Anyturn] Combat [Might]: Choose an enemy character in the combat. They can't strike this combat.</p>	
SFO-012	Lizard	Supporting Character	7	Sinister Syndicate	9	5	2			<p>Berserker When the Lizard attacks, put a +1/+1 counter on him.</p> <p>Ferocious While in melee combat, the Lizard strikes before characters without Ferocious.</p> <p>Regeneration At the start of your turn, heal a wound from the Lizard.</p>	<p>Berserker When the Lizard attacks, put a +1/+1 counter on him.</p> <p>Ferocious While in melee combat, the Lizard strikes before characters without Ferocious.</p> <p>Regeneration At the start of your turn, heal a wound from Lizard.</p>	
SFO-013	Concealed Firearm	Plot Twist								<p>[ANYTURN] Combat: Choose a defender on your side in the combat. They gain [RANGE] and +1/+0 this combat.</p>	<p>[Anyturn] Combat: Choose a defender on your side in the combat. They gain [Range] and +1/+0 this combat.</p>	
SFO-014	Teamwork Makes the Scheme Work	Plot Twist		Sinister Syndicate						<p>Main: Ready up to six [SINISTER SYNDICATE] characters on your side.</p>	<p>Main: Ready up to six [Sinister Syndicate] characters on your side.</p>	
SFO-015	Working Together, How Can We Fail?	Plot Twist		Sinister Syndicate						<p>Main: Put a +1/+1 counter on up to six [SINISTER SYNDICATE] characters on your side.</p>	<p>Main: Put a +1/+1 counter on up to six [Sinister Syndicate] characters on your side.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
SFO-016	Secret Hideout	Special Location		Sinister Syndicate						<p>Family is a Source of Weakness When you play this location, choose a face-up [SINISTER SYNDICATE] main character on your side to take a Hostage.</p>	<p>Family is a Source of Weakness When you play this location, choose a face-up [Sinister Syndicate] main character on your side to take a Hostage.</p>	When that Main character gets stunned or leaves play, turn the Secret Hideout face down and set the Hostage aside. (It doesn't go back to your Hostage pile.) Similarly, if an effect turns the Secret Hideout face down, set the Hostage aside. Once the Hostage card is no longer beneath the Secret Hideout it also stops granting its Keyword Power. A Hostage is never actually in play. It's either in a Hostage pile, beneath a Secret Hideout, or set aside (after leaving a Secret Hideout).
WEB-001	**Spider-Man**	Main Character	L1	Spider-Friends	3	4	5			<p>Healing Factor Main [MIGHT]: Heal a wound from [Star Icon][Star Icon]Spider-Man[Star Icon][Star Icon].</p> <p>The Ultimate Experience Level Up (3) - After you heal a wound from [Star Icon][Star Icon]Spider-Man[Star Icon][Star Icon], he gains XP equal to the number of wounds he has left.</p>	<p>Healing Factor Main [Might]: Heal a wound from **Spider-Man**.</p> <p>The Ultimate Experience Level Up (3) - After you heal a wound from **Spider-Man**, he gains XP equal to the number of wounds he has left.</p>	
WEB-002	**Spider-Man**	Main Character	L2	Spider-Friends	7	7	5			<p>Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on [Star Icon][Star Icon]Spider-Man[Star Icon][Star Icon].</p> <p>The OZ Formula When [Star Icon][Star Icon]Spider-Man[Star Icon][Star Icon] gets KO'd, you won't lose the game until the end of your next turn. When a Friends and Family character appears on your side, put **Spider-Man** onto your side with one remaining health.</p>	<p>Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on **Spider-Man**.</p> <p>The OZ Formula When **Spider-Man** gets KO'd, you won't lose the game until the end of your next turn. When a Friends and Family character appears on your side, put **Spider-Man** onto your side with one remaining health.</p>	
WEB-003	Ghost-Spider	Main Character	L1	Spider-Friends	2	5	5			<p>AKA Spider-Gwen</p> <p>You Can Borrow This For A While At the start of the first turn of the game, name a [SPIDER-FRIENDS] supporting character. Characters with that name have Dimensional Wristwatch while in your deck this game.</p> <p>Multiverse Expert Level Up (4) - When a character appears on your side other than by being recruited, Ghost-Spider gains an XP.</p>	<p>AKA Spider-Gwen</p> <p>You Can Borrow This For A While At the start of the first turn of the game, name a [Spider-Friends] supporting character. Characters with that name have Dimensional Wristwatch while in your deck this game.</p> <p>Multiverse Expert Level Up (4) - When a character appears on your side other than by being recruited from your hand, Ghost-Spider gains an XP.</p>	<p>You can recruit a character with Dimensional Wristwatch directly from your deck: Announce you're recruiting them from your deck, search your deck for the character, shuffle your deck, and then recruit them (pay its cost and put it onto your side).</p> <p>If a character with the chosen name gets put back into your deck somehow it will regain Dimensional Wristwatch while it's in your deck.</p>

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
WEB-004	Ghost-Spider	Main Character	L2	Spider-Friends	5	8	5			<p>AKA Spider-Gwen</p> <p>Sorry, I Need That Back When Ghost-Spider becomes Level 2, for the rest of this game, characters in your deck lose and can't have Dimensional Wristwatch.</p> <p>Ticket to the Multiverse Main [ENERGY]: Put Ghost-Spider into another game in the room. At the start of your next turn, put her back onto her owner's side.</p>	<p>AKA Spider-Gwen</p> <p>Sorry, I Need That Back When Ghost-Spider becomes Level 2, for the rest of this game, characters in your deck lose and can't have Dimensional Wristwatch.</p> <p>Ticket to the Multiverse Main [Energy]: Put Ghost-Spider into another game in the room. At the start of your next turn, put her back onto her owner's side.</p>	<p>If no one else is playing near you or you don't have permission to move Ghost-Spider, then remove her from the game until the start of your next turn. When Ghost-Spider enters another game or gets removed from the game set aside all her counters and Equipment. She will reappear in her original game with those counters and Equipment. If Ghost-Spider enters another game of Vs. System 2PCG, you decide which player gains control over her. She can attack, gain counters, get stunned, get KO'd, etc., just like in her original game. However, no matter what happens she will go back to her original game at</p>
WEB-005	Spider-UK	Main Character	L1	Spider-Friends	2	5	2			<p>Spider-Verse</p> <p>How Many Worlds Have You Been To? Spider-UK can also be powered by characters with "Spider" or "Britain" in their names.</p> <p>I've Seen Multitudes When Spider-UK is powered up by a character with "Spider" or "Britain" in their name the first time each turn, draw a card.</p>	<p>Spider-Verse</p> <p>How Many Worlds Have You Been To? Spider-UK can also be powered up by characters with "Spider" or "Britain" in their names.</p> <p>I've Seen Multitudes When Spider-UK is powered up by a character with "Spider" or "Britain" in their name the first time each turn, draw a card.</p>	<p>Spider-UK can be powered up by any character with "Spider" in their name, which includes Main Characters that are in your hand.</p>
WEB-006	Superior Spider-Man	Main Character	L1	Spider-Friends	3	3	5			<p>AKA Doctor Octopus, Spider-Man</p> <p>Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Superior Spider-Man.</p> <p>Who's Who? Level Up (2) - When another character with AKA appears on your side, Superior Spider-Man gains an XP.</p>	<p>AKA Doctor Octopus, Spider-Man</p> <p>Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Superior Spider-Man.</p> <p>Who's Who? Level Up (2) - When another character with AKA appears on your side, Superior Spider-Man gains an XP.</p>	
WEB-007	Superior Spider-Man	Main Character	L2	Spider-Friends	8	4	5			<p>AKA Doctor Octopus, Spider-Man</p> <p>Superior Climb Build [MIGHT]: Exhaust any number of locations on your side and put a +1/+1 counter on Superior Spider-Man for each one exhausted this way.</p> <p>A Superior Hero When another character on your side is attacked, you may transform Superior Spider-Man into the Level 2 Spider-Man main character that has Friendly Neighbor. If you do, remove the defender from combat, replace it with Spider-Man and switch their positions.</p>	<p>AKA Doctor Octopus, Spider-Man</p> <p>Superior Climb Build [Might]: Exhaust any number of locations on your side and put a +1/+1 counter on Superior Spider-Man for each one exhausted this way.</p> <p>A Superior Hero When another character on your side is attacked, you may transform Superior Spider-Man into the Level 2 Spider-Man main character that has Friendly Neighbor. If you do, remove the defender from combat, replace it with Spider-Man and switch their positions.</p>	
WEB-008	Gwen Stacy	Supporting Character	1	Spider-Friends	0	3	1			<p>One of a Kind You may only have one of this card in your deck.</p> <p>Friends and Family [SPIDER-FRIENDS] characters protecting this character have Ferocious.</p> <p><i>"Peter could be half the man he is...and still make up ten of you!"</i></p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Friends and Family [Spider-Friends] characters protecting this character have Ferocious.</p> <p><i>"Peter could be half the man he is...and still make up ten of you!"</i></p>	
WEB-009	Harry Osborn	Supporting Character	1	Spider-Friends	0	3	1			<p>One of a Kind You may only have one of this card in your deck.</p> <p>Friends and Family [SPIDER-FRIENDS] characters protecting this character have Wealthy.</p> <p><i>"I'm not an Osborn to Peter. I'm just "Harry"."</i></p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Friends and Family [Spider-Friends] characters protecting this character have Wealthy.</p> <p><i>"I'm not an Osborn to Peter. I'm just "Harry"."</i></p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
WEB-010	Uncle Ben	Supporting Character	1	Spider-Friends	0	3	1			<p>One of a Kind You may only have one of this card in your deck.</p> <p>Friends and Family [SPIDER-FRIENDS] characters protecting this character have Tough.</p> <p><i>"With great power, there must also come great responsibility."</i></p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Friends and Family [Spider-Friends] characters protecting this character have Tough.</p> <p><i>"With great power, there must also come great responsibility."</i></p>	
WEB-011	Mattie Franklin	Supporting Character	2	Spider-Friends	2	2	1			<p>The Gathering of Five Build [ENERGY]: Choose exactly five characters on your side with different names, including your main character, then randomly give each of them a Gift. Mattie can't use this power if there is already a character on your side with a Gift.</p>	<p>The Gathering of Five Build [Energy]: Choose exactly five characters on your side with different names, including your main character, then randomly give each of them a Gift. Mattie can't use this power if there is already a character on your side with a Gift.</p>	If you don't have at least five characters on your side with different names (or you don't have a Main Character on your side), Mattie can't use The Gathering of Five.
WEB-012	Dr. Curt Connors	Supporting Character	3	Spider-Friends	0	1	1			<p>AKA Lizard</p> <p>Genius At the start of your turn, draw a card.</p> <p>The Monster Within When Dr. Connors gets stunned by getting struck in combat on an enemy turn, he transforms into a [SINISTER SYNDICATE] Lizard supporting character.</p>	<p>AKA Lizard</p> <p>Genius At the start of your turn, draw a card.</p> <p>The Monster Within When Dr. Connors gets stunned by getting struck in combat on an enemy turn, he transforms into a [Sinister Syndicate] Lizard supporting character.</p>	
WEB-013	Firestar	Supporting Character	4	Spider-Friends	6	4	1	X	X	<p>A Little Help From My Friends Main [ENERGY]: Put a +1/+1 counter on Firestar for each other [SPIDER-FRIENDS] character on your side.</p> <p>Amazing Friend When Firestar gets KO'd, put +1/+1 counters equal to the amount she had onto a [SPIDER-FRIENDS] character on your side.</p>	<p>A Little Help From My Friends Main [Energy]: Put a +1/+1 counter on Firestar for each other [Spider-Friends] character on your side.</p> <p>Amazing Friend When Firestar gets KO'd, put +1/+1 counters equal to the amount she had onto a [Spider-Friends] character on your side.</p>	
WEB-014	Spider-Girl	Supporting Character	5	Spider-Friends	6	1	1		X	<p>Camouflage Spider-Girl can't be attacked while she's in your back row.</p>	<p>Camouflage Spider-Girl can't be attacked while she's in your back row.</p>	
WEB-015	Superior Spider-Man	Supporting Character	6	Spider-Friends	8	8	1			<p>AKA Doctor Octopus, Spider-Man</p> <p>Genius At the start of your turn, draw a card.</p> <p>Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Superior Spider-Man.</p>	<p>AKA Doctor Octopus, Spider-Man</p> <p>Genius At the start of your turn, draw a card.</p> <p>Climb At the start of your Main Phase, you may exhaust a location on your side. If you do, put a +1/+1 counter on Superior Spider-Man.</p>	
WEB-016	**Spider-Man**	Supporting Character	7	Spider-Friends	5	10	2			<p>Ultimate Spider-Man [Star Icon][Star Icon]Spider-Man[Star Icon][Star Icon] strikes an additional time in combat for each character he is protecting.</p>	<p>Ultimate Spider-Man **Spider-Man** strikes an additional time in combat for each character he is protecting.</p>	
WEB-017	Spider-Man	Supporting Character	8	Spider-Friends	12	12	2			<p>Tony's Tinkering At the start of your Main Phase, Spider-Man downloads an Update, then he may install any number of them. When he installs Updates, he gets:</p> <p>One Update: [FLIGHT] and [RANGE] Two Updates: Two vitality counters Three Updates: Twelve +1/+1 counters</p> <p>Training Wheels Protocol While Iron Man is face-up on an enemy side, Spider-Man loses and can't gain other powers.</p>	<p>Tony's Tinkering At the start of your Main Phase, Spider-Man downloads an Update, then he may install any number of them. When he installs Updates, he gets:</p> <p>One Update: [Flight] and [Range] Two Updates: Two vitality counters Three Updates: Twelve +1/+1 counters</p> <p>Training Wheels Protocol While Iron Man is face-up on an enemy side, Spider-Man loses and can't gain other powers.</p>	When Tony's Tinkering lets Spider-Man download an Update, put an Update counter on him. When Spidey installs Updates, you may remove any number of Update counters from him. If you remove exactly one Update he gains [Flight] and [Range] until he leaves play. If you remove exactly two Updates, put two vitality counters on him. If you remove exactly three Updates, put twelve +1/+1 counters on him. You can remove the same number of Updates more than once. If you remove the two Updates for a second time, Spider-Man will get two more vitality counters. Update counters aren't removed from

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
WEB-018	Death	Gift								<p>Five Gifts This card starts the game in your Gift pile.</p> <p>The Gift of Death KO this character.</p>	<p>Five Gifts This card starts the game in your Gift pile.</p> <p>The Gift of Death KO this character.</p>	Gifts are not plot twists so they are immune to effects that would cancel them. Death will instantly KO its assigned character.
WEB-019	Immortality	Gift								<p>Five Gifts This card starts the game in your Gift pile.</p> <p>The Gift of Immortality At the start of your turn, if this character is face up and doesn't have a vitality counter, it gains one.</p>	<p>Five Gifts This card starts the game in your Gift pile.</p> <p>The Gift of Immortality At the start of your turn, if this character is face up and doesn't have a vitality counter, it gains one.</p>	Gifts are not plot twists so they are immune to effects that would cancel them.
WEB-020	Knowledge	Gift								<p>Five Gifts This card starts the game in your Gift pile.</p> <p>The Gift of Knowledge At the start of your turn, if this character is face up, draw two cards.</p>	<p>Five Gifts This card starts the game in your Gift pile.</p> <p>The Gift of Knowledge At the start of your turn, if this character is face up, draw two cards.</p>	Gifts are not plot twists so they are immune to effects that would cancel them.
WEB-021	Madness	Gift								<p>Five Gifts This card starts the game in your Gift pile.</p> <p>The Gift of Madness At the start of your turn, if this character is face up, discard two random cards.</p>	<p>Five Gifts This card starts the game in your Gift pile.</p> <p>The Gift of Madness At the start of your turn, if this character is face up, discard two random cards.</p>	Gifts are not plot twists so they are immune to effects that would cancel them.
WEB-022	Power	Gift								<p>Five Gifts This card starts the game in your Gift pile.</p> <p>The Gift of Power While this character is face up it has +5/+5, [FLIGHT], and [RANGE].</p>	<p>Five Gifts This card starts the game in your Gift pile.</p> <p>The Gift of Power While this character is face up it has +5/+5, [Flight], and [Range].</p>	Gifts are not plot twists so they are immune to effects that would cancel them.
WEB-023	Spider-Friend	Plot Twist		Spider-Friends						[ANYTURN] Combat: A [SPIDER-FRIENDS] character on your side in the combat gets +1/+1 this combat for each character it's protecting.	[Anyturn] Combat: A [Spider-Friends] character on your side in the combat gets +1/+1 this combat for each character it's protecting.	
WEB-024	Specialized Web Cartridge	Equipment	1	Spider-Friends						<p>One of a Kind, Spider-Gear</p> <p>Magnetic Webbing Equipped character has [RANGE] and when it attacks an enemy character, that character's ATK becomes 0 this combat. If that character is Doctor Octopus or Misterio, stun him instead.</p>	<p>One of a Kind, Spider-Gear</p> <p>Magnetic Webbing Equipped character has [Range] and when it attacks an enemy character, that character's ATK becomes 0 this combat. If that character is Doctor Octopus or Misterio, stun him instead.</p>	
WEB-025	Specialized Web Cartridge	Equipment	1	Spider-Friends						<p>One of a Kind, Spider-Gear</p> <p>Sonic Disruptors Equipped character has [RANGE] and when it attacks an enemy character, you may daze that character. If that character is Carnage or Venom, stun him instead.</p>	<p>One of a Kind, Spider-Gear</p> <p>Sonic Disruptors Equipped character has [Range] and when it attacks an enemy character, you may daze that character. If that character is Carnage or Venom, stun him instead.</p>	
WEB-026	Specialized Web Cartridge	Equipment	1	Spider-Friends						<p>One of a Kind, Spider-Gear</p> <p>Acid Webbing Equipped character has [RANGE] and when it attacks an enemy character, put two -1/-1 counters on that character. If that character is Green Goblin or Sandman, stun him instead.</p>	<p>One of a Kind, Spider-Gear</p> <p>Acid Webbing Equipped character has [Range] and when it attacks an enemy character, put two -1/-1 counters on that character. If that character is Green Goblin or Sandman, stun him instead.</p>	
WEB-027	Specialized Web Cartridge	Equipment	1	Spider-Friends						<p>One of a Kind, Spider-Gear</p> <p>Ice Webbing Equipped character has [RANGE] and when it attacks an enemy character, you may Freeze that character. If that character is Electro or Vulture, stun him instead.</p>	<p>One of a Kind, Spider-Gear</p> <p>Ice Webbing Equipped character has [Range] and when it attacks an enemy character, you may Freeze that character. If that character is Electro or Vulture, stun him instead.</p>	
WEB-028	Queens	Special Location		Spider-Friends						<p>Family is a Source of Strength During your Build Phase, your [SPIDER-FRIENDS] main character may pay a [MIGHT]. If it does, turn this location face down. Then heal a wound from that main character.</p>	<p>Family is a Source of Strength During your Build Phase, your [Spider-Friends] main character may pay a [Might]. If it does, turn this location face down. Then heal a wound from that main character.</p>	
FAN-001	Human Torch	Main Character	L1	Fantastic	2	4	5	X	X	<p>Flame On! Main [ENERGY]: Put three +1/+1 counters on the Human Torch.</p> <p>Pyrogenesis Level Up (8) - When the Human Torch gains any number of +1/+1 counters, he gains that much XP.</p>	<p>Flame On! Main [Energy]: Put three +1/+1 counters on the Human Torch.</p> <p>Pyrogenesis Level Up (8) - When the Human Torch gains any number of +1/+1 counters, he gains that much XP.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
FAN-002	Human Torch	Main Character	L2	Fantastic	6	6	5	X	X	<p>Flame On! Main [ENERGY]: Put three +1/+1 counters on the Human Torch.</p> <p>Nova-Burst Main [ENERGY]: Put -1/-1 counters equal to the number of +1/+1 counters Human Torch has, divided as you choose, on any number of enemy supporting characters.</p>	<p>Flame On! Main [Energy]: Put three +1/+1 counters on the Human Torch.</p> <p>Nova-Burst Main [Energy]: Put -1/-1 counters equal to the number of +1/+1 counters Human Torch has, divided as you choose, on any number of enemy supporting characters.</p>	
FAN-003	Invisible Woman	Main Character	L1	Fantastic	0	6	5	X		<p>Mass Invisibility Main [INTELLECT]: Each character in the Invisible Woman's row has Invisibility this turn.</p> <p>Light Bender Level Up (6) - When any number of characters on your side hide, Invisible Woman gains that many XP.</p>	<p>Mass Invisibility Main [Intellect]: Each character in the Invisible Woman's row has Invisibility this turn.</p> <p>Light Bender Level Up (6) - When any number of characters on your side hide, Invisible Woman gains that many XP.</p>	
FAN-004	Invisible Woman	Main Character	L2	Fantastic	4	10	5	X		<p>Mass Invisibility Main [INTELLECT]: Each other character in the Invisible Woman's row has Invisibility this turn.</p> <p>Psionic Force Fields [ANYTURN] Any Combat [ENERGY] or [MIGHT]: Characters in the combat can't strike this combat.</p>	<p>Mass Invisibility Main [Intellect]: Each other character in the Invisible Woman's row has Invisibility this turn.</p> <p>Psionic Force Fields [Anyturn] Any Combat [Energy] or [Might]: Characters in the combat can't strike this combat.</p>	
FAN-005	Mister Fantastic	Main Character	L1	Fantastic	2	5	6			<p>Fantastic Four, Inc. Build [SKILL]: Search your deck for an Invisible Woman, Human Torch, or Thing supporting character, reveal it, and put it into your hand.</p> <p>First Family Level Up (3) - When each of the following characters appears on your side for the first time, Mister Fantastic gains an XP: Invisible Woman, Human Torch and the Thing.</p>	<p>Fantastic Four, Inc. Build [Skill]: Search your deck for an Invisible Woman, Human Torch, or Thing supporting character, reveal it, and put it into your hand.</p> <p>First Family Level Up (3) - When each of the following characters appears on your side for the first time while Mister Fantastic is face up, Mister Fantastic gains an XP: Invisible Woman, Human Torch and the Thing.</p>	
FAN-006	Mister Fantastic	Main Character	L2	Fantastic	5	8	6			<p>Master Inventor Build [INTELLECT]: Mister Fantastic creates an Invention. Put each copy of it from your Invention pile into your hand.</p> <p>Impervious Skin [ANYTURN] Combat [MIGHT]: If Mister Fantastic gets stunned during this combat, he doesn't get wounded.</p>	<p>Master Inventor Build [Intellect]: Mister Fantastic creates an Invention. Put each copy of it from your Invention pile into your hand.</p> <p>Impervious Skin [Anyturn] Combat [Might]: If Mister Fantastic gets stunned during this combat, he doesn't get wounded.</p>	
FAN-007	Thing	Main Character	L1	Fantastic	5	3	6			<p>Defender of Yancy Street Main [SKILL]: Until the start of your next turn, characters on your side can't be attacked while they're being protected by the Thing.</p> <p>The Ever-Lovin' Blue-Eyed Thing Level Up (4) - When the Thing is attacked, he gains an XP for each character he's protecting.</p>	<p>Defender of Yancy Street Main [Skill]: Until the start of your next turn, characters on your side can't be attacked while they're being protected by the Thing.</p> <p>The Ever-Lovin' Blue-Eyed Thing Level Up (4) - When the Thing is attacked, he gains an XP for each character he's protecting.</p>	
FAN-008	Thing	Main Character	L2	Fantastic	10	6	6			<p>Defender of Yancy Street Main [SKILL]: Until the start of your next turn, characters on your side can't be attacked while they're being protected by the Thing.</p> <p>It's Clobberin' Time! Combat [MIGHT]: The Thing gets +10/+0 and can't be stunned this combat.</p>	<p>Defender of Yancy Street Main [Skill]: Until the start of your next turn, characters on your side can't be attacked while they're being protected by the Thing.</p> <p>It's Clobberin' Time! Combat [Might]: The Thing gets +10/+0 and can't be stunned this combat.</p>	
FAN-009	Alicia Masters	Supporting Character	1	Fantastic	0	3	1			<p>Neo-Realistic Sculptor Other [FANTASTIC FOUR] characters on your side's base DEF is equal to their base ATK, or vice versa, whichever is higher.</p> <p>Delivery Expert At the start of your Build Phase, if Willie is in your front row, you may move him to your back row and put a Package counter on him.</p>	<p>Neo-Realistic Sculptor Other [Fantastic] characters on your side's base DEF is equal to their base ATK, or vice versa, whichever is higher.</p> <p>Delivery Expert At the start of your Build Phase, if Willie is in your front row, you may move him to your back row and put a Package counter on him.</p>	
FAN-010	Willie Lumpkin	Supporting Character	1	Fantastic	1	4	1			<p>At the start of your Build Phase, if Willie is in your back row with a Package counter, you may move him to a Baxter Building in your resource row, then remove him from the game. If you do, draw four cards.</p> <p>Safeguard Characters in H.E.R.B.I.E.'s row without Safeguard can't be attacked.</p>	<p>At the start of your Build Phase, if Willie is in your back row with a Package counter, you may move him to a Baxter Building in your resource row, then remove him from the game. If you do, draw four cards.</p> <p>Safeguard Characters in H.E.R.B.I.E.'s row without Safeguard can't be attacked.</p>	Package counters stay on Willie even if he's turned face down.
FAN-011	H.E.R.B.I.E.	Supporting Character	2	Fantastic	2	4	2	X		<p>Safeguard Characters in H.E.R.B.I.E.'s row without Safeguard can't be attacked.</p>	<p>Safeguard Characters in H.E.R.B.I.E.'s row without Safeguard can't be attacked.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
FAN-012	Valeria Richards	Supporting Character	2	Fantastic	2	7	1			<p>Link to the Negative Zone Valeria can only appear on your side if there is a Negative Zone location on your side.</p> <p>Super-Genius At the start of your turn, draw two cards.</p>	<p>Link to the Negative Zone Valeria can only appear on your side if there is a Negative Zone location on your side.</p> <p>Super-Genius At the start of your turn, draw two cards.</p>	
FAN-013	Agatha Harkness	Supporting Character	3	Fantastic	4	2	1		X	<p>Immortal When Agatha gets KO'd, you may shuffle her into her owner's deck.</p> <p>Ancient Sorceress When Agatha appears, draw a card for each Agatha Harkness who has been KO'd on your side this game.</p>	<p>Immortal When Agatha gets KO'd, you may shuffle her into her owner's deck.</p> <p>Ancient Sorceress When Agatha appears, draw a card for each Agatha Harkness who has been KO'd on your side this game.</p>	If Agatha appearing on your side KO's an Agatha that was already on your side (due to uniqueness), Ancient Sorceress will count the Agatha that was KO'd. If an effect were to shuffle your KO pile into your deck, you still count all Agathas KO'd this game regardless of how many exist in your KO pile.
FAN-014	Wyatt Wingfoot	Supporting Character	3	Fantastic	2	6	1		X	<p>Self-Awareness Wyatt knows he is in a Card Game.</p>	<p>Self-Awareness Wyatt knows he is in a Card Game.</p>	Read the rules insert for a full explanation.
FAN-015	Human Torch	Supporting Character	4	Fantastic	7	5	1	X	X	<p>Flame On! Main [ENERGY]: Put three +1/+1 counters on the Human Torch.</p>	<p>Flame On! Main [Energy]: Put three +1/+1 counters on the Human Torch.</p>	
FAN-016	Lyja	Supporting Character	4	Fantastic	5	3	2	X	X	<p>Skrull Spy At the start of your Build Phase, while Lyja is in your hand, you may transform an Alicia Masters supporting character on your side into Lyja.</p>	<p>Skrull Spy At the start of your Build Phase, while Lyja is in your hand, you may transform an Alicia Masters supporting character on your side into Lyja.</p>	
FAN-017	Caledonia	Supporting Character	5	Fantastic	5	7	2	X		<p>Sword of Might Main [MIGHT]: Caledonia has Combat Master and Violent this turn.</p>	<p>Sword of Might Main [Might]: Caledonia has Combat Master and Violent this turn.</p>	
FAN-018	Invisible Woman	Supporting Character	5	Fantastic	4	10	1	X		<p>Where'd She Go? Main [INTELLECT]: Ready Invisible Woman and she has Invisible or Invisibility this turn.</p>	<p>Where'd She Go? Main [Intellect]: Ready Invisible Woman and she has Invisible or Invisibility this turn.</p>	
FAN-019	Thing	Supporting Character	6	Fantastic	10	6	4			<p>It's Clobberin' Time! Combat [MIGHT]: The Thing gets +10/+0 and can't be stunned this combat.</p> <p>Rock-Like Skin [ANYTURN] Combat [MIGHT]: The Thing gets +0/+10 this combat.</p>	<p>It's Clobberin' Time! Combat [Might]: The Thing gets +10/+0 and can't be stunned this combat.</p> <p>Rock-Like Skin [Anyturn] Combat [Might]: The Thing gets +0/+10 this combat.</p>	
FAN-020	Mister Fantastic	Supporting Character	7	Fantastic	7	7	2			<p>Stroke of Genius At the start of your turn, draw a card or Mister Fantastic creates an Invention.</p> <p>Plasticity Main [SKILL]: Mister Fantastic has +5/+5, Shrink, and Tough until your next turn.</p>	<p>Stroke of Genius At the start of your turn, draw a card or Mister Fantastic creates an Invention.</p> <p>Plasticity Main [Skill]: Mister Fantastic has +5/+5, Shrink, and Tough until your next turn.</p>	
FAN-021	Franklin Richards	Supporting Character	8	Fantastic / Omega	4	12	2			<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Manipulate Reality Build [ENERGY][INTELLECT]: Put each other character into a Pocket Universe until Franklin leaves play.</p>	<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Manipulate Reality Build [Energy][Intellect]: Put each other character into a Pocket Universe until Franklin leaves play.</p>	Read the rules insert for a full explanation.
FAN-022	Uatu	Supporting Character	10	Fantastic	0	10	6	X		<p>The Watcher Main [ALIEN]: Look at each enemy card everywhere.</p> <p>The Doer Main [HUMANITY]: Heal a wound from each Good character on your side, then remove each -1/-1 counter and all Burn, Freeze, Immobile, and Infect effects from them. Then recover and ready any number of them.</p>	<p>The Watcher Main [Alien]: Look at each enemy card everywhere.</p> <p>The Doer Main [Humanity]: Heal a wound from each Good character on your side, then remove each -1/-1 counter and all Burn, Freeze, Immobile, and Infect effects from them. Then recover and ready any number of them.</p>	"Everywhere" includes enemy decks (shuffle them afterwards) hands, face-down resources, cards removed from the game and out of game piles (even if they're secret).

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
FAN-023	Gadget	Plot Twist								<p>Invention (1) This card starts the game in your Invention pile.</p> <p>Make Things Right Combat: If it's your turn, add an attacker to the combat.</p> <p>[ANYTURN] Combat: If it's an enemy turn, remove an attacker from the combat.</p>	<p>Invention (1) This card starts the game in your Invention pile.</p> <p>Make Things Right Combat: If it's your turn, add an attacker to the combat.</p> <p>[Anyturn] Combat: If it's an enemy turn, remove an attacker from the combat.</p>	The attacker must be a face-up character on your side not already in the attack. Move the new attacker to the row from which the first attackers were attacking. It doesn't need to be ready to join the attack and doesn't exhaust when it's added to the attack and it ignores , , and team restrictions for an attack.
FAN-024	Machine	Equipment - Machine	1							<p>Invention (1) This card starts the game in your Invention pile.</p> <p>Make Things Right When this Machine appears, choose one for it to gain – "You pay one less to recruit supporting characters." or "Supporting characters on your side have +2/+2."</p>	<p>Invention (1) This card starts the game in your Invention pile.</p> <p>Make Things Right When this Machine appears, choose one for it to gain – "You pay one less to recruit supporting characters." or "Supporting characters on your side have +2/+2."</p>	
FAN-025	Automaton	Supporting Character	1		4	2	2		X	<p>Invention (1) This card starts the game in your Invention pile.</p> <p>Make Things Right When this character appears, choose one for it to gain – Lethal or Shrink.</p>	<p>Invention (1) This card starts the game in your Invention pile.</p> <p>Make Things Right When this character appears, choose one for it to gain – Lethal or Shrink.</p>	
FAN-026	Weapon	Equipment	0							<p>Invention (1) This card starts the game in your Invention pile.</p> <p>Make Things Right When this equipment appears, choose one for it to gain – "Equipped character has +5/+0 and [RANGE]." or "Equipped character has +0/+5 and [RANGE]."</p>	<p>Invention (1) This card starts the game in your Invention pile.</p> <p>Make Things Right When this equipment appears, choose one for it to gain – "Equipped character has +5/+0 and [Range]." or "Equipped character has +0/+5 and [Range]."</p>	
FAN-027	Fantasti-Car	Equipment	1	Fantastic						<p>Invention (4) This card starts the game in your Invention pile.</p> <p>Flying Bath tub Equipped character has [FLIGHT].</p>	<p>Invention (4) This card starts the game in your Invention pile.</p> <p>Flying Bath tub Equipped character has [Flight].</p>	
FAN-028	Unstable Molecules	Plot Twist		Fantastic						<p>Invention (2) This card starts the game in your Invention pile.</p> <p>[ANYTURN] Combat: Characters on your side can't be struck this combat.</p>	<p>Invention (2) This card starts the game in your Invention pile.</p> <p>[Anyturn] Combat: Characters on your side can't be struck this combat.</p>	
FAN-029	Negative Zone	Special Location		Fantastic						<p>Invention (2) This card starts the game in your Invention pile.</p> <p>Gateway to the Annihilation Area During your Main Phase, but not during combat, your main character may pay one of the following, turn this location face down, and:</p> <p>[ALIEN]: Turn another location face up or face down. [HUMANITY]: Heal or wound a character. [ENERGY]: Switch a character's ATK and DEF this turn. [INTELLECT]: Turn a character's -1/-1 counters into +1/+1 counters, or vice versa. [MIGHT]: Recover or daze a character. [SKILL]: Ready or exhaust a character.</p>	<p>Invention (2) This card starts the game in your Invention pile.</p> <p>Gateway to the Annihilation Area During your Main Phase, but not during combat, your main character may pay one of the following, turn this location face down, and:</p> <p>[Alien]: Turn another location face up or face down. [Humanity]: Heal or wound a character. [Energy]: Switch a character's ATK and DEF this turn. [Intellect]: Turn a character's -1/-1 counters into +1/+1 counters, or vice versa. [Might]: Recover or daze a character. [Skill]: Ready or exhaust a character.</p>	
FAN-030	Baxter Building	Special Location		Fantastic						<p>[ENERGY] or [INTELLECT] or [MIGHT] or [SKILL] for a [F4] character.</p>	<p>[Energy] or [Intellect] or [Might] or [Skill] for a [Fantastic] character.</p>	
FAN-031	Doctor Doom	Main Character	L1	Frightful	2	4	6	X	X	<p>Inventor Build [INTELLECT]: Doctor Doom creates an Invention.</p> <p>Science and Sorcery Level Up (2) - At the end of your turn, if you played an equipment and a plot twist this turn, Doctor Doom gains an XP.</p>	<p>Inventor Build [Intellect]: Doctor Doom creates an Invention.</p> <p>Science and Sorcery Level Up (2) - At the end of your turn, if you played an equipment and a plot twist this turn, Doctor Doom gains an XP.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
FAN-032	Doctor Doom	Main Character	L2	Frightful	7	7	6	X	X	Inventor Build [INTELLECT]: Doctor Doom creates an Invention . Time Platform Build [ENERGY]: Choose an enemy supporting character. Its owner shuffles it face up into their deck. Doom can't use this power if there is a face-up character in an enemy deck.	Inventor Build [Intellect]: Doctor Doom creates an Invention . Time Platform Build [Energy]: Choose an enemy supporting character. Its owner shuffles it face up into their deck. Doom can't use this power if there is a face-up character in an enemy deck.	Once the deck is shuffled, where the face up card is in the deck is public information.
FAN-033	Mole Man	Main Character	L1	Frightful	1	6	5		X	Mole, Man Main [INTELLECT]: Mole Man Tunnels under an enemy resource. Subterranean Tunnel Network Level Up (3) - When Mole Man Tunnels , he gains an XP.	Mole, Man Main [Intellect]: Mole Man Tunnels under an enemy resource. Subterranean Tunnel Network Level Up (3) - When Mole Man Tunnels , he gains an XP.	He must tunnel under Face-up locations first then he can tunnel under a face-down resource. Remove him from the game and place him beneath the card he is tunneling under. At the start of your next turn, return him to your side and if the card he was under was a Location, turn it face down. If it was already face down, KO it. If he is beneath a Location and it gets turned face down or beneath a resource and it leaves play, put him into your back row.
FAN-034	Mole Man	Main Character	L2	Frightful	3	11	5		X	Moloids, Forward! Build [SKILL]: Put a Moloid token onto your side. Mole, Man Main [INTELLECT]: Mole Man Tunnels under an enemy resource.	Moloids, Forward! Build [Skill]: Put a Moloid token onto your side. Mole, Man Main [Intellect]: Mole Man Tunnels under an enemy resource.	
FAN-035	Super-Skrull	Main Character	L1	Frightful	2	5	6			Skrull Soldier At the start of your turn, you may put a -1/-1 counter on an enemy character. First Faker Level Up (4) - At the end of your turn, Super-Skrull gains 1 XP for each of the following face-up characters: Human Torch, Invisible Woman, Mister Fantastic, and the Thing.	Skrull Soldier At the start of your turn, you may put a -1/-1 counter on an enemy character. First Faker Level Up (4) - At the end of your turn, Super-Skrull gains 1 XP for each of the following face-up characters: Human Torch, Invisible Woman, Mister Fantastic, and the Thing.	
FAN-036	Super-Skrull	Main Character	L2	Frightful	6	6	6		X	Cosmic Energy Power-Receptors When Super-Skrull levels up, he gains the keyword and super powers he doesn't already have from the following face-up characters: Human Torch, Invisible Woman, Mister Fantastic, and the Thing. When Human Torch, Invisible Woman, Mister Fantastic, or the Thing appears, Super-Skrull gains the keyword and super powers he doesn't already have from them.	Cosmic Energy Power-Receptors When Super-Skrull levels up, he gains the printed keyword and super powers he doesn't already have from the following face-up characters: Human Torch, Invisible Woman, Mister Fantastic, and the Thing. When Human Torch, Invisible Woman, Mister Fantastic, or the Thing appears, Super-Skrull gains the printed keyword and super powers he doesn't already have from them.	
FAN-037	The Wizard	Main Character	L1	Frightful	3	3	6	X	X	Wizard Armor While the Wizard is in combat, you may play any plot twist as a copy of an Open Fire, Find Cover, Savage Surprise, or Best Offense Is A Good Defense plot twist. Mechanical Mastermind Level Up (5) - When you play a Combat plot twist, the Wizard gains an XP.	Wizard Armor While the Wizard is in combat, you may play any plot twist as a copy of an Open Fire, Find Cover, Savage Surprise, or Best Offense Is A Good Defense plot twist. Mechanical Mastermind Level Up (5) - When you play a Combat plot twist, the Wizard gains an XP.	If the plot twist has a play restriction you can't meet it doesn't matter. If a Plot Twist has a play benefit, you don't get to make use of it. Ignore everything about the plot twist you're holding and play it entirely as: Open Fire (Any Combat): Choose an attacker to get +2/+0 this combat. Find Cover (Any Combat): Choose a defender to get +0/+3 this combat. Savage Surprise (Any Combat): Choose a defender to get +4/+0 this combat. Best Offense is a Good

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
FAN-038	The Wizard	Main Character	L2	Frightful	7	5	6	X	X	<p>Wizard Armor While the Wizard is in combat, you may play any plot twist as a copy of an Open Fire, Find Cover, Savage Surprise, or Best Offense Is A Good Defense plot twist.</p> <p>Escape Artist [ANYTURN] Combat [INTELLECT] or [SKILL]: Cancel the combat. The Wizard may use this power any number of times each turn.</p>	<p>Wizard Armor While the Wizard is in combat, you may play any plot twist as a copy of an Open Fire, Find Cover, Savage Surprise, or Best Offense Is A Good Defense plot twist.</p> <p>Escape Artist [Anyturn] Combat [Intellect] or [Skill]: Cancel the combat. The Wizard may use this power any number of times each turn.</p>	
FAN-039	Mole Man	Supporting Character	1	Frightful	2	2	1		X	<p>Moloids, Forward! Build [SKILL]: Put a Moloid token onto your side.</p> <p>Lesser Radar Sense Main [INTELLECT]: Enemy players must play with their hands revealed until Mole Man leaves play.</p>	<p>Moloids, Forward! Build [Skill]: Put a Moloid token onto your side.</p> <p>Lesser Radar Sense Main [Intellect]: Enemy players must play with their hands revealed until Mole Man leaves play.</p>	
FAN-040	Mad Thinker	Supporting Character	2	Frightful	1	6	1			<p>Construct Android Build [SKILL]: Search your deck for an Awesome Android supporting character, reveal it, and put it into your hand.</p> <p>Computer Mind Main [INTELLECT]: Make a secret Prediction about an enemy attack next turn. If that Prediction is correct, reveal it, cancel the combat and immediately make another Prediction about an attack that turn.</p>	<p>Construct Android Build [Skill]: Search your deck for an Awesome Android supporting character, reveal it, and put it into your hand.</p> <p>Computer Mind Main [Intellect]: Make a secret Prediction about an enemy attack next turn. If that Prediction is correct, reveal it, cancel the combat and immediately make another Prediction about an attack that turn.</p>	Write down the name of two characters; an attacker and a defender. The names don't have to be characters in play at the time Mad Thinker uses the super power. When a character with the attacker's name attacks a character on your side with the defender's name (even in a team attack), cancel the combat. You can make a maximum of two Predictions from each use of the super power.
FAN-041	Puppet Master	Supporting Character	2	Frightful	2	5	1			<p>Radioactive Clay Effigy Main [SKILL]: Reveal a supporting character from your hand, then move an enemy supporting character with that name onto your side. When the Puppet Master leaves play, move it back.</p>	<p>Radioactive Clay Effigy Main [Skill]: Reveal a supporting character from your hand, then move an enemy supporting character with that name onto your side. When the Puppet Master leaves play, move it back.</p>	
FAN-042	Awesome Android	Supporting Character	3	Frightful	*	*	1			<p>Mimicry Awesome Android has base ATK/DEF equal to the highest printed ATK/DEF on other face-up characters (<i>the ATK and DEF can be from different characters</i>).</p>	<p>Mimicry Awesome Android has base ATK/DEF equal to the highest printed ATK/DEF on other face-up characters (<i>the ATK and DEF can be from different characters</i>).</p>	If there are no other face-up characters in play, Awesome Android's ATK/DEF become 0/0
FAN-043	Diablo	Supporting Character	3	Frightful	4	4	1			<p>Master Alchemist Main (Diablo pays any two) [INTELLECT] or [MIGHT] or [ENERGY] or [SKILL]: Choose a supporting character on your side. They gain the following based on what he paid: Air [INTELLECT]: [FLIGHT] Earth [MIGHT]: +5/+0 Fire [ENERGY]: [RANGE] Water [SKILL]: +0/+5</p>	<p>Master Alchemist Main (Diablo pays any two) [Intellect] or [Might] or [Energy] or [Skill]: Choose a supporting character on your side. They gain the following based on what he paid: Air [Intellect]: [Flight] Earth [Might]: +5/+0 Fire [Energy]: [Range] Water [Skill]: +0/+5</p>	
FAN-044	Blastaar	Supporting Character	4	Frightful	5	5	2	X	X	<p>King of Baluur Blastaar has +5/+5 while a Negative Zone location is on your side.</p>	<p>King of Baluur Blastaar has +5/+5 while a Negative Zone location is on your side.</p>	This is an "on or off" thing it does not stack for each Negative zone
FAN-046	Thundra	Supporting Character	4	Frightful	6	2	2			<p>Leap Thundra has [FLIGHT] on your turn.</p> <p>Bulletproof Characters with [RANGE] can't strike Thundra. (<i>Even in melee combat.</i>)</p>	<p>Leap Thundra has [Flight] on your turn.</p> <p>Bulletproof Characters with [Range] can't strike Thundra. (<i>Even in melee combat.</i>)</p>	
FAN-047	Kristoff Vernard	Supporting Character	5	Frightful	4	7	2	X	X	<p>Becoming Doom While a Doombot is on your side, Kristoff gains AKA Doctor Doom and Swarm.</p> <p>Heir Apparent Main [INTELLECT]: Put five +1/+1 counters on a Doombot on your side; or ready a Doombot on your side; or put a Doombot from your KO pile into your hand. Kristoff may use this power any number of times on your turn.</p>	<p>Becoming Doom While a Doombot is on your side, Kristoff gains AKA Doctor Doom and Swarm.</p> <p>Heir Apparent Main [Intellect]: Put five +1/+1 counters on a Doombot on your side; or ready a Doombot on your side; or put a Doombot from your KO pile into your hand. Kristoff may use this power any number of times on your turn.</p>	
FAN-048	The Wizard	Supporting Character	5	Frightful	6	8	1	X	X	<p>Escape Artist [ANYTURN] Combat [INTELLECT] or [SKILL]: Cancel the combat. The Wizard may use this power any number of times each turn.</p>	<p>Escape Artist [Anyturn] Combat [Intellect] or [Skill]: Cancel the combat. The Wizard may use this power any number of times each turn.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
FAN-049	Impossible Man	Supporting Character	6	Frightful	6	6	1	X		<p>Omnifarious Impossible Man can be played as a [FRIGHTFUL] equipment with cost 1 or a [FRIGHTFUL] plot twist instead of as a supporting character.</p> <p>Equipment: Equipped character has +2/+2.</p> <p>Plot Twist: [ANYTURN] Combat: Put a +1/+1 counter on a character on your side in the combat.</p>	<p>Omnifarious Impossible Man can be played as a [Frightful] equipment with cost 1 or a [Frightful] plot twist instead of as a supporting character.</p> <p>Equipment: Equipped character has +2/+2.</p> <p>Plot Twist: [Anyturn] Combat: Put a +1/+1 counter on a character on your side in the combat.</p>	
FAN-050	Molecule Man	Supporting Character	6	Frightful	5	9	2		X	<p>Molecular Manipulation Main [ENERGY] or discard an Unstable Molecules plot twist: Choose one –</p> <p>Matter to Energy: KO another supporting character on your side. Put +1/+1 counters equal to its cost on a character on your side.</p> <p>Energy to Matter: Remove any number of +1/+1 counters from a character on your side. You may put a character with cost equal to that number from your KO pile onto your side.</p>	<p>Molecular Manipulation Main [Energy] or discard an Unstable Molecules plot twist: Choose one –</p> <p>Matter to Energy: KO another supporting character on your side. Put +1/+1 counters equal to its cost on a character on your side.</p> <p>Energy to Matter: Remove any number of +1/+1 counters from a character on your side. You may put a character with cost equal to that number from your KO pile onto your side.</p>	
FAN-051	Doctor Doom	Supporting Character	7	Frightful	7	7	2	X	X	<p>Inventor Build [INTELLECT]: Doctor Doom creates an Invention.</p> <p>All You Need is Doom When you play an equipment, put three +1/+1 counters on Doom.</p> <p>When you play a plot twist, ready Doom.</p>	<p>Inventor Build [Intellect]: Doctor Doom creates an Invention.</p> <p>All You Need is Doom When you play an equipment, put three +1/+1 counters on Doom.</p> <p>When you play a plot twist, ready Doom.</p>	
FAN-045	Doombot	Supporting Character	4	Frightful	7	7	2	X	X	<p>Invention (4) This card starts the game in your Invention pile.</p> <p>Swarm You can have any number of Doombots on your side. This power can't be turned off.</p> <p>An Exact Replica If Doctor Doom would be wounded on your side, randomly choose him or a Doombot on your side. If you chose a Doombot, you may say, "Fool!! You think you can defeat Doctor Doom so easily?!" If you do, switch their positions, and wound the Doombot instead.</p>	<p>Invention (4) This card starts the game in your Invention pile.</p> <p>Swarm You can have any number of Doombots on your side. This power can't be turned off.</p> <p>An Exact Replica If Doctor Doom would be wounded on your side, randomly choose him or a Doombot on your side. If you chose a Doombot, you may say, "Fool!! You think you can defeat Doctor Doom so easily?!" If you do, switch their positions, and wound the Doombot instead.</p>	If there are multiple Doombots and the result of An Exact Replica is Doctor Doom being the recipient of the wound, you may keep resolving An Exact Replica for each Doombot in play.
FAN-052	Super-Skrull	Supporting Character	7	Frightful	6	6	2			<p>Super-Skrull Engineering At the start of your Main Phase, choose one: Put three +1/+1 counters on Super-Skrull. Super-Skrull gets +10/+0 and can't be stunned during his next attack this turn. Super-Skrull can attack protected characters this turn. Super-Skrull has Shrink and Tough until your next turn.</p> <p>Push the Limits Main [SKILL]: Choose another effect from Super-Skrull Engineering.</p>	<p>Super-Skrull Engineering At the start of your Main Phase, choose one: Put three +1/+1 counters on Super-Skrull. Super-Skrull gets +10/+0 and can't be stunned during his next attack this turn. Super-Skrull can attack protected characters this turn. Super-Skrull has Shrink and Tough until your next turn.</p> <p>Push the Limits Main [Skill]: Choose another effect from Super-Skrull Engineering.</p>	
FAN-053	Mephisto	Supporting Character	8	Frightful	7	12	3			<p>Bond with Zarathos Build [ENERGY]: KO another supporting character on your side and put a Ghost Rider supporting character from your hand onto your side.</p> <p>Deal with the Devil Build [INTELLECT]: Offer a Deal to an enemy player.</p>	<p>Bond with Zarathos Build [Energy]: KO another supporting character on your side and put a Ghost Rider supporting character from your hand onto your side.</p> <p>Deal with the Devil Build [Intellect]: Offer a Deal to an enemy player.</p>	The Deal must involve at least two elements. There can only be one offer for the Deal. The Deal can only involve game effects. The Deal must be able to resolve immediately. All parts of the Deal must resolve simultaneously.
FAN-054	Backup Plan	Plot Twist		Frightful						[ANYTURN] Combat: If an enemy player has played a plot twist this combat, draw two cards.	[Anyturn] Combat: If an enemy player has played a plot twist this combat, draw two cards.	
FAN-055	Observe and Adapt	Plot Twist		Frightful						You may play this as a copy of any plot twist in an enemy KO pile. This loses the enemy plot twist's team affiliations.	You may play this as a copy of any plot twist in an enemy KO pile. This loses the enemy plot twist's team affiliations.	There must be a plot twist in an enemy KO pile to copy for Observe and Adapt to copy it.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
FAN-056	Moloid	Supporting Character - Token	0	Frightful	0	1	1			<p>Swarm You can have any number of Moloids on your side. This power can't be turned off.</p> <p>Darkvision While attacking, the Moloid has +1/+0 for each face-down resource on that side.</p>	<p>Swarm You can have any number of Moloids on your side. This power can't be turned off.</p> <p>Darkvision While attacking, the Moloid has +1/+0 for each face-down resource on that side.</p>	"That side" refers to the opponent against whom you were attacking. So if you had 3 face down resources and your opponent had 5, Moloid would get +5 ATK when it attacked.
FAN-057	Latveria	Special Location		Frightful						[ENERGY] or [INTELLECT] or [MIGHT] or [SKILL] for a [Frightful 4] character.	[Energy] or [Intellect] or [Might] or [Skill] for a [Frightful] character.	
FAN-058	Academy	Basic Location								[INTELLECT]	[Intellect]	
FAN-059	Fortress	Basic Location								[MIGHT]	[Might]	
FAN-060	Laboratory	Basic Location								[ENERGY]	[Energy]	
FAN-061	Training Ground	Basic Location								[SKILL]	[Skill]	
HER-001	*Human Torch*	Main Character	L1	Fantastic	1	5	5	X	X	<p>AKA [Star Icon]Nova[Star Icon]</p> <p>Flame On! Main [ENERGY]: Put three +1/+1 counters on [Star Icon]Human Torch[Star Icon].</p> <p>Volunteer to Save the Planet Level Up (1) - When a supporting character with a printed cost of 7 or more is recruited by any player, [Star Icon]Human Torch[Star Icon] gains an XP.</p>	<p>AKA *Nova*</p> <p>Flame On! Main [Energy]: Put three +1/+1 counters on "Human Torch".</p> <p>Volunteer to Save the Planet Level Up (1) - When a supporting character with a printed cost of 7 or more is recruited by any player, "Human Torch" gains an XP.</p>	
HER-002	*Nova*	Main Character	L2	Fantastic	7	7	6	X	X	<p>AKA [Star Icon]Human Torch[Star Icon]</p> <p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>Stellar Flare! Main [ENERGY]: Put three +1/+1 counters on [Star Icon]Nova[Star Icon], then she strikes an enemy supporting character.</p>	<p>AKA *Human Torch*</p> <p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>Stellar Flare! Main [Energy]: Put three +1/+1 counters on "Nova", then she strikes an enemy supporting character.</p>	You may Strike a hidden character with Stellar Flare
HER-003	Norrin Radd	Main Character	L1	Fantastic	2	4	5			<p>AKA Silver Surfer</p> <p>Protect Zenn-La Main [[INTELLECT][MIGHT][SKILL]: Enemy characters can't attack on their next turn.</p> <p>Noble Sacrifice Level Up (1) - When Norrin Protects Zenn-La, he gains an XP.</p>	<p>AKA Silver Surfer</p> <p>Protect Zenn-La Main [Intellect][Might][Skill]: Enemy characters can't attack on their next turn.</p> <p>Noble Sacrifice Level Up (1) - When Norrin Protects Zenn-La, he gains an XP.</p>	
HER-004	Silver Surfer	Main Character	L2	Fantastic	5	5	7	X	X	<p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>Search for Inhabited Planets Main [ENERGY]: Reveal the top ten cards of your deck. You may put an Earth location from among them into your hand, then remove the rest from the game.</p> <p>Insatiable Hunger Level Up (1) - When you play an Earth location, Silver Surfer gains an XP.</p>	<p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>Search for Inhabited Planets Main [Energy]: Reveal the top ten cards of your deck. You may put an Earth location from among them into your hand, then remove the rest from the game.</p> <p>Insatiable Hunger Level Up (1) - When you play an Earth location, Silver Surfer gains an XP.</p>	
HER-005	Silver Surfer	Main Character	L3	Fantastic	8	8	7	X	X	<p>Take a Stand The Silver Surfer can use other teams' special locations with [HUMANITY] to pay for his [HUMANITY] super powers.</p> <p>Protect the Earth Main [HUMANITY]: If there is one supporting character with the highest cost, put it into its owner's hand.</p>	<p>Take a Stand The Silver Surfer can use other teams' special locations with [Humanity] to pay for his [Humanity] super powers.</p> <p>Protect the Earth Main [Humanity]: If there is one supporting character with the highest cost, put it into its owner's hand.</p>	Protect the Earth will return the highest cost Supporting Character to its owner's hand, whether that character is on your side or on another player's side.
HER-006	Pyreus Kril	Main Character	L1	Fantastic	1	6	5			<p>AKA Firelord</p> <p>Xandarian Officer Main [SKILL]: Put a +1/+1 counter on a supporting character on your side, then ready it.</p> <p>Bold and Determined Level Up (4) - When Pyreus attacks an enemy main character, he gains an XP.</p>	<p>AKA Firelord</p> <p>Xandarian Officer Main [Skill]: Put a +1/+1 counter on a supporting character on your side, then ready it.</p> <p>Bold and Determined Level Up (4) - When Pyreus attacks an enemy main character, he gains an XP.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
HER-007	Firelord	Main Character	L2	Fantastic	8	6	6	X	X	<p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>The Power of a Miniature Sun Main [ENERGY][ENERGY]: Remove an enemy supporting character other than Captain America or Wolverine from the game.</p>	<p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>The Power of a Miniature Sun Main [Energy][Energy]: Remove an enemy supporting character other than Captain America or Wolverine from the game.</p>	
HER-009	Shalla-Bal	Supporting Character	1	Fantastic	1	2	1			<p>True Love Silver Surfer characters on your side have +3/+3 and Safeguard.</p>	<p>True Love Silver Surfer characters on your side have +3/+3 and Safeguard.</p>	
HER-010	Roberta	Supporting Character	2	Fantastic	0	6	1			<p>Receptionist Roberta is Friendly and can only be in the front row.</p> <p>Robot [Anyturn] Combat [INTELLECT] or [MIGHT]: Daze an enemy character melee attacking Roberta.</p>	<p>Receptionist Roberta is Friendly and can only be in the front row.</p> <p>Robot [Anyturn] Combat [Intellect] or [Might]: Daze an enemy character melee attacking Roberta.</p>	
HER-011	Ganymede	Supporting Character	3	Fantastic	5	1	2	X	X	<p>Spinster Energy Staff [ANYTURN] Combat [SKILL]: Ganymede strikes before each enemy character this combat.</p>	<p>Spinster Energy Staff [Anyturn] Combat [Skill]: Ganymede strikes before each enemy character this combat.</p>	This means even before character with Ferocious
HER-012	Legacy	Supporting Character	4	Fantastic	5	6	1	X	X	<p>Nega-Bands Main [MIGHT] or Negative Zone: Put Legacy into his owner's hand. You may put a supporting character with a different name and cost less than or equal to the number of resources you have onto your side. At the end of your turn, put that character into its owner's hand and you may put that Legacy from your hand onto your side.</p>	<p>Nega-Bands Main [Might] or Negative Zone: Put Legacy into his owner's hand. You may put a supporting character with a different name and cost less than or equal to the number of resources you have onto your side. At the end of your turn, put that character into its owner's hand and you may put that Legacy from your hand onto your side.</p>	Using Negative Zone works just like using a regular Location to pay for a super power except you don't actually generate a power symbol.
HER-013	Praeter	Supporting Character	4	Fantastic	3	7	2	X		<p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>Pastor Mike When an Evil character appears on your side, put two +1/+1 counters on it, and it becomes Good until it leaves play.</p>	<p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>Pastor Mike When an Evil character appears on your side, put two +1/+1 counters on it, and it becomes Good until it leaves play.</p>	
HER-014	Invisible Boy	Supporting Character	5	Fantastic	3	8	2	X	X	<p>AKA Human Torch</p> <p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>Remove Cosmic Energy Main [INTELLECT]: Name a super power. Enemy supporting characters can't use that super power this game.</p>	<p>AKA Human Torch</p> <p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>Remove Cosmic Energy Main [Intellect]: Name a super power. Enemy supporting characters can't use that super power this game.</p>	
HER-015	She-Thing	Supporting Character	5	Fantastic	8	6	3			<p>Searching for Answers When Dr. Doom is recruited on an enemy side, move She-Thing to that side.</p> <p>It's Clobberin' She-Time! Combat [MIGHT]: She-Thing gets +10/+0 and can't be stunned this combat.</p>	<p>Searching for Answers When Dr. Doom is recruited on an enemy side, move She-Thing to that side.</p> <p>It's Clobberin' She-Time! Combat [Might]: She-Thing gets +10/+0 and can't be stunned this combat.</p>	
HER-016	*Nova*	Supporting Character	6	Fantastic	5	5	2	X	X	<p>AKA [Star Icon]Human Torch[Star Icon]</p> <p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>Stellar Flare! Main [ENERGY]: Put three +1/+1 counters on [Star Icon]Nova[Star Icon], then she strikes an enemy supporting character.</p>	<p>AKA *Human Torch*</p> <p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>Stellar Flare! Main [Energy] Put three +1/+1 counters on "Nova", then she strikes an enemy supporting character.</p>	
HER-017	Firelord	Supporting Character	7	Fantastic	10	7	2	X	X	<p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>United Front You pay two less to recruit Heralds of Galactus.</p>	<p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>United Front You pay two less to recruit Heralds of Galactus.</p>	
HER-018	Silver Surfer	Supporting Character	8	Fantastic	8	8	5	X	X	<p>You Must Be Driven From This World Galactus loses each power with "Worlds" in its name.</p> <p>Conscience Found When Silver Surfer appears, put a +1/+1 counter on him for each character in your KO pile. When another character appears on your side, put two +1/+1 counters on Silver Surfer.</p>	<p>You Must Be Driven From This World Galactus loses each power with "Worlds" in its name.</p> <p>Conscience Found When Silver Surfer appears, put a +1/+1 counter on him for each character in your KO pile. When another character appears on your side, put two +1/+1 counters on Silver Surfer.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
HER-008	Ardina	Supporting Character	0	Fantastic	6	6	2	X	X	Clone of the Silver Surfer As an additional cost to recruit Ardina, wound a character on your side with the card title Silver Surfer.	Clone of the Silver Surfer As an additional cost to recruit Ardina, wound a character on your side with the card title Silver Surfer.	
HER-019	Fanatstic Four	Plot Twist		Fantastic						The Core Four Play this only if Human Torch, Invisible Woman, Mister Fantastic, or the Thing is face up on your side. [ANYTURN] Combat : A character on your side in the combat gets any combination of ATK and DEF with a total of four this combat.	The Core Four Play this only if Human Torch, Invisible Woman, Mister Fantastic, or the Thing is face up on your side. [Anyturn] Combat : A character on your side in the combat gets any combination of ATK and DEF with a total of four this combat.	Possible combinations: +0/+4, +1/+3, +2/+2, +3/+1, or +4/+0. Note: You can't use negative numbers here such as +5/-1.
FRI-001	Annihilus	Main Character	L1	Frightful	3	4	6	X	X	Lord of the Negative Zone You can include up to two Negative Zone locations in your deck. The Living Death That Walks Level Up (10) - When Annihilus attacks, strikes, stuns, wounds, or KOs a defending enemy character in combat, he gains that many XP. When he levels up, shuffle this card into its owner's deck.	Lord of the Negative Zone You can include up to two Negative Zone locations in your deck. The Living Death That Walks Level Up (10) - When Annihilus attacks, strikes, stuns, wounds, or KOs a defending enemy character in combat, he gains that many XP. When he levels up, shuffle this card into its owner's deck.	1 XP for each of the listed actions.
FRI-002	Annihilus	Main Character	L2	Frightful	7	7	6	X	X	Launch Invasion Force Build [MIGHT]: Search your hand and deck for an Annihilation Wave supporting character and put it onto your side. Continuous Rebirth If Annihilus would be KO'd by a wound, you may reveal his Level 1 card from your hand. If you do, he is not wounded instead, then shuffle his Level 1 card into your deck.	Launch Invasion Force Build [Might]: Search your hand and deck for an Annihilation Wave supporting character and put it onto your side. Continuous Rebirth If Annihilus would be KO'd by a wound, you may reveal his Level 1 card from your hand. If you do, he is not wounded instead, then shuffle his Level 1 card into your deck.	When Annihilus levels up, you'll shuffle his Level 1 card into your deck. While it's in your hand you may reveal it for his Continuous Rebirth power. You can also discard it to Power Up Annihilus. Put the discarded card into your Level Up zone, which is where his Level 2 card started the game.
FRI-003	Galactus	Main Character	L1	Frightful	5	5	8	X	X	The Hunger That Does Not Cease At the start of your Build Phase, you may discard a location. If you don't, wound Galactus. Cosmic Hunger Level Up (6) - At the end of your turn, Galactus gains an XP for each location in your KO pile.	The Hunger That Does Not Cease At the start of your Build Phase, you may discard a location. If you don't, wound Galactus. Cosmic Hunger Level Up (6) - At the end of your turn, Galactus gains an XP for each location in your KO pile.	
FRI-004	Galactus	Main Character	L2	Frightful	7	7	8	X	X	The Hunger That Does Not Cease At the start of your Build Phase, you may discard a location. If you don't, wound Galactus. Pillager of Planets Level Up (3) - When a Good Herald of Galactus appears on your side, Galactus gains 1 XP. When an Evil Herald of Galactus appears on your side, Galactus gains 2 XP.	The Hunger That Does Not Cease At the start of your Build Phase, you may discard a location. If you don't, wound Galactus. Pillager of Planets Level Up (3) - When a Good Herald of Galactus appears on your side, Galactus gains 1 XP. When an Evil Herald of Galactus appears on your side, Galactus gains 2 XP.	
FRI-005	Galactus	Main Character	L3	Frightful	10	10	8	X	X	Summon Herald Build [ENERGY][SKILL]: If you don't have a Herald of Galactus on your side, search your deck for one, reveal it, and put it onto your side. Devourer of Worlds Main [ALIEN]: KO a location and heal a wound from Galactus.	Summon Herald Build [Energy][Skill]: If you don't have a Herald of Galactus on your side, search your deck for one, reveal it, and put it onto your side. Devourer of Worlds Main [Alien]: KO a location and heal a wound from Galactus.	
FRI-006	Kang	Main Character	L1	Frightful	2	5	5	X	X	Immeasurable Identities This game, Kang supporting characters you own are main characters instead. It Is the Conquerors Who Change the World Level Up (5) - When an enemy character gets wounded, Kang gains an XP.	Immeasurable Identities This game, Kang supporting characters you own are main characters instead. It Is the Conquerors Who Change the World Level Up (5) - When an enemy character gets wounded, Kang gains an XP.	
FRI-007	Kang	Main Character	L2	Frightful	3	10	5	X	X	Light of the Centuries Draw [ENERGY][INTELLECT][SKILL]: Shuffle each resource into its owner's deck, then choose a number 1 to 10. Each player puts that many cards from the top of their deck face down into their resource row. If any are locations they may place them face up instead. Kang can only use this power once this game.	Light of the Centuries Draw [Energy][Intellect][Skill]: Shuffle each resource into its owner's deck, then choose a number 1 to 10. Each player puts that many cards from the top of their deck face down into their resource row. If any are locations they may place them face up instead. Kang can only use this power once this game.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
FRI-008	Red Shift	Supporting Character	6	Fanatstic	7	7	2	X		<p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>Cosmic Combat Master Enemy players can't play plot twists during combat..</p>	<p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>Cosmic Combat Master Enemy players can't play plot twists during combat.</p>	
FRI-010	Annihilation Wave	Supporting Character	3	Frightful	5	3	1	X		<p>Swarm You may have any number of Annihilation Waves on your side. This power can't be turned off.</p> <p>An Unending Wave of Ships and Bugs At the start of your Build Phase, you may put an Annihilation Wave supporting character from your KO pile onto your side.</p>	<p>Swarm You may have any number of Annihilation Waves on your side. This power can't be turned off.</p> <p>An Unending Wave of Ships and Bugs At the start of your Build Phase, you may put an Annihilation Wave supporting character from your KO pile onto your side.</p>	
FRI-011	Fallen One	Supporting Character	4	Frightful	4	4	2	X	X	<p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>Herald of Thanos You pay one less to recruit Thanos supporting characters.</p> <p>Fallen Herald When the Fallen One strikes Galactus or Thanos, stun that character.</p>	<p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>Herald of Thanos You pay one less to recruit Thanos supporting characters.</p> <p>Fallen Herald When the Fallen One strikes Galactus or Thanos, stun that character.</p>	
FRI-012	Air-Walker	Supporting Character	5	Frightful	6	6	2	X		<p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>The Horn of Galactus Build [SKILL]: You pay one less to recruit Galactus supporting characters this turn. Air-Walker may use this power any number of times on your turn.</p>	<p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>The Horn of Galactus Build [Skill]: You pay one less to recruit Galactus supporting characters this turn. Air-Walker may use this power any number of times on your turn.</p>	
FRI-013	Hyperstorm	Supporting Character	5	Frightful	5	5	1	X	X	<p>An Endless Supply of Energy Galactus loses The Hunger That Does Not Ceases.</p> <p>The Supreme Power Hyperstorm has all the printed super powers of face-up characters.</p>	<p>An Endless Supply of Energy Galactus loses The Hunger That Does Not Ceases.</p> <p>The Supreme Power Hyperstorm has all the printed super powers of face-up characters.</p>	
FRI-014	Stardust	Supporting Character	6	Frightful	9	6	1	X		<p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>Ethereal Reaction [ENERGY]: When Stardust gets KO'd by an enemy character, remove her from the game. At the start of your next Build Phase, put her onto your side.</p>	<p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>Ethereal Reaction [Energy]: When Stardust gets KO'd by an enemy character, remove her from the game. At the start of your next Build Phase, put her onto your side.</p>	
FRI-015	The Maker	Supporting Character	6	Frightful	6	8	2			<p>Multiversal Omnipresence You may include up to five different equipment without Invention in your Invention pile. Only the Maker can Invent them.</p> <p>Stroke of Genius At the start of your turn, draw a card or the Maker creates an Invention.</p>	<p>Multiversal Omnipresence You may include up to five different equipment without Invention in your Invention pile. Only the Maker can Invent them.</p> <p>Stroke of Genius At the start of your turn, draw a card or the Maker creates an Invention.</p>	
FRI-016	Terrax	Supporting Character	7	Frightful	7	7	2	X		<p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>Cosmic Geokinesis Main [MIGHT]: Move all +1/+1 counters on all sides onto a character on your side. Then double the +1/+1 counters on them.</p>	<p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>Cosmic Geokinesis Main [Might]: Move all +1/+1 counters on all sides onto a character on your side. Then double the +1/+1 counters on them.</p>	If Cosmic Geokinesis moves all +1/+1 counters onto a character that has any -1/-1 counters, first double the +1/+1 counters, then remove the required amount due to the -1/-1 counters.
FRI-017	Morg the Executioner	Supporting Character	8	Frightful	10	8	2	X	X	<p>The Herald Ordeal When Morg appears, you may stun an enemy Herald of Galactus supporting character.</p> <p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>Executioner Combat [SKILL]: If Morg is melee attacking an exhausted defender, he has Ferocious and strikes with triple his ATK this combat.</p>	<p>The Herald Ordeal When Morg appears, you may stun an enemy Herald of Galactus supporting character.</p> <p>Herald of Galactus You pay one less to recruit Galactus supporting characters.</p> <p>Executioner Combat [Skill]: If Morg is melee attacking an exhausted defender, he has Ferocious and strikes with triple his ATK this combat.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
FRI-018	Galactus	Supporting Character	12	Frightful	30	30	7	X	X	<p>Scour the Universe Galactus can only appear when he is recruited, and only while there is a Herald of Galactus on your side.</p> <p>Cosmic Entity Galactus is unaffected by Burn, Freeze, Immobile, and Infect.</p> <p>The Monster of All Worlds At the start of your Main Phase, you may name a location. If you do, remove each card with that name everywhere from the game.</p>	<p>Scour the Universe Galactus can only appear when he is recruited, and only while there is a Herald of Galactus on your side.</p> <p>Cosmic Entity Galactus is unaffected by Burn, Freeze, Immobile, and Infect.</p> <p>The Monster of All Worlds At the start of your Main Phase, you may name a location. If you do, remove each card with that name everywhere from the game.</p>	Each player reveals their hand, deck, resources (including face-down ones), KO pile, and any out-of-game piles. All locations with that name are removed from the game. Then each player shuffles their deck.
FRI-009	Kang	Supporting Character	0	Frightful	*	*	2	X	X	<p>The Tomorrow War At the start of the game, before players draw their opening hands, secretly choose a Future Date. Kang can't appear unless it is that Date.</p> <p>Time Will Tell Kang has base ATK/DEF equal to the Future Date.</p> <p>Swarm You may have any number of Kangs on your side. This power can't be turned off.</p>	<p>The Tomorrow War During setup, right before players draw their opening hands, secretly choose a Future Date. Kang can't appear unless it is that Date.</p> <p>Time Will Tell Kang has base ATK/DEF equal to the Future Date.</p> <p>Swarm You may have any number of Kangs on your side. This power can't be turned off.</p>	A Future Date is represented by a whole number from 1-10. It counts as being that "Date" while you have exactly that many resources.
FRI-019	The Power Cosmic	Plot Twist								<p>[ANYTURN] Combat: If you have a supporting character on your side in the combat with cost 8 or more, stun an enemy supporting character in the combat with cost 7 or less.</p> <p>If you have a main character on your side in the combat with Level 3 or more, stun an enemy main character in the combat with Level 2 or less.</p>	<p>[Anyturn] Combat: If you have a supporting character on your side in the combat with cost 8 or more, stun an enemy supporting character in the combat with cost 7 or less.</p> <p>If you have a main character on your side in the combat with Level 3 or more, stun an enemy main character in the combat with Level 2 or less.</p>	
FUT-001	Kate Pryde	Main Character	L1	X-Men	6	6	5			<p>AKA Shadowcat</p> <p>Future After you draw your hand at the start of the game, put the top three cards of your deck into your resource row face down. If any are locations, you may place them face up instead.</p> <p>Past Level Up (10) - At the end of your turn, Kate gains 1 XP for each resource on your side. When she levels up, KO each resource on your side.</p>	<p>AKA Shadowcat</p> <p>Future After you draw your hand at the start of the game, put the top three cards of your deck into your resource row face down. If any are locations, you may place them face up instead.</p> <p>Past Level Up (10) - At the end of your turn, Kate gains 1 XP for each resource on your side. When she levels up, KO each resource on your side.</p>	
FUT-002	Kitty Pryde	Main Character	L2	X-Men	4	3	5			<p>AKA Shadowcat</p> <p>Phasing Main [ENERGY]: Kitty has Stealth and can't be struck in combat this turn.</p>	<p>AKA Shadowcat</p> <p>Phasing Main [Energy]: Kitty has Stealth and can't be struck in combat this turn.</p>	
FUT-003	Logan	Main Character	L4	X-Men	11	9	6			<p>Level 3 Wolverines on your side may Level Up into this character. While this is in your Level Up pile, Level 3 Wolverines on your side have:</p> <p>"Not Nice in Any Timeline" Level Up (1) - When Wolverine stuns an enemy defender while attacking solo, he gains an XP."</p> <p>SNIKT! [Anyturn] Combat [SKILL]: Logan gets +3/+0 this combat.</p> <p>The Fight of Our Lives in a Dark Future Level Up (1) - When a resource appears on your side, if there are 10 or more resources on your side, Logan gains an XP.</p>	<p>Level 3 Wolverines on your side may Level Up into this character. While this is in your Level Up pile, Level 3 Wolverines on your side have:</p> <p>"Not Nice in Any Timeline" Level Up (1) - When Wolverine stuns an enemy defender while attacking solo, he gains an XP."</p> <p>SNIKT! [Anyturn] Combat [Skill]: Logan gets +3/+0 this combat.</p> <p>The Fight of Our Lives in a Dark Future Level Up (1) - When a resource appears on your side, if there are 10 or more resources on your side, Logan gains an XP.</p>	Logan's Level 4 Main Character grants a Level Up power (Not Nice in Any Timeline) to every Level 3 Wolverine on your side. Logan is not AKA Wolverine, so although Wolverine Levels Up into him, you can have a Wolverine Supporting Character on your side with the Logan Main Character.
FUT-004	Logan	Main Character	L5	X-Men	14	12	7			<p>SNIKT! [ANYTURN] Combat [SKILL]: Logan gets +3/+0 this combat.</p> <p>Berserker Age Combat [MIGHT]: When Logan stuns an enemy character this combat, wound it an extra time. He can use this power any number of times on your turn.</p>	<p>SNIKT! [Anyturn] Combat [Skill]: Logan gets +3/+0 this combat.</p> <p>Berserker Age Combat [Might]: When Logan stuns an enemy character this combat, wound it an extra time. He can use this power any number of times on your turn.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
FUT-005	Rachel Summers	Main Character	L1	X-Men	2	4	5	X	X	<p>Powerful Heritage You can also power up Rachel with characters with the card title Phoenix and Dark Phoenix.</p> <p>Born from the Phoenix Force Level Up (3) - When you power up Rachel with a character with each of the following card titles for the first time this game, she gains an XP: Phoenix, Dark Phoenix, and Rachel Summers.</p>	<p>Powerful Heritage You can also power up Rachel with characters with the card title Phoenix and Dark Phoenix.</p> <p>Born from the Phoenix Force Level Up (3) - When you power up Rachel with a character with each of the following card titles for the first time this game, she gains an XP: Phoenix, Dark Phoenix, and Rachel Summers.</p>	"card title" for Phoenix and Dark Phoenix. This means the name at the very top of the card must be Phoenix or Dark Phoenix. AKAs don't count.
FUT-006	Rachel Summers	Main Character	L2	X-Men	6	6	5	X	X	<p>Bound to the Phoenix Force You may discard characters with the card titles Phoenix and Dark Phoenix to generate a power symbol for one of Rachel's super powers.</p> <p>Daughter of the Phoenix Rachel has each different printed [INTELLECT] super power from every existing character with the card title Phoenix and Dark Phoenix</p>	<p>Bound to the Phoenix Force You may discard characters with the card titles Phoenix and Dark Phoenix to generate a power symbol for one of Rachel's super powers.</p> <p>Daughter of the Phoenix Rachel has each different printed [Intellect] super power from every existing character with the card title Phoenix and Dark Phoenix</p>	Phoenix and Dark Phoenix powers currently available to Rachel are: Teke Shield, Life Incarnate, and What Was, What Is, What Will Be
FUT-007	Nimrod	Main Character	L1	Sentinels	0	5	6			<p>Passive Nimrod can't attack or strike back.</p> <p>Regeneration At the start of your turn, heal a wound from Nimrod.</p> <p>Infiltrating Project: Nimrod Level Up (10) - When an enemy supporting character is recruited, Nimrod gains XP equal to its cost.</p>	<p>Passive Nimrod can't attack or strike back.</p> <p>Regeneration At the start of your turn, heal a wound from Nimrod.</p> <p>Infiltrating Project: Nimrod Level Up (10) - When an enemy supporting character is recruited, Nimrod gains XP equal to its cost.</p>	
FUT-008	Nimrod	Main Character	L2	Sentinels	8	8	6	X	X	<p>Enemy Power Analysis Reaction [INTELLECT]: When Nimrod is attacked by an enemy character with any of the following, he gains the respective power(s) while attacking for the rest of the game:</p> <p>[FLIGHT]: Air Superiority [RANGE]: Bulletproof +1/+1 Counters: Defenders don't get ATK/DEF gains from +1/+1 counters. Keyword Text: Defenders lose and can't gain keyword text. Super Powers: Defenders can't use super powers.</p>	<p>Enemy Power Analysis Reaction [Intellect]: When Nimrod is attacked by an enemy character with any of the following, he gains the respective power(s) while attacking for the rest of the game:</p> <p>[Flight]: Air Superiority [Range]: Bulletproof +1/+1 Counters: Defenders don't get ATK/DEF gains from +1/+1 counters. Keyword Text: Defenders lose and can't gain keyword text. Super Powers: Defenders can't use super powers.</p>	
FUT-009	Sentinel	Main Character	L1	Sentinels	3	3	5			<p>Adaptation Programming Main [MIGHT][SKILL]: The Sentinel gains [RANGED] for the rest of the game.</p> <p>Learning Machine Level Up (3) - At the end of your turn, the Sentinel gains an XP.</p>	<p>Adaptation Programming Main [Might][Skill]: The Sentinel gains [Range] for the rest of the game.</p> <p>Learning Machine Level Up (3) - At the end of your turn, the Sentinel gains an XP.</p>	
FUT-010	Sentinel	Main Character	L2	Sentinels	5	5	6			<p>Adaptation Programming Main [ENERGY][INTELLECT]: The Sentinel gains [FLIGHT] for the rest of the game.</p> <p>Thinking Machine Level Up (2) - At the end of your turn, the Sentinel gains an XP.</p>	<p>Adaptation Programming Main [Energy][Intellect]: The Sentinel gains [Flight] for the rest of the game.</p> <p>Thinking Machine Level Up (2) - At the end of your turn, the Sentinel gains an XP.</p>	
FUT-011	Sentinel	Main Character	L3	Sentinels	7	7	7			<p>Programming Complete While the Sentinel has [FLIGHT], it has +5/+5 while in combat with at least one enemy character with [FLIGHT].</p> <p>While the Sentinel has [RANGE], it has +5/+5 while in combat with at least one enemy character with [RANGE].</p>	<p>Programming Complete While the Sentinel has [Flight], it has +5/+5 while in combat with at least one enemy character with [Flight].</p> <p>While the Sentinel has [Range], it has +5/+5 while in combat with at least one enemy character with [Range].</p>	
FUT-012	Rachel Summers	Supporting Character	5	X-Men	5	10	2	X	X	<p>Future Past Rachel can't appear on your side unless Cyclops and Phoenix are on your side.</p> <p>Exchange Consciousness When another supporting character on your side gets attacked, you may put a character with the same name from your hand onto your side next to it, as long as one of them is [BROTHERHOOD], [RESISTANCE], or [X-MEN]. If you do, KO the first supporting character and cancel the combat.</p>	<p>Future Past Rachel can't appear on your side unless Cyclops and Phoenix are on your side.</p> <p>Exchange Consciousness When another supporting character on your side gets attacked, you may put a character with the same name from your hand onto your side next to it, as long as one of them is [Brotherhood], [Resistance], or [X-Men]. If you do, KO the first supporting character and cancel the combat.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
FUT-013	Logan	Supporting Character	6	X-Men	12	8	3			<p>Future Past Logan can't appear on your side unless there are at least five [BROTHERHOOD], [RESISTANCE], and/or [X-MEN] supporting characters in your KO pile.</p> <p>Canadian Resistance Colonel You may recruit [BROTHERHOOD], [RESISTANCE], and [X-MEN] characters without revealing them. Characters you recruit this way appear on your side hidden.</p> <p>When a [BROTHERHOOD], [RESISTANCE], or [X-MEN] character appears on your side hidden, it may make an attack while hidden that turn.</p>	<p>Future Past Logan can't appear on your side unless there are at least five [Brotherhood], [Resistance], and/or [X-Men] supporting characters in your KO pile.</p> <p>Canadian Resistance Colonel You may recruit [Brotherhood], [Resistance], and [X-Men] characters without revealing them. Characters you recruit this way appear on your side hidden.</p> <p>When a [Brotherhood], [Resistance], or [X-Men] character appears on your side hidden, it may make an attack while hidden that turn.</p>	<p>You still must pay normally for cards recruited this way, you do not have to announce the recruit cost of the hidden cards you are recruiting. They can make attacks while hidden on the turn appear: Cards with printed [Flight] and [Range] can make attacks while hidden as if they still had those powers. They can make team attacks as normal, even with face-up characters. They don't exhaust when they attack. instead, right before they strike, turn them face up and exhaust them.</p>
FUT-023	Ahab	Supporting Character	2	Sentinels	3	1	1		X	<p>Release the Hounds When Ahab appears, put a Hound into your hand.</p> <p>Hunter, Hunter, Hunter</p>	<p>Release the Hounds When Ahab appears, put a Hound into your hand.</p> <p>Hunter, Hunter, Hunter</p>	<p>You start the game with a private out-of-game Hound pile. The pile must contain exactly 4 different supporting characters of your choice with [Brotherhood], [Resistance], and/or [X-men] who do not share any names and do not have any copies in your deck. For the game, Hounds lose their printed team affiliations, and gain the [Sentinel] affiliation.</p>
FUT-024	Nimrod	Supporting Character	8	Sentinels	9	7	2	X	X	<p>Next Generation Sentinel Prototype When Nimrod appears, he may strike an enemy supporting character.</p> <p>Emergency Teleport Reaction [ENERGY]: When Nimrod gets attacked, you may put him on top of your deck.</p>	<p>Next Generation Sentinel Prototype When Nimrod appears, he may strike an enemy supporting character.</p> <p>Emergency Teleport Reaction [Energy]: When Nimrod gets attacked, you may put him on top of your deck.</p>	<p>Emergency Teleport gives the player the option to use this super power when the legal attack has been declared. This is before the attacker has a chance to play cards.</p>
FUT-014	Sentinel	Supporting Character	1	Sentinels	1	1	1	X	X	<p>One of a Kind, Swarm</p> <p>Alpha Combat Unit - Self-Replicating When this character appears, put a +1/+1 counter on it for each Alpha Combat Unit in your KO pile.</p> <p>Alpha Combat Unit - Learning Program This character has Berserker and the keyword powers from each Alpha Combat Unit's Learning Program in your KO pile.</p>	<p>One of a Kind, Swarm</p> <p>Alpha Combat Unit - Self-Replicating When this character appears, put a +1/+1 counter on it for each Alpha Combat Unit in your KO pile.</p> <p>Alpha Combat Unit - Learning Program This character has Berserker and the keyword powers from each Alpha Combat Unit's Learning Program in your KO pile.</p>	
FUT-015	Sentinel	Supporting Character	1	Sentinels	1	1	1	X	X	<p>One of a Kind, Swarm</p> <p>Alpha Combat Unit - Self-Replicating When this character appears, put a +1/+1 counter on it for each Alpha Combat Unit in your KO pile.</p> <p>Alpha Combat Unit - Learning Program This character has Dodge and the keyword powers from each Alpha Combat Unit's Learning Program in your KO pile.</p>	<p>One of a Kind, Swarm</p> <p>Alpha Combat Unit - Self-Replicating When this character appears, put a +1/+1 counter on it for each Alpha Combat Unit in your KO pile.</p> <p>Alpha Combat Unit - Learning Program This character has Dodge and the keyword powers from each Alpha Combat Unit's Learning Program in your KO pile.</p>	
FUT-016	Sentinel	Supporting Character	1	Sentinels	1	1	1	X	X	<p>One of a Kind, Swarm</p> <p>Alpha Combat Unit - Self-Replicating When this character appears, put a +1/+1 counter on it for each Alpha Combat Unit in your KO pile.</p> <p>Alpha Combat Unit - Learning Program This character has Fearless and the keyword powers from each Alpha Combat Unit's Learning Program in your KO pile.</p>	<p>One of a Kind, Swarm</p> <p>Alpha Combat Unit - Self-Replicating When this character appears, put a +1/+1 counter on it for each Alpha Combat Unit in your KO pile.</p> <p>Alpha Combat Unit - Learning Program This character has Fearless and the keyword powers from each Alpha Combat Unit's Learning Program in your KO pile.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
FUT-017	Sentinel	Supporting Character	1	Sentinels	1	1	1	X	X	<p>One of a Kind, Swarm</p> <p>Alpha Combat Unit - Self-Replicating When this character appears, put a +1/+1 counter on it for each Alpha Combat Unit in your KO pile.</p> <p>Alpha Combat Unit - Learning Program This character has Ferocious and the keyword powers from each Alpha Combat Unit's Learning Program in your KO pile.</p>	<p>One of a Kind, Swarm</p> <p>Alpha Combat Unit - Self-Replicating When this character appears, put a +1/+1 counter on it for each Alpha Combat Unit in your KO pile.</p> <p>Alpha Combat Unit - Learning Program This character has Ferocious and the keyword powers from each Alpha Combat Unit's Learning Program in your KO pile.</p>	
FUT-018	Sentinel	Supporting Character	1	Sentinels	1	1	1	X	X	<p>One of a Kind, Swarm</p> <p>Alpha Combat Unit - Self-Replicating When this character appears, put a +1/+1 counter on it for each Alpha Combat Unit in your KO pile.</p> <p>Alpha Combat Unit - Learning Program This character has Leader and the keyword powers from each Alpha Combat Unit's Learning Program in your KO pile.</p>	<p>One of a Kind, Swarm</p> <p>Alpha Combat Unit - Self-Replicating When this character appears, put a +1/+1 counter on it for each Alpha Combat Unit in your KO pile.</p> <p>Alpha Combat Unit - Learning Program This character has Leader and the keyword powers from each Alpha Combat Unit's Learning Program in your KO pile.</p>	
FUT-019	Sentinel	Supporting Character	1	Sentinels	1	1	1	X	X	<p>One of a Kind, Swarm</p> <p>Alpha Combat Unit - Self-Replicating When this character appears, put a +1/+1 counter on it for each Alpha Combat Unit in your KO pile.</p> <p>Alpha Combat Unit - Learning Program This character has Lethal and the keyword powers from each Alpha Combat Unit's Learning Program in your KO pile.</p>	<p>One of a Kind, Swarm</p> <p>Alpha Combat Unit - Self-Replicating When this character appears, put a +1/+1 counter on it for each Alpha Combat Unit in your KO pile.</p> <p>Alpha Combat Unit - Learning Program This character has Lethal and the keyword powers from each Alpha Combat Unit's Learning Program in your KO pile.</p>	
FUT-020	Sentinel	Supporting Character	1	Sentinels	1	1	1	X	X	<p>One of a Kind, Swarm</p> <p>Alpha Combat Unit - Self-Replicating When this character appears, put a +1/+1 counter on it for each Alpha Combat Unit in your KO pile.</p> <p>Alpha Combat Unit - Learning Program This character has Mobile and the keyword powers from each Alpha Combat Unit's Learning Program in your KO pile.</p>	<p>One of a Kind, Swarm</p> <p>Alpha Combat Unit - Self-Replicating When this character appears, put a +1/+1 counter on it for each Alpha Combat Unit in your KO pile.</p> <p>Alpha Combat Unit - Learning Program This character has Mobile and the keyword powers from each Alpha Combat Unit's Learning Program in your KO pile.</p>	
FUT-021	Sentinel	Supporting Character	1	Sentinels	1	1	1	X	X	<p>One of a Kind, Swarm</p> <p>Alpha Combat Unit - Self-Replicating When this character appears, put a +1/+1 counter on it for each Alpha Combat Unit in your KO pile.</p> <p>Alpha Combat Unit - Learning Program This character has Violent and the keyword powers from each Alpha Combat Unit's Learning Program in your KO pile.</p>	<p>One of a Kind, Swarm</p> <p>Alpha Combat Unit - Self-Replicating When this character appears, put a +1/+1 counter on it for each Alpha Combat Unit in your KO pile.</p> <p>Alpha Combat Unit - Learning Program This character has Violent and the keyword powers from each Alpha Combat Unit's Learning Program in your KO pile.</p>	
FUT-022	Sentinel	Supporting Character	1	Sentinels	1	1	1	X	X	<p>Legion, Swarm</p> <p>Executive Type - Self-Replicating When this character appears, put a +1/+1 counter on it for each Executive Type in your KO pile.</p> <p>Executive Type - Learning Program When this character gets KO'd by an enemy attacker, for the rest of the game attackers with that name can't strike Executive Type characters on your side.</p>	<p>Legion, Swarm</p> <p>Executive Type - Self-Replicating When this character appears, put a +1/+1 counter on it for each Executive Type in your KO pile.</p> <p>Executive Type - Learning Program When this character gets KO'd by an enemy attacker, for the rest of the game attackers with that name can't strike Executive Type characters on your side.</p>	This will also count AKA's but not Mantles.
FUT-025	Senator Kelly	Supporting Character	3		0	2	1			<p>Protect the Senator At the start of your turn, put a vitality counter on Senator Kelly. If he now has 3 [HEALTH] or more, you win the game.</p>	<p>Protect the Senator At the start of your turn, put a vitality counter on Senator Kelly. If he now has 3 [Health] or more, you win the game.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
FUT-026	Inhibitor Collar	Equipment	1	Sentinels						<p>Mutant Internment Center Equip the Inhibitor Collar only to an enemy supporting character. The Collar can be equipped to and remain equipped to stunned characters.</p> <p>Power Neutralizer Equipped character loses and can't gain powers other than from this card. This power remains on while equipped character is stunned.</p>	<p>Mutant Internment Center Equip the Inhibitor Collar only to an enemy supporting character. The Collar can be equipped to and remain equipped to stunned characters.</p> <p>Power Neutralizer Equipped character loses and can't gain powers other than from this card. This power remains on while equipped character is stunned.</p>	A player can equip the Collar to a face-up character or a stunned character. If that character already has Equipment equipped, KO it. When an equipped face-up character is stunned, the Collar remains on (and face up). If a character equipped with the Collar hides, KO the Collar.
FUT-027	Mutant Control Act	Plot Twist		Sentinels						<p>Reaction: When an enemy player recruits a character, that character loses and can't gain powers this turn.</p>	<p>Reaction: When an enemy player recruits a character, that character loses and can't gain powers this turn.</p>	
FRE-001	Avalanche	Main Character	L1	Brotherhood	2	5	5		X	<p>Fault Line Main [SKILL]: Enemy players can't play locations face up on their next turn.</p> <p>It's Your Fault! Level Up (3) - When a resource appears face down on an enemy side, Avalanche gains an XP.</p>	<p>Fault Line Main [Skill]: Enemy players can't play locations face up on their next turn.</p> <p>It's Your Fault! Level Up (3) - When a resource appears face down on an enemy side, Avalanche gains an XP.</p>	You may still play any card face down as a resource.
FRE-002	Avalanche	Main Character	L2	Brotherhood	5	8	5		X	<p>Fault Line Main [SKILL]: Enemy players can't play locations face up on their next turn.</p> <p>Hate Tectonics Main [MIGHT][ENERGY]: For the rest of the game, when you play a resource, you may KO an enemy resource. Avalanche may only use this power once this game.</p>	<p>Fault Line Main [Skill]: Enemy players can't play locations face up on their next turn.</p> <p>Hate Tectonics Main [Might][Energy]: For the rest of the game, when you play a resource, you may KO an enemy resource. Avalanche may only use this power once this game.</p>	
FRE-003	Mystique	Main Character	L1	Brotherhood	3	4	5			<p>A Palette of Possibilities Build [INTELLECT]: Put +1/+1 counters on Mystique equal to the number of different team affiliations on supporting characters on your side.</p> <p>Paint With a Broad Brush Level Up (4) - When you recruit a character, Mystique gains 1 XP for each of its printed team affiliations it doesn't share with other characters on your side.</p>	<p>A Palette of Possibilities Build [Intellect]: Put +1/+1 counters on Mystique equal to the number of different team affiliations on supporting characters on your side.</p> <p>Paint With a Broad Brush Level Up (4) - When you recruit a character, Mystique gains 1 XP for each of its printed team affiliations it doesn't share with other characters on your side.</p>	
FRE-004	Mystique	Main Character	L2	Brotherhood	6	8	5			<p>Combat Master While Mystique is in combat, enemy players can't play plot twists.</p> <p>The Perfect Metamorph Main [Skill]: Choose an enemy character. Mystique loses her names and team affiliations and gains that character's names and team affiliations until she is stunned. If she would be stunned while she has the chosen character's name, randomly either stun her or the chosen character instead.</p>	<p>Combat Master While Mystique is in combat, enemy players can't play plot twists.</p> <p>The Perfect Metamorph Main [Skill]: Choose an enemy character. Mystique loses her names and team affiliations and gains that character's names and team affiliations until she is stunned. If she would be stunned while she has the chosen character's name, randomly either stun her or the chosen character instead.</p>	
FRE-005	Pyro	Main Character	L1	Brotherhood	1	6	5		X	<p>Pyro to the People Main [SKILL]: Name a character. For the rest of the game, supporting characters with that name, while in your deck, hand, and on your side, have:</p> <p>"Burn Notice" If this character would strike a defending supporting character, it may Burn it instead."</p> <p>Fanning the Flames Level Up (3) - When an enemy character gets stunned by being Burned, Pyro gains 1 XP.</p>	<p>Pyro to the People Main [Skill]: Name a character. For the rest of the game, supporting characters with that name, while in your deck, hand, and on your side, have:</p> <p>"Burn Notice" If this character would strike a defending supporting character, it may Burn it instead."</p> <p>Fanning the Flames Level Up (3) - When an enemy character gets stunned by being Burned, Pyro gains 1 XP.</p>	
FRE-006	Pyro	Main Character	L2	Brotherhood	3	10	5		X	<p>Trailblazer Build [SKILL]: Search your deck for a character who can Burn in its game text, reveal it, and put it into your hand.</p> <p>Sick Burn Combat [ENERGY][ENERGY][ENERGY]: Burn a defending main character.</p>	<p>Trailblazer Build [Skill]: Search your deck for a character who can Burn in its game text, reveal it, and put it into your hand.</p> <p>Sick Burn Combat [Energy][Energy][Energy]: Burn a defending main character.</p>	His Level 2 Trailblazer ability does allow him to search for characters he gave Burn Notice to with his Level 1 Pyro to the People.
FRE-007	Destiny	Supporting Character	1	Brotherhood	0	5	1			<p>Precognition You may look at the top card of any deck at any time.</p>	<p>Precognition You may look at the top card of any deck at any time.</p>	This allows the player to see each card drawn by an oponent.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
FRE-008	Lorelei	Supporting Character	2	Brotherhood	3	3	1			Hypnotic Singing When Lorelei enters combat, you may give an enemy character in the combat -2/-0, -1/-1, or -0/-2 this combat.	Hypnotic Singing When Lorelei enters combat, you may give an enemy character in the combat -2/-0, -1/-1, or -0/-2 this combat.	This may result in a stun before the defending player gets priority.
FRE-009	Blindspot	Supporting Character	3	Brotherhood	4	5	1			Memory Thief Main [INTELLECT]: Choose an enemy supporting character Blindspot could melee attack. Choose one: That character's base ATK, DEF, or [HEALTH] becomes 1 this turn.	Memory Thief Main [Intellect]: Choose an enemy supporting character Blindspot could melee attack. Choose one: That character's base ATK, DEF, or [Health] becomes 1 this turn.	Blindspot must be ready and the character must be a legal target for a melee attack.
FRE-010	Vanisher	Supporting Character	3	Brotherhood	2	7	1		X	Vanish [ANYTURN] Combat [SKILL]: Cancel the combat and you may move Vanisher to another row on your side.	Vanish [Anyturn] Combat [Ski]: Cancel the combat and you may move Vanisher to another row on your side.	
FRE-011	Astra	Supporting Character	4	Brotherhood	5	2	1		X	The First Recruit You pay 3 less to recruit Astra if you haven't recruited any supporting characters this game. Cloning Technology Main [INTELLECT][SKILL]: Clone an enemy supporting character.	The First Recruit You pay 3 less to recruit Astra if you haven't recruited any supporting characters this game. Cloning Technology Main [Intellect][Skill]: Clone an enemy supporting character.	To create a Clone put a token copy of the chosen character onto your side. The copy has all the printed characteristics of that character. It appears face up and ready and does not appear with any counters or status effects. Uniqueness does apply to the token.
FRE-012	Black Tom Cassidy	Supporting Character	4	Brotherhood	3	3	2		X	Plant Growth When a location with an [ENERGY] or [MIGHT] symbol appears on your side, put three +1/+1 counters on Black Tom. Plant-Form [ANYTURN] Combat [ENERGY] or [MIGHT]: Double Black Tom's current ATK or DEF this combat. He can use this power any number of times each turn.	Plant Growth When a location with an [Energy] or [Might] symbol appears on your side, put three +1/+1 counters on Black Tom. Plant-Form [Anyturn] Combat [Energy] or [Might]: Double Black Tom's current ATK or DEF this combat. He can use this power any number of times each turn.	
FRE-013	Rogue	Supporting Character	5	Brotherhood	4	7	1			Permanent Power Absorption When Rogue KO's an enemy supporting character and survives, she adds its printed ATK, DEF, [HEALTH], and keyword and super powers to her own until she leaves play. Then she loses this power.	Permanent Power Absorption When Rogue KO's an enemy supporting character and survives, she adds its printed ATK, DEF, [Health], and keyword and super powers to her own until she leaves play. Then she loses this power.	
FRE-014	Post	Supporting Character	6	Brotherhood	8	8	1		X	Techno-Organic Virus When Post appears, if Cable is on your side, put a vitality counter on each of them.	Techno-Organic Virus When Post appears, if Cable is on your side, put a vitality counter on each of them.	
FRE-015	Scarlet Witch	Supporting Character	7	Brotherhood	6	10	1		X	Chaos Magic Main [ENERGY] or [MIGHT]: Put -1/-1 counters on a random face-up enemy character equal to its cost or level. Scarlet Witch may use this power any number of times on your turn	Chaos Magic Main [Energy] or [Might]: Put -1/-1 counters on a random face-up enemy character equal to its cost or level. Scarlet Witch may use this power any number of times on your turn	
FRE-016	Alpha	Supporting Character	8	Brotherhood	11	11	2		X	The Ultimate Mutant At the start of your Main Phase, Alpha randomly gains two of the following powers he doesn't have until he leaves play: Dodge, Ferocious, Genius, Lethal, Regeneration, Tough	The Ultimate Mutant At the start of your Main Phase, Alpha randomly gains two of the following powers he doesn't have until he leaves play: Dodge, Ferocious, Genius, Lethal, Regeneration, Tough	
FRE-017	Helmet of Immunity	Equipment	2	Brotherhood						One of a Kind You may only have one of this card in your deck. Iconic Headgear You pay 2 less to equip this to Juggernaut, Magneto, or Onslaught. Specific Defense When you equip this, choose a power symbol. Enemy players can't use super powers of that type.	One of a Kind You may only have one of this card in your deck. Iconic Headgear You pay 2 less to equip this to Juggernaut, Magneto, or Onslaught. Specific Defense When you equip this, choose a power symbol. Enemy players can't use super powers of that type.	
FRE-018	Boiling Point	Plot Twist		Brotherhood						[ANYTURN] Combat : If the total ATK of enemy attackers in the combat is exactly equal to the DEF of a defender on your side, stun an attacker.	[Anyturn] Combat : If the total ATK of enemy attackers in the combat is exactly equal to the DEF of a defender on your side, stun an attacker.	
FRE-019	Brotherhood	Plot Twist		Brotherhood						Main : Ready exactly two exhausted face-up characters on your side who share a team affiliation.	Main : Ready exactly two exhausted face-up characters on your side who share a team affiliation.	You must have two exhausted characters to ready them.
OGA-001	Jean Grey	Main Character	L1	Omega	2	2	5			AKA Phoenix, Dark Phoenix Omega Level Mutant You can't include Omega Level Mutants with other names in your deck. Traumatic Event Level Up (1) - When a character on your side with cost 1 gets KO'd on an enemy player's turn, Jean gains an XP.	AKA Phoenix, Dark Phoenix Omega Level Mutant You can't include Omega Level Mutants with other names in your deck. Traumatic Event Level Up (1) - When a character on your side with cost 1 gets KO'd on an enemy player's turn, Jean gains an XP.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
OGA-002	Jean Grey	Main Character	L2	Omega	5	5	6		X	<p>AKA Phoenix, Dark Phoenix</p> <p>Omega Level Mutant</p> <p>Out of Control When Jean attacks, put three -1/-1 counters on another character on your side. Reduce the number of counters by 1 for each XP she has.</p> <p>Learning Control Level Up (3) - When you put counters on a character on your side when Jean is Out of Control, she gains 1 XP.</p>	<p>AKA Phoenix, Dark Phoenix</p> <p>Omega Level Mutant</p> <p>Out of Control When Jean attacks, put three -1/-1 counters on another character on your side. Reduce the number of counters by 1 for each XP she has.</p> <p>Learning Control Level Up (3) - When you put counters on a character on your side when Jean is Out of Control, she gains 1 XP.</p>	
OGA-003	Jean Grey	Main Character	L3	Omega	8	8	7	X	X	<p>AKA Phoenix, Dark Phoenix</p> <p>Omega Level Mutant</p> <p>Psychic Firebird Main [INTELLECT][INTELLCT]: Remove an enemy player's hand or deck from the game.</p> <p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Biokinesis When you recruit Elixir and at the start of your turn, choose one: KO an enemy supporting character; or put a supporting character from your KO pile onto your side.</p>	<p>AKA Phoenix, Dark Phoenix</p> <p>Omega Level Mutant</p> <p>Psychic Firebird Main [Intellect][Intellect]: Remove an enemy player's hand or deck from the game.</p> <p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Biokinesis When you recruit Elixir and at the start of your turn, choose one: KO an enemy supporting character; or put a supporting character from your KO pile onto your side.</p>	
OGA-004	Elixir	Supporting Character	8	Omega	0	1	1			<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Psionic of the Highest Order At the end of each enemy Draw Phase, that player discards a random card.</p> <p>At the end of each enemy Recovery Phase, exhaust an enemy character on that side.</p> <p>At the end of each enemy Build Phase, turn an enemy location on that side face down.</p> <p>At the end of each enemy Main Phase, put three -1/-1 counters on an enemy character on that side.</p>	<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Psionic of the Highest Order At the end of each enemy Draw Phase, that player discards a random card.</p> <p>At the end of each enemy Recovery Phase, exhaust an enemy character on that side.</p> <p>At the end of each enemy Build Phase, turn an enemy location on that side face down.</p> <p>At the end of each enemy Main Phase, put three -1/-1 counters on an enemy character on that side.</p>	
OGA-005	Exodus	Supporting Character	8	Omega	9	6	1	X	X	<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Psionic of the Highest Order At the end of each enemy Draw Phase, that player discards a random card.</p> <p>At the end of each enemy Recovery Phase, exhaust an enemy character on that side.</p> <p>At the end of each enemy Build Phase, turn an enemy location on that side face down.</p> <p>At the end of each enemy Main Phase, put three -1/-1 counters on an enemy character on that side.</p>	<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Psionic of the Highest Order At the end of each enemy Draw Phase, that player discards a random card.</p> <p>At the end of each enemy Recovery Phase, exhaust an enemy character on that side.</p> <p>At the end of each enemy Build Phase, turn an enemy location on that side face down.</p> <p>At the end of each enemy Main Phase, put three -1/-1 counters on an enemy character on that side.</p>	
OGA-006	Hope Summers	Supporting Character	8	Omega	7	7	1			<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Pluripotent Echopraxia When you recruit Hope, she gains three powers from her Echo pile until she leaves play.</p>	<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Pluripotent Echopraxia When you recruit Hope, she gains three powers from her Echo pile until she leaves play.</p>	The Echo pile must consist of exactly 1 Brotherhood, 1 Mutant Resistance, and 1 X-men Supporting Character who do not share any names. When you recruit her, you must choose one different power from each of them for Hope to gain.
OGA-007	Iceman	Supporting Character	8	Omega	18	1	2		X	<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Ice Age When you recruit Iceman and at the start of your turn, Freeze each enemy location.</p>	<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Ice Age When you recruit Iceman and at the start of your turn, Freeze each enemy location.</p>	Freezing locations means exhaust them and they can't ready on their next turn (even if it's face down). Note: Exhausted resources don't produce recruit points.
OGA-008	Jean Grey	Supporting Character	8	Omega	8	8	3	X	X	<p>AKA Phoenix, Dark Phoenix</p> <p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Alpha Level Telepath When you recruit Jean Grey, move an enemy supporting character to your side.</p>	<p>AKA Phoenix, Dark Phoenix</p> <p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Alpha Level Telepath When you recruit Jean Grey, move an enemy supporting character to your side.</p>	

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OGA-009	Kid Omega	Supporting Character	8	Omega	6	9	1	X	X	<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Mental Paralysis When you recruit Kid Omega, enemy players play with their hands revealed until he leaves play.</p> <p>At the start of your Main Phase, choose a card in each enemy player's hand. They can't play cards with that name until Kid Omega leaves play</p>	<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Mental Paralysis When you recruit Kid Omega, enemy players play with their hands revealed until he leaves play.</p> <p>At the start of your Main Phase, choose a card in each enemy player's hand. They can't play cards with that name until Kid Omega leaves play</p>	
OGA-010	Legion	Supporting Character	8	Omega	1	1	2			<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Spontaneous Mutation When you recruit Legion and at the start of your Build Phase, a random Personality takes him over.</p>	<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Spontaneous Mutation When you recruit Legion and at the start of your Build Phase, a random Personality takes him over.</p>	When a Personality takes over Legion, the following occurs: He loses the name, stats and power(s) of all previous Personalities. He gains AKA for the listed name of the new Personality. His base stats change to the listed ATK/DEF. He gains the listed power(s). List of Personalities are found in the Omegas Rulebook.
OGA-011	Magneto	Supporting Character	8	Omega	10	10	2	X	X	<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Mastery of Magnetism When you recruit Magneto, choose an enemy player to reveal their hand, then choose an equipment there and discard it. Then you may KO an enemy equipment and/or move an equipment from any character to an unequipped character. Then search your deck and KO pile for one equipment each, reveal them, and put them into your hand. This turn you may play equipment for free, ignoring team restrictions.</p>	<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Mastery of Magnetism When you recruit Magneto, choose an enemy player to reveal their hand, then choose an equipment there and discard it. Then you may KO an enemy equipment and/or move an equipment from any character to an unequipped character. Then search your deck and KO pile for one equipment each, reveal them, and put them into your hand. This turn you may play equipment for free, ignoring team restrictions.</p>	KO equipment owned by the enemy
OGA-012	Mister M	Supporting Character	8	Omega	15	10	1		X	<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Subatomic Manipulation When you recruit Mister M, do both:</p> <p>Power Removal: Choose a keyword or super power on an enemy character. Enemy characters lose and can't gain that power until Mister M leaves play.</p> <p>Power Augmentation: Choose a keyword or super power on another character on your side. Characters on your side and in your hand, deck, and KO pile with that power gain that power again until Mister M leaves play.</p>	<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Subatomic Manipulation When you recruit Mister M, do both:</p> <p>Power Removal: Choose a keyword or super power on an enemy character. Enemy characters lose and can't gain that power until Mister M leaves play.</p> <p>Power Augmentation: Choose a keyword or super power on another character on your side. Characters on your side and in your hand, deck, and KO pile with that power gain that power again until Mister M leaves play.</p>	
OGA-013	Monarch	Supporting Character	8	Omega	6	15	1			<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Pull on Quantum Strings When you recruit Monarch, turn each face-down card in your resource row face up.</p> <p>Cards other than locations can be face up in your resource row.</p> <p>Characters on your side can turn face-up cards other than locations in your resource row face down to generate any power symbol to pay for their super powers.</p>	<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Pull on Quantum Strings When you recruit Monarch, turn each face-down card in your resource row face up.</p> <p>Cards other than locations can be played face up in your resource row.</p> <p>Characters on your side can turn face-up cards other than locations in your resource row face down to generate any power symbol to pay for their super powers.</p>	

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OGA-014	Proteus	Supporting Character	8	Omega	0	0	1			<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Possession If Proteus would be recruited, remove him from the game instead.</p> <p>When he's removed this way, choose a face-up character on your side to be his Host until it gets stunned or leaves play.</p> <p>Reality Warping Proteus's Host gets +10/+10 and [RANGE] and has "Main [ENERGY]: Heal a wound from this character."</p>	<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Possession If Proteus would be recruited, remove him from the game instead.</p> <p>When he's removed this way, choose a face-up character on your side to be his Host until it gets stunned or leaves play.</p> <p>Reality Warping Proteus's Host gets +10/+10 and [Range] and has "Main [Energy]: Heal a wound from this character."</p>	If Proteus would appear any other way except by being recruited, he will be stunned and KO'd because he has zero DEF.
OGA-015	Storm	Supporting Character	8	Omega	12	9	2	X		<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Under the Weather When you recruit Storm, you may move any number of enemy character to a different row on their side. You control each enemy player's next Formation Step.</p>	<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Under the Weather When you recruit Storm, you may move any number of enemy character to a different row on their side. You control each enemy player's next Formation Step.</p>	
OGA-016	Vulcan	Supporting Character	8	Omega	3	3	2	X	X	<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Energy Manipulation When Vulcan enters combat with an enemy character with a super power, he gains +1/+1 counters equal to that character's ATK.</p>	<p>Omega Level Mutant You can't include Omega Level Mutants with other names in your deck.</p> <p>Energy Manipulation When Vulcan enters combat with an enemy character with a super power, he gains +1/+1 counters equal to that character's ATK.</p>	
CV3-001	The Collector	Main Character	L1	Red Team	0	5	6			<p>If I Can't Have It, No One Can Main [SKILL]: Remove a KO pile from the game.</p> <p>Such a Waste Level Up (3) - When an equipment, plot twist, or supporting character is removed from the game, the Collector gains an XP. He can only gain XP once for each card type.</p>	<p>If I Can't Have It, No One Can Main [Skill]: Remove a KO pile from the game.</p> <p>Such a Waste Level Up (3) - When an equipment, plot twist, or supporting character is removed from the game, the Collector gains an XP. He can only gain XP once for each card type.</p>	
CV3-002	The Collector	Main Character	L2	Red Team	0	10	6			<p>Upgrade the Collection Reaction [INTELLECT]: When an enemy player plays an equipment, plot twist, or supporting character, if the Collector's Collection doesn't have a card of that type, remove that card from the game and add it to his Collection.</p> <p>I Have Many Things The Collector can play equipment, plot twists, and supporting characters from his Collection, ignoring team restrictions.</p>	<p>Upgrade the Collection Reaction [Intellect]: When an enemy player plays an equipment, plot twist, or supporting character, if the Collector's Collection doesn't have a card of that type, remove that card from the game and add it to his Collection.</p> <p>I Have Many Things The Collector can play equipment, plot twists, and supporting characters from his Collection, ignoring team restrictions.</p>	Upgrade the Collection creates an out of game pile that may only contain one of a type of card it collects. Once one is played from the Collection pile, another card of that type can be collected. Note: When he plays a card from his Collection, it can't be played as a resource.
CV3-003	The Maestro	Main Character	L1	Red Team	3	4	6			<p>Summoner Build [INTELLECT]: Search your deck for a [RED TEAM] supporting character, reveal it, and put it into your hand.</p> <p>You Have Been Summoned Level Up (7) - When you recruit your first character each turn, if you spent all of your recruit points from this turn on it, the Maestro gains that many XP.</p>	<p>Summoner Build [Intellect]: Search your deck for a [Red Team] supporting character, reveal it, and put it into your hand.</p> <p>You Have Been Summoned Level Up (7) - When you recruit your first character each turn, if you spent all of your recruit points from this turn on it, the Maestro gains that many XP.</p>	
CV3-004	The Maestro	Main Character	L2		8	8	6			<p>Battle-Weapon of an Army of Champions Build [SKILL]: Search your deck for an equipment and reveal it. Play it for free onto the Maestro, ignoring team restrictions. At the start of your next turn, shuffle it into its owner's deck.</p> <p>God-King of Battleground While the Iso-Sphere is equipped to the Maestro, it can't be KO'd or unequipped from him, and it loses You Gotta Want It More.</p>	<p>Battle-Weapon of an Army of Champions Build [Skill]: Search your deck for an equipment and reveal it. Play it for free onto the Maestro, ignoring team restrictions. At the start of your next turn, shuffle it into its owner's deck.</p> <p>God-King of Battleground While the Iso-Sphere is equipped to the Maestro, it can't be KO'd or unequipped from him, and it loses You Gotta Want It More.</p>	
CV3-005	The Grandmaster	Main Character	L1	Yellow Team	0	5	6			<p>Team Up [Yellow Team] Each supporting character on your side is also a [YELLOW TEAM] supporting character.</p> <p>Welcome to Battleground Level Up (13) - At the start your Main Phase, Grandmaster gains 1 XP for each [Yellow Team] character on your side.</p>	<p>Team Up [Yellow Team] Each supporting character on your side is also a [Yellow Team] supporting character.</p> <p>Welcome to Battleground Level Up (13) - At the start your Main Phase, Grandmaster gains 1 XP for each [Yellow Team] character on your side.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
CV3-006	The Grandmaster	Main Character	L2	Yellow Team	0	10	6			<p>The Contest of Champions Reaction [ENERGY] or [INTELLECT] or [SKILL]: At the end of an enemy turn, reveal the top card of the Battleworld pile. The game enters that Domain.</p> <p>Respect Your Elders [ANYTURN] Combat [MIGHT]: Grandmaster gains Elder of the Universe this combat (<i>If he gets stunned, he doesn't get wounded.</i>)</p>	<p>The Contest of Champions Reaction [Energy] or [Intellect] or [Skill]: At the end of an enemy turn, reveal the top card of the Battleworld pile. The game enters that Domain.</p> <p>Respect Your Elders [Anyturn] Combat [Might]: Grandmaster gains Elder of the Universe this combat (<i>If he gets stunned, he doesn't get wounded.</i>)</p>	
CV3-007	Guillotine	Supporting Character	4	Champions/ Red Team	7	6	1			<p>La Fleur du Mal Once in each combat Guillotine is in, you may make the enemy player "Pass" when they could take an action.</p>	<p>La Fleur du Mal Once in each combat Guillotine is in, you may make the enemy player "Pass" when they could take an action.</p>	La Fleur du Mal lets you force your opponent to "pass priority" while in combat.
CV3-008	Night Thrasher	Supporting Character	3	Red Team	6	1	1		X	<p>Bulletproof Characters with [RANGE] can't strike Night Thrasher. (<i>Even in melee combat.</i>)</p> <p>Mobile Once per turn during your Main Phase but not during combat, you may move Night Thrasher to your front or back row.</p> <p>Weapons Designer You pay 2 less to play equipment onto Night Thrasher.</p>	<p>Bulletproof Characters with [Range] can't strike Night Thrasher. (<i>Even in melee combat.</i>)</p> <p>Mobile Once per turn during your Main Phase but not during combat, you may move Night Thrasher to your front or back row.</p> <p>Weapons Designer You pay 2 less to play equipment onto Night Thrasher.</p>	
CV3-009	Outlaw	Supporting Character	2	Red Team	7	3	1		X	<p>Non-Lethal If Outlaw would wound an enemy defender, it doesn't get wounded instead.</p> <p>I Got Sick of Killing People At the start of your Build Phase, if Outlaw is equipped with a One of a Kind equipment, you may KO it. If you do, characters can't attack until the start of your next turn.</p>	<p>Non-Lethal If Outlaw would wound an enemy defender, it doesn't get wounded instead.</p> <p>I Got Sick of Killing People At the start of your Build Phase, if Outlaw is equipped with a One of a Kind equipment, you may KO it. If you do, characters can't attack until the start of your next turn.</p>	
CV3-010	Punisher 2099	Supporting Character	5	Yellow Team	7	3	1		X	<p>Extremely Lethal When Punisher 2099 powers up with a copy of this card in combat, if he wounds a defender this combat it gains an additional wound.</p>	<p>Extremely Lethal When Punisher 2099 powers up with a copy of this card in combat, if he wounds a defender this combat it gains an additional wound.</p>	This will cause an additional wound for each card discarded this way.
CV3-011	Iso-Sphere	Equipment	1	MARVEL						<p>One of a Kind, Infinity You Gotta Want It More At the end of your turn, start a Battle of Wills for the Iso-Sphere.</p> <p>Infused with the Power Primordial Equipped character has +1/+1 for each resource on your side.</p> <p>Everyone's Unlikable When They're Angry While a character is defending, the player on that side may discard a plot twist any time they could play an [ANYTURN] Combat plot twist. If they do, put two +1/+1 counters on that character.</p>	<p>One of a Kind, Infinity You Gotta Want It More At the end of your turn, start a Battle of Wills for the Iso-Sphere.</p> <p>Infused with the Power Primordial Equipped character has +1/+1 for each resource on your side.</p> <p>Everyone's Unlikable When They're Angry While a character is defending, the player on that side may discard a plot twist any time they could play an [Anyturn] Combat plot twist. If they do, put two +1/+1 counters on that character.</p>	Battle of Wills requires characters to bid how many power symbols they'll pay to take control of the Iso-Sphere. The equipped character starts the bidding. Then the next player either chooses a face-up character on their side to bid a higher number or pass. If they pass, they're out of the Battle of Wills. The winning character pays the winning number of power symbols from their resource row (no discarding from hand) and the Iso-Sphere is moved to that character
CV3-012	Arcadia	Battleworld Domain								<p>Zombie Apocalypse At the start of each player's turn, they may put a supporting character from their KO pile onto their side, and it has "Zombie" at the start of its name.</p> <p>When the game leaves The Deadlands, KO each of those Zombies.</p>	<p>Zombie Apocalypse At the start of each player's turn, they may put a supporting character from their KO pile onto their side, and it has "Zombie" at the start of its name.</p> <p>When the game leaves The Deadlands, KO each of those Zombies.</p>	Full descriptions of the Battleworld Domain can be found in the Crossover Volume 3 Rulebook.
CV3-013	The Deadlands	Battleworld Domain								<p>Zombie Apocalypse At the start of each player's turn, they may put a supporting character from their KO pile onto their side, and it has "Zombie" at the start of its name.</p> <p>When the game leaves The Deadlands, KO each of those Zombies.</p>	<p>Zombie Apocalypse At the start of each player's turn, they may put a supporting character from their KO pile onto their side, and it has "Zombie" at the start of its name.</p> <p>When the game leaves The Deadlands, KO each of those Zombies.</p>	Full descriptions of the Battleworld Domain can be found in the Crossover Volume 3 Rulebook.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
CV3-014	Dystopia	Battleworld Domain								<p>Wishing Well At the start of each player's Build Phase, they may put a card from their hand on the bottom of their deck. If they do, they name a character, then reveal the top card of their deck. They may put a revealed character with that name onto their side. Otherwise, they put that card into their hand.</p> <p>If the Maestro is on their side, they may reveal two cards instead.</p>	<p>Wishing Well At the start of each player's Build Phase, they may put a card from their hand on the bottom of their deck. If they do, they name a character, then reveal the top card of their deck. They may put a revealed character with that name onto their side. Otherwise, they put that card into their hand.</p> <p>If the Maestro is on their side, they may reveal two cards instead.</p>	Full descriptions of the Battleworld Domain can be found in the Crossover Volume 3 Rulebook.
CV3-015	Greenland	Battleworld Domain								<p>Super Smash Locations only produce [MIGHT] power symbols.</p> <p>Characters have:</p> <p>*Me Angry! Main [MIGHT]: Put three +1/+1 counters on this character."</p>	<p>Super Smash Locations only produce [Might] power symbols.</p> <p>Characters have:</p> <p>*Me Angry! Main [Might]: Put three +1/+1 counters on this character."</p>	Full descriptions of the Battleworld Domain can be found in the Crossover Volume 3 Rulebook.
CV3-016	Hydra Empire	Battleworld Domain								<p>Hail Hydra! Characters on each side and in each player's hand have Soldier. (When this character appears, put -1/-1 counters equal to the number of Soldiers on your side onto an enemy supporting character.)</p>	<p>Hail Hydra! Characters on each side and in each player's hand have Soldier. (When this character appears, put -1/-1 counters equal to the number of Soldiers on your side onto an enemy supporting character.)</p>	Full descriptions of the Battleworld Domain can be found in the Crossover Volume 3 Rulebook.
CV3-017	Killiseum	Battleworld Domain								<p>Arcade Game At the start of each player's turn, they may start a Gladiatorial Game. If they do, each player may choose a supporting character in their hand as a Gladiator. Then each player puts their Gladiators into their front row at the same time, then puts -1/-1 counters on each Gladiator equal to the other's printed ATK. KO Gladiators stunned this way.</p>	<p>Arcade Game At the start of each player's turn, they may start a Gladiatorial Game. If they do, each player may choose a supporting character in their hand as a Gladiator. Then each player puts their Gladiators into their front row at the same time, then puts -1/-1 counters on each Gladiator equal to the other's printed ATK. KO Gladiators stunned this way.</p>	Full descriptions of the Battleworld Domain can be found in the Crossover Volume 3 Rulebook.
CV3-018	Perfection	Battleworld Domain								<p>Droning On and On At the start of each player's Main Phase, they may choose a face-up supporting character on their side. If they do, they put three token copies of that character with Swarm onto their side. KO them at the end of the turn.</p>	<p>Droning On and On At the start of each player's Main Phase, they may choose a face-up supporting character on their side. If they do, they put three token copies of that character with Swarm onto their side. KO them at the end of the turn.</p>	Full descriptions of the Battleworld Domain can be found in the Crossover Volume 3 Rulebook.
CV3-019	Technopolis	Battleworld Domain								<p>Know-It-Alls Characters have Genius. (At the start of your turn, draw a card.)</p>	<p>Know-It-Alls Characters have Genius. (At the start of your turn, draw a card.)</p>	Full descriptions of the Battleworld Domain can be found in the Crossover Volume 3 Rulebook.
CV3-020	Ultimate End	Battleworld Domain								<p>Made in Manhattan At the start of each player's turn, they draw a Terrain - City card and place it.</p> <p>When the game leaves Ultimate End, remove each of those Terrains from the game.</p>	<p>Made in Manhattan At the start of each player's turn, they draw a Terrain - City card and place it.</p> <p>When the game leaves Ultimate End, remove each of those Terrains from the game.</p>	Full descriptions of the Battleworld Domain can be found in the Crossover Volume 3 Rulebook.
CV3-021	Valley of Flame	Battleworld Domain								<p>The Devil's in the Dinosaur Characters with neither [FLIGHT] nor [RANGE] have Ferocious. (While in melee combat, they strike before characters without Ferocious.)</p>	<p>The Devil's in the Dinosaur Characters with neither [Flight] nor [Range] have Ferocious. (While in melee combat, they strike before characters without Ferocious.)</p>	Full descriptions of the Battleworld Domain can be found in the Crossover Volume 3 Rulebook.
CV3-022	Warzone	Battleworld Domain								<p>The Divide When the game enters this Domain, randomly choose one side to be The Iron and one side to be The Blue.</p> <p>The Iron: Characters on this side have +2/+0 on their turn. The Blue: Characters on this side have +0/+4 on their turn.</p>	<p>The Divide When the game enters this Domain, randomly choose one side to be The Iron and one side to be The Blue.</p> <p>The Iron: Characters on this side have +2/+0 on their turn. The Blue: Characters on this side have +0/+4 on their turn.</p>	Full descriptions of the Battleworld Domain can be found in the Crossover Volume 3 Rulebook.
CV3-023	Weirdworld	Battleworld Domain								<p>A Place That Can Never Be Fully Known At the end of each player's turn, they may put any number of supporting characters on their side into their resource row face down.</p>	<p>A Place That Can Never Be Fully Known At the end of each player's turn, they may put any number of supporting characters on their side into their resource row face down.</p>	Full descriptions of the Battleworld Domain can be found in the Crossover Volume 3 Rulebook.
CV3-024	Alley	Terrain - City								<p>Placement: Either of your rows (One character)</p> <p>Dark and Dingy The character here loses and can't gain [FLIGHT] and can't be attacked by characters with [FLIGHT].</p>	<p>Placement: Either of your rows (One character)</p> <p>Dark and Dingy The character here loses and can't gain [Flight] and can't be attacked by characters with [Flight].</p>	Full descriptions of the Terrain can be found in the Crossover Volume 3 Rulebook.
CV3-025	Construction Site	Terrain - City								<p>Placement: Either of your rows (One character)</p> <p>The Right Tool for the Job At the start of your Main Phase, put a +1/+1 counter on the character here.</p>	<p>Placement: Either of your rows (One character)</p> <p>The Right Tool for the Job At the start of your Main Phase, put a +1/+1 counter on the character here.</p>	Full descriptions of the Terrain can be found in the Crossover Volume 3 Rulebook.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
CV3-026	Downed Power Lines	Terrain - City								Placement: Enemy front row (All characters) Live Wires When a character without [FLIGHT] in this row attacks, put a -1/-1 counter on it.	Placement: Enemy front row (All characters) Live Wires When a character without [Flight] in this row attacks, put a -1/-1 counter on it.	Full descriptions of the Terrain can be found in the Crossover Volume 3 Rulebook.
CV3-027	Dump Truck	Terrain - City								Placement: Either of your rows (All characters) Dump If a character in this row would gain any -1/-1 counters, put them here instead. Truck You may move this during your Formation Step.	Placement: Either of your rows (All characters) Dump If a character in this row would gain any -1/-1 counters, put them here instead. Truck You may move this during your Formation Step.	Full descriptions of the Terrain can be found in the Crossover Volume 3 Rulebook.
CV3-028	Dumpster	Terrain - City								Placement: Either of your rows (Two characters) Dive for Cover Characters here have +0/+3 while defending against a ranged attack.	Placement: Either of your rows (Two characters) Dive for Cover Characters here have +0/+3 while defending against a ranged attack.	Full descriptions of the Terrain can be found in the Crossover Volume 3 Rulebook.
CV3-029	Public Park	Terrain - City								Placement: Either enemy row (All characters) Wide Open Spaces Characters in this row can't gain DEF from plot twists.	Placement: Either enemy row (All characters) Wide Open Spaces Characters in this row can't gain DEF from plot twists.	Full descriptions of the Terrain can be found in the Crossover Volume 3 Rulebook.
CV3-030	River	Terrain - City								Placement: Either enemy row (All characters) All Wet Characters in this row have -2/-0 while defending.	Placement: Either enemy row (All characters) All Wet Characters in this row have -2/-0 while defending.	Full descriptions of the Terrain can be found in the Crossover Volume 3 Rulebook.
CV3-031	Rooftops	Terrain - City								Placement: Your back row (All characters) Up on the Rooftop While ranged attacking, characters in this row have +1/+0 and can't be struck back.	Placement: Your back row (All characters) Up on the Rooftop While ranged attacking, characters in this row have +1/+0 and can't be struck back.	Full descriptions of the Terrain can be found in the Crossover Volume 3 Rulebook.
CV3-032	Street Light	Terrain - City								Placement: Either of your rows (One character) The character here has: *Power to the People Main [ENERGY] or [INTELLECT] or [MIGHT] or [SKILL]: Put two -1/-1 counters divided as you choose on up to two enemy characters."	Placement: Either of your rows (One character) The character here has: *Power to the People Main [Energy] or [Intellect] or [Might] or [Skill]: Put two -1/-1 counters divided as you choose on up to two enemy characters."	Full descriptions of the Terrain can be found in the Crossover Volume 3 Rulebook.
CV3-033	Taxi	Terrain - City								Placement: Your front row (One character) Hailing Distance During your Main Phase but not during combat, you may move the Taxi and its passenger to your back row, remove the passenger from the Taxi, then move the Taxi back to your front row.	Placement: Your front row (One character) Hailing Distance During your Main Phase but not during combat, you may move the Taxi and its passenger to your back row, remove the passenger from the Taxi, then move the Taxi back to your front row.	Full descriptions of the Terrain can be found in the Crossover Volume 3 Rulebook.
CV3-034	Assassination Plot	Story Mode								Player A's main character is trying to kill Player B's main character. Part 1: Create the Plan Player A Wins: You're able to scope out the layout of the enemy HQ. For Part 2 you start with two extra cards. Player B Wins: You detect some lurking enemies, and raise the alert level. Secretly name a supporting character in your deck to be a Bodyguard for the rest of the story. Part 2: Get Into Position Player A Wins: Your plan is to attack from all angles. Secretly name a supporting character in your deck to be a Deadly Assassin and a supporting character in Player B's deck to be an Infiltrator for Part 3. Player B Wins: You've repelled an attempt to turn your closest advisors. But the danger persists. Player A secretly names a supporting character in their deck to be a Deadly Assassin for Part 3.	Player A's main character is trying to kill Player B's main character. Part 1: Create the Plan Player A Wins: You're able to scope out the layout of the enemy HQ. For Part 2 you start with two extra cards. Player B Wins: You detect some lurking enemies, and raise the alert level. Secretly name a supporting character in your deck to be a Bodyguard for the rest of the story. Part 2: Get Into Position Player A Wins: Your plan is to attack from all angles. Secretly name a supporting character in your deck to be a Deadly Assassin and a supporting character in Player B's deck to be an Infiltrator for Part 3. Player B Wins: You've repelled an attempt to turn your closest advisors. But the danger persists. Player A secretly names a supporting character in their deck to be a Deadly Assassin for Part 3.	Full descriptions of the Story Mode can be found in the Crossover Volume 3 Rulebook.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
CV3-035	Death of a Loved One	Story Mode								<p>Someone has been caught in the crossfire. Player A's main character is a killer.</p> <p><u>Part 1: A Hole in Your Heart</u> Player A Wins: <i>Did you go too far?</i> Choose a supporting character in Player B's KO pile. That character is dead rest of the story. (Remove each copy of it from Player B's deck before Part 2.) Player B Wins: <i>You can't save everyone.</i> Same as above, but you choose the character.</p> <p><u>Part 2: Cold Dish</u> Player A Wins: <i>Salt in the wounds.</i> Player B's main character starts Part 3 with a wound. Player B Wins: <i>Violence doesn't solve anything?</i> Your main character has Violent in Part 3.</p> <p><u>Part 3: Final Showdown</u> Player A Wins: <i>This weakling deserves it!</i> Player B Wins: <i>Do you strike the killing blow?</i></p>	<p>Someone has been caught in the crossfire. Player A's main character is a killer.</p> <p><u>Part 1: A Hole in Your Heart</u> Player A Wins: <i>Did you go too far?</i> Choose a supporting character in Player B's KO pile. That character is dead rest of the story. (Remove each copy of it from Player B's deck before Part 2.) Player B Wins: <i>You can't save everyone.</i> Same as above, but you choose the character.</p> <p><u>Part 2: Cold Dish</u> Player A Wins: <i>Salt in the wounds.</i> Player B's main character starts Part 3 with a wound. Player B Wins: <i>Violence doesn't solve anything?</i> Your main character has Violent in Part 3.</p> <p><u>Part 3: Final Showdown</u> Player A Wins: <i>This weakling deserves it!</i> Player B Wins: <i>Do you strike the killing blow?</i></p>	Full descriptions of the Story Mode can be found in the Crossover Volume 3 Rulebook.
CV3-036	Epic Quest	Story Mode								<p>Player A's main character is on a quest for...something.</p> <p><u>Part 1: Searching</u> Player A Wins: <i>You finally know where it is.</i> Name a location in your deck as the Site. Player B Wins: <i>You obscure the path.</i> Same as above, but you name the Site.</p> <p><u>Part 2: Discovering</u> Player A Wins: <i>You reveal to the universe what you're seeking.</i> Name a One of a Kind equipment not in your deck as the Item and shuffle it into your deck for Part 3. (Ignore play restrictions for the Item in Part 3.) Player B Wins: <i>You plant some intel about another option.</i> Same as above, but you name the Item.</p> <p><u>Part 3: Contesting</u> Player A Wins and Has Played a Copy of the Site and the Item this game: <i>What do you do with your new unlimited cosmic power?</i></p>	<p>Player A's main character is on a quest for...something.</p> <p><u>Part 1: Searching</u> Player A Wins: <i>You finally know where it is.</i> Name a location in your deck as the Site. Player B Wins: <i>You obscure the path.</i> Same as above, but you name the Site.</p> <p><u>Part 2: Discovering</u> Player A Wins: <i>You reveal to the universe what you're seeking.</i> Name a One of a Kind equipment not in your deck as the Item and shuffle it into your deck for Part 3. (Ignore play restrictions for the Item in Part 3.) Player B Wins: <i>You plant some intel about another option.</i> Same as above, but you name the Item.</p> <p><u>Part 3: Contesting</u> Player A Wins and Has Played a Copy of the Site and the Item this game: <i>What do you do with your new unlimited cosmic power?</i></p>	Full descriptions of the Story Mode can be found in the Crossover Volume 3 Rulebook.
CV3-037	Galactic Game	Story Mode								<p>Setup: Create a Patchwork Planet.</p> <p><u>Part 1: Where Are We?</u> Player A Wins: <i>You'll play their little game. And win.</i> Add a marker to a location adjacent to your marked location on the Patchwork Planet. Player B Wins: <i>What kind of twisted place is this? Well, you're not gonna back down.</i> Same as above.</p> <p><u>Part 2: This Place Seems Familiar</u> Player A Wins: <i>You're starting to get the hang of this. And you sort of like it.</i> Add two markers, one at a time, to any unmarked locations adjacent to one of your marked locations. Player B Wins: <i>No one will stand in your way of winning, and getting back home.</i> Same as above.</p> <p><u>Part 3: Now I'm Ready To Leave</u> Player A Wins: <i>You won this whole thing. For whatever that's worth...</i></p>	<p>Setup: Create a Patchwork Planet.</p> <p><u>Part 1: Where Are We?</u> Player A Wins: <i>You'll play their little game. And win.</i> Add a marker to a location adjacent to your marked location on the Patchwork Planet. Player B Wins: <i>What kind of twisted place is this? Well, you're not gonna back down.</i> Same as above.</p> <p><u>Part 2: This Place Seems Familiar</u> Player A Wins: <i>You're starting to get the hang of this. And you sort of like it.</i> Add two markers, one at a time, to any unmarked locations adjacent to one of your marked locations. Player B Wins: <i>No one will stand in your way of winning, and getting back home.</i> Same as above.</p> <p><u>Part 3: Now I'm Ready To Leave</u> Player A Wins: <i>You won this whole thing. For whatever that's worth...</i></p>	Full descriptions of the Story Mode can be found in the Crossover Volume 3 Rulebook.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
CV3-038	Time Traveler	Story Mode								<p>Travel to the past to try to change your present. Player A's main character is a time traveler.</p> <p><u>Part 1: Arrival</u> Player A Wins: <i>Your advanced technology and knowledge help you win easily. Now you can show your true self.</i> Your main character starts Part 2 at Level 2. Player B Wins: <i>Now you have some experience with this time travel stuff.</i> Your main character starts Part 2 with 1 XP.</p> <p><u>Part 2: Beyond Your Comprehension</u> Player A Wins: <i>Hard to believe this is the same planet. Time to unleash everything you got.</i> You start Part 3 with ten resources and resources can't appear on your side. During your Resource Step, you must KO a resource instead. Player B Wins: <i>You barely survive. What's next?</i> Same as above, except Player A starts with seven resources.</p> <p><u>Part 3: Forever Changed</u> Player A wins: <i>You have changed the past, but do you even remember doing it?</i> Play this story again.</p>	<p>Travel to the past to try to change your present. Player A's main character is a time traveler.</p> <p><u>Part 1: Arrival</u> Player A Wins: <i>Your advanced technology and knowledge help you win easily. Now you can show your true self.</i> Your main character starts Part 2 at Level 2. Player B Wins: <i>Now you have some experience with this time travel stuff.</i> Your main character starts Part 2 with 1 XP.</p> <p><u>Part 2: Beyond Your Comprehension</u> Player A Wins: <i>Hard to believe this is the same planet. Time to unleash everything you got.</i> You start Part 3 with ten resources and resources can't appear on your side. During your Resource Step, you must KO a resource instead. Player B Wins: <i>You barely survive. What's next?</i> Same as above, except Player A starts with seven resources.</p> <p><u>Part 3: Forever Changed</u> Player A wins: <i>You have changed the past, but do you even remember doing it?</i> Play this story again.</p>	Full descriptions of the Story Mode can be found in the Crossover Volume 3 Rulebook.
CV3-039	Death	Boss Battle								<p>When a location appears on your side, if it's:</p> <p>[ENERGY] I Meet So Many People: Each player puts the top three cards of their deck into their KO pile.</p> <p>[INTELLECT] I Shall Bring You Peace: KO a supporting character on each enemy side.</p> <p>[MIGHT] Trapped With Death: Put a +1/+1 counter on Death for each character in your KO pile.</p> <p>[SKILL] Let the Games Begin: Until your next Build Phase, draw an additional card from Mistress of the Infinity Well, double the counters from Cosmic Balance, and both powers are turned off on enemy turns.</p>	<p>When a location appears on your side, if it's:</p> <p>[Energy] I Meet So Many People: Each player puts the top three cards of their deck into their KO pile.</p> <p>[Intellect] I Shall Bring You Peace: KO a supporting character on each enemy side.</p> <p>[Might] Trapped With Death: Put a +1/+1 counter on Death for each character in your KO pile.</p> <p>[Skill] Let the Games Begin: Until your next Build Phase, draw an additional card from Mistress of the Infinity Well, double the counters from Cosmic Balance, and both powers are turned off on enemy turns.</p>	Full descriptions of the Boss Battle Mode can be found in the Crossover Volume 3 Rulebook.
CV3-040	Fin Fang Foom	Boss Battle								<p>[HUMANITY] I Have Awakened: Put two +1/+1 counters on Fin Fang Foom. If he is Hibernating, hibernation ends and put an additional five +1/+1 counters on him.</p> <p>[ENERGY] Greater Acid Mist: Put two -1/-1 counters on each enemy character.</p> <p>[INTELLECT] Time for You All to Spill Blood: Draw a card, then draw another card for each enemy character with a -1/-1 counter.</p> <p>[MIGHT] No Place in the Universe Will Give You Safety: Fin Fang Foom has +5/+5 and is Solitary and Massive this turn (<i>He can't team attack and attacks rows instead of characters.</i>)</p> <p>Mu: Choose one of the effects above; or once per game, heal all wounds from Fin Fang Foom and transform him into a [MONSTERS] Fin Fang Foom supporting character. He becomes a main character.</p>	<p>When a location appears on your side, if it's:</p> <p>[Humanity] I Have Awakened: Put two +1/+1 counters on Fin Fang Foom. If he is Hibernating, hibernation ends and put an additional five +1/+1 counters on him.</p> <p>[Energy] Greater Acid Mist: Put two -1/-1 counters on each enemy character.</p> <p>[Intellect] Time for You All to Spill Blood: Draw a card, then draw another card for each enemy character with a -1/-1 counter.</p> <p>[Might] No Place in the Universe Will Give You Safety: Fin Fang Foom has +5/+5 and is Solitary and Massive this turn (<i>He can't team attack and attacks rows instead of characters.</i>)</p> <p>Mu: Choose one of the effects above; or once per game, heal all wounds from Fin Fang Foom and transform him into a [Monsters] Fin Fang Foom supporting character. He becomes a main character.</p>	Full descriptions of the Boss Battle Mode can be found in the Crossover Volume 3 Rulebook.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
CV3-041	Leviathon Mother	Boss Battle								<p>When a location appears on your side, if it's:</p> <p>[ALIEN] Defend Your Mother: Reveal cards from the top of your deck until you reveal a One of a Kind [LEVIATHON] character. Put it onto your side. Shuffle the rest of the cards into your deck.</p> <p>[INTELLECT] The Time of Nesting is Here: Draw a card, then draw another card for each One of a Kind character on your side.</p> <p>[MIGHT] Face Me and Die: Put four +1/+1 counters on the Leviathon Mother and two +1/+1 counters on each One of a Kind character on your side.</p> <p>[SKILL] This Planet Angers Me: Stun a supporting character on each enemy side.</p> <p>The Desecrated Nest: Choose one of the effects above; or put each Leviathon Servitor from your KO pile onto your side.</p>	<p>When a location appears on your side, if it's:</p> <p>[Alien] Defend Your Mother: Reveal cards from the top of your deck until you reveal a One of a Kind [Leviathon] character. Put it onto your side. Shuffle the rest of the cards into your deck.</p> <p>[Intellect] The Time of Nesting is Here: Draw a card, then draw another card for each One of a Kind character on your side.</p> <p>[Might] Face Me and Die: Put four +1/+1 counters on the Leviathon Mother and two +1/+1 counters on each One of a Kind character on your side.</p> <p>[Skill] This Planet Angers Me: Stun a supporting character on each enemy side.</p> <p>The Desecrated Nest: Choose one of the effects above; or put each Leviathon Servitor from your KO pile onto your side.</p>	Full descriptions of the Boss Battle Mode can be found in the Crossover Volume 3 Rulebook.
CV3-042	Thanos	Boss Battle								<p>When a location appears on your side, if it's:</p> <p>[ENERGY] I Hold the Galaxy in My Palm: Daze up to three enemy characters.</p> <p>[INTELLECT] I Am Thanos: Draw a card, then draw cards equal to Thanos's level.</p> <p>[MIGHT] I Had to Be Faithful to My Nature: Thanos strikes a supporting character on each enemy side, with double his ATK. KO each character wounded this way.</p> <p>[SKILL] Behind Each Door Waits Further Treasures: Search your deck for a card and put it into your hand.</p> <p>The Vault or Sokovia: Choose one of the effects above.</p> <p>Titan: Choose a supporting character on your side to gain Eternal. <i>(If it would leave play, you may put it into its owner's hand instead).</i></p>	<p>When a location appears on your side, if it's:</p> <p>[Energy] I Hold the Galaxy in My Palm: Daze up to three enemy characters.</p> <p>[Intellect] I Am Thanos: Draw a card, then draw cards equal to Thanos's level.</p> <p>[Might] I Had to Be Faithful to My Nature: Thanos strikes a supporting character on each enemy side, with double his ATK. KO each character wounded this way.</p> <p>[Skill] Behind Each Door Waits Further Treasures: Search your deck for a card and put it into your hand.</p> <p>The Vault or Sokovia: Choose one of the effects above.</p> <p>Titan: Choose a supporting character on your side to gain Eternal. <i>(If it would leave play, you may put it into its owner's hand instead).</i></p>	Full descriptions of the Boss Battle Mode can be found in the Crossover Volume 3 Rulebook.
CV3-043	Ultron	Boss Battle								<p>When a location appears on your side, if it's:</p> <p>[ENERGY] Age of Ultron: The first time an Ultron on your side uses a super power this turn, it pays one less power symbol.</p> <p>[INTELLECT] I Will Be Unstoppable: Put the top card of your deck face down into your resource row. If it's a location, you may place it face up instead. <i>(This could trigger one of these abilities again.)</i></p> <p>[MIGHT] We Are Ultron: Put three +1/+1 counters on each Ultron on your side.</p> <p>[SKILL] Innovation is the Ultimate Weapon: Reveal the top six cards of your deck. Put each revealed Ultron onto your side. Shuffle the rest of the cards into your deck.</p> <p>The Vault or Sokovia: Choose one of the effects above; or have the game enter the Perfection Battleground Domain.</p>	<p>When a location appears on your side, if it's:</p> <p>[Energy] Age of Ultron: The first time an Ultron on your side uses a super power this turn, it pays one less power symbol.</p> <p>[Intellect] I Will Be Unstoppable: Put the top card of your deck face down into your resource row. If it's a location, you may place it face up instead. <i>(This could trigger one of these abilities again.)</i></p> <p>[Might] We Are Ultron: Put three +1/+1 counters on each Ultron on your side.</p> <p>[Skill] Innovation is the Ultimate Weapon: Reveal the top six cards of your deck. Put each revealed Ultron onto your side. Shuffle the rest of the cards into your deck.</p> <p>The Vault or Sokovia: Choose one of the effects above; or have the game enter the Perfection Battleground Domain.</p>	Full descriptions of the Boss Battle Mode can be found in the Crossover Volume 3 Rulebook.
MOE-001	Dr. Henry Pym	Main Character	L1	Avengers	0	6	5			<p>AKA Ant-Man, Giant-Man</p> <p>Research Main [INTELLECT]: Draw a card.</p> <p>Discovery of a Lifetime Level Up (3) - When Hank dose Research, he gains a1 XP. When he levels up, he can level up into either Level 2 Ant-Man or Level 2 Giant-Man.</p>	<p>AKA Ant-Man, Giant-Man</p> <p>Research Main [Intellect]: Draw a card.</p> <p>Discovery of a Lifetime Level Up (3) - When Hank dose Research, he gains a1 XP. When he levels up, he can level up into either Level 2 Ant-Man or Level 2 Giant-Man.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MOE-002	Ant-Man	Main Character	L2	Avengers	4	10	5			AKA Giant-Man Pym Particles - Increase Main [ENERGY] or [INTELLECT]: Ant-Man transforms into [AVENGERS] Giant-Man Level 2. Shrink When Ant-Man gets attacked for the first time each turn, you may cancel the attack.	AKA Giant-Man Pym Particles - Increase Main [Energy] or [Intellect]: Ant-Man transforms into [Avengers] Giant-Man Level 2. Shrink When Ant-Man gets attacked for the first time each turn, you may cancel the attack.	
MOE-003	Giant-Man	Main Character	L2	Avengers	7	7	5			AKA Ant-Man Pym Particles - Decrease Main [ENERGY] or [INTELLECT]: Giant-Man transforms into [AVENGERS] Ant-Man Level 2. Grow When Giant-Man attacks for the first time each turn, he gets +7/+7 this combat.	AKA Ant-Man Pym Particles - Decrease Main [Energy] or [Intellect]: Giant-Man transforms into [Avengers] Ant-Man Level 2. Grow When Giant-Man attacks for the first time each turn, he gets +7/+7 this combat.	
MOE-004	Baron Zemo	Main Character	L1	Masters of Evil	2	5	5		X	I've Waited Decades for This Build [SKILL]: You pay one less to recruit [MASTERS of EVIL] supporting characters this turn. Master of Evil Level Up (10) - When you recruit a [Masters of Evil] character, Zemo gains XP equal to its printed cost.	I've Waited Decades for This Build [Skill]: You pay one less to recruit [Masters of Evil] supporting characters this turn. Master of Evil Level Up (10) - When you recruit a [Masters of Evil] character, Zemo gains XP equal to its printed cost.	
MOE-005	Baron Zemo	Main Character	L2	Masters of Evil	5	8	5		X	I've Waited Decades for This Build [SKILL]: You pay one less to recruit [MASTERS of EVIL] supporting characters this turn. X Marks the Spot Main [INTELLECT]: Choose an enemy row, then choose one — Adhesive X: Characters there are Immobile until your next turn. Formula X: Characters there can't strike this turn. Particle X: Destroy each equipment there.	I've Waited Decades for This Build [Skill]: You pay one less to recruit [Masters of Evil] supporting characters this turn. X Marks the Spot Main [Intellect]: Choose an enemy row, then choose one — Adhesive X: Characters there are Immobile until your next turn. Formula X: Characters there can't strike this turn. Particle X: Destroy each equipment there.	
MOE-006	Crimson Cowl	Main Character	L1	Masters of Evil	4	2	6	X	X	AKA Ultron Gas Pellet Pistol Main [SKILL]: Choose an enemy supporting character Crimson Cowl could attack, then choose one -- Sleeping Gas: Daze that character. Lethal Gas: Wound that character until it has one remaining health. Acquire Blueprints Level Up (2) - When you play an Avengers Mansion special location, Crimson Cowl gains 1 XP.	AKA Ultron Gas Pellet Pistol Main [Skill]: Choose an enemy supporting character Crimson Cowl could attack, then choose one -- Sleeping Gas: Daze that character. Lethal Gas: Wound that character until it has one remaining health. Acquire Blueprints Level Up (2) - When you play an Avengers Mansion special location, Crimson Cowl gains 1 XP.	
MOE-007	Ultron	Main Character	L2	Masters of Evil	10	4	6	X	X	Infiltrate the Mansion Ultron can use Avengers Mansions to pay for super powers. Eye Emitters Main [ENERGY]: Choose an enemy supporting character Ultron could attack, then choose one — Hypno-Beams: Ready that character and move it to your side. At the end of your turn, move it back. Ultron-Blasts: Wound that character.	Infiltrate the Mansion Ultron can use Avengers Mansions to pay for super powers. Eye Emitters Main [Energy]: Choose an enemy supporting character Ultron could attack, then choose one — Hypno-Beams: Ready that character and move it to your side. At the end of your turn, move it back. Ultron-Blasts: Wound that character.	
MOE-008	Melter	Supporting Character	1	Masters of Evil	2	1	1		X	Melting Ray Combat [SKILL]: Melter gets +5/+0 this combat. You may KO an equipment on the defender. If the defender has "Iron" in its name, it can't strike this combat.	Melting Ray Combat [Skill]: Melter gets +5/+0 this combat. You may KO an equipment on the defender. If the defender has "Iron" in its name, it can't strike this combat.	
MOE-009	Utron	Supporting Character	2	Masters of Evil	3	1	1	X	X	Swarm You can have any number of characters named Ultron on your side. This power can't be turned off. The Living Automaton When another character with Swarm appears on your side, if it shares a name with a character on your side, draw a card.	Swarm You can have any number of characters named Ultron on your side. This power can't be turned off. The Living Automaton When another character with Swarm appears on your side, if it shares a name with a character on your side, draw a card.	Swarm characters with the same name who appear at the same time will let you draw for each.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MOE-010	Tiger Shark	Supporting Character	3	Masters of Evil	4	4	2			<p>Tough When Tiger Shark gets stunned, you may recover him. He still gets wounded.</p> <p>Adamantium Teeth When Tiger Shark strikes an enemy character in melee combat, if he doesn't stun it, put two -1/-1 counters on it.</p>	<p>Tough When Tiger Shark gets stunned, you may recover him. (He still gets wounded.)</p> <p>Adamantium Teeth When Tiger Shark strikes an enemy character in melee combat, if he doesn't stun it, put two -1/-1 counters on it.</p>	
MOE-011	Whirlwind	Supporting Character	4	Masters of Evil	6	4	1	X		<p>The Human Top Whirlwind can't be struck in melee combat.</p>	<p>The Human Top Whirlwind can't be struck in melee combat.</p>	
MOE-012	Radioactive Man	Supporting Character	5	Masters of Evil	7	4	2		X	<p>Hard Radiation At the end of your turn, put a -1/-1 counter on each character in the row in front of Radioactive Man.</p> <p>Radioactive Blast Main [MIGHT]: Double the -1/-1 counters on enemy front row characters.</p>	<p>Hard Radiation At the end of your turn, put a -1/-1 counter on each character in the row in front of Radioactive Man.</p> <p>Radioactive Blast Main [Might]: Double the -1/-1 counters on enemy front row characters.</p>	
MOE-013	Absorbing Man	Supporting Character	6	Masters of Evil	6	6	3			<p>The Most Dangerous Guy in the World At the start of your Main Phase, you may choose a basic location on any side with a name you haven't chosen for this character this game. If you do, he gets the following until the start of your next Main Phase:</p> <p>Academy: Genius Fortress: +5/+5 Laboratory: [RANGE] Training Ground: Stealth Earth: Tough Space: Indestructible</p>	<p>The Most Dangerous Guy in the World At the start of your Main Phase, you may choose a basic location on any side with a name you haven't chosen for this character this game. If you do, he gets the following until the start of your next Main Phase:</p> <p>Academy: Genius Fortress: +5/+5 Laboratory: [Range] Training Ground: Stealth Earth: Tough Space: Indestructible</p>	
MOE-014	Klaw	Supporting Character	7	Masters of Evil	10	6	1		X	<p>Indestructible Klaw can't be wounded.</p> <p>Sound Generation Main [ENERGY]: Push a front row enemy character to its back row and it loses and can't gain powers this turn.</p>	<p>Indestructible Klaw can't be wounded.</p> <p>Sound Generation Main [Energy]: Push a front row enemy character to its back row and it loses and can't gain powers this turn.</p>	
MOE-015	Bulldozer	Supporting Character	3	Masters of Evil	3	3	2			<p>One of a Kind, [MASTERS OF EVIL] Starting Main Character Required</p> <p>Wrecking Helmet Bulldozer can melee attack enemy resource rows.</p> <p>When he strikes a resource row, KO a number of random locations there equal to his ATK, then replace them with cards from the top of that player's deck, face down.</p> <p>Wrecking Crew Bulldozer has +2/+2 for each other Wrecking Crew character on your side.</p>	<p>One of a Kind, [Masters Of Evil] Starting Main Character Required</p> <p>Wrecking Helmet Bulldozer can melee attack enemy resource rows.</p> <p>When he strikes a resource row, KO a number of random locations there equal to his ATK, then replace them with cards from the top of that player's deck, face down.</p> <p>Wrecking Crew Bulldozer has +2/+2 for each other Wrecking Crew character on your side.</p>	Bulldozer can attack an enemy player's resource row even if that player has any face-up characters on their sides. There is no defending character, but the opponent still counts as the defending player.
MOE-016	Piledriver	Supporting Character	4	Masters of Evil	4	4	2			<p>One of a Kind, [MASTERS OF EVIL] Starting Main Character Required</p> <p>Wrecking Hands Piledriver can melee attack enemy hands.</p> <p>When he strikes a hand, discard a number of random cards there equal to his ATK, then that player draws that many.</p> <p>Wrecking Crew Piledriver has +2/+2 for each other Wrecking Crew character on your side.</p>	<p>One of a Kind, [Masters Of Evil] Starting Main Character Required</p> <p>Wrecking Hands Piledriver can melee attack enemy hands.</p> <p>When he strikes a hand, discard a number of random cards there equal to his ATK, then that player draws that many.</p> <p>Wrecking Crew Piledriver has +2/+2 for each other Wrecking Crew character on your side.</p>	Piledriver can attack an enemy player's hand even if that player has any face-up characters on their sides. There is no defending character, but the opponent still counts as the defending player.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MOE-017	Thunderball	Supporting Character	5	Masters of Evil	5	5	2			<p>One of a Kind, [MASTERS OF EVIL] Starting Main Character Required</p> <p>Wrecking Ball Thunderball can melee attack enemy decks.</p> <p>When he strikes an enemy deck, put a number of random cards from the top of it equal to his ATK into that player's KO pile.</p> <p>Wrecking Crew Thunderball has +2/+2 for each other Wrecking Crew character on your side.</p>	<p>One of a Kind, [Masters Of Evil] Starting Main Character Required</p> <p>Wrecking Ball Thunderball can melee attack enemy decks.</p> <p>When he strikes an enemy deck, put a number of random cards from the top of it equal to his ATK into that player's KO pile.</p> <p>Wrecking Crew Thunderball has +2/+2 for each other Wrecking Crew character on your side.</p>	Thunderball can attack an enemy player's deck even if that player has any face-up characters on their sides. There is no defending character, but the opponent still counts as the defending player.
MOE-018	Wrecker	Supporting Character	6	Masters of Evil	6	6	2			<p>One of a Kind, [MASTERS OF EVIL] Starting Main Character Required</p> <p>Wrecking Bar The Wrecker can melee attack enemy decks, hands, and resource rows.</p> <p>Wrecking Crew The Wrecker has +2/+2 for each other Wrecking Crew character on your side.</p>	<p>One of a Kind, [Masters Of Evil] Starting Main Character Required</p> <p>Wrecking Bar The Wrecker can melee attack enemy decks, hands, and resource rows.</p> <p>Wrecking Crew The Wrecker has +2/+2 for each other Wrecking Crew character on your side.</p>	Bulldozer can attack an enemy player's resource row/hand/deck even if that player has any face-up characters on their sides. There is no defending character, but the opponent still counts as the defending player.
MOE-019	Masters of Evil	Plot Twist		Masters of Evil						Main: Look at cards from the top of your deck equal to the highest cost of an Evil supporting character on your side. Put any number on top of your deck and the rest on the bottom.	Main: Look at cards from the top of your deck equal to the highest cost of an Evil supporting character on your side. Put any number on top of your deck and the rest on the bottom.	
MOE-020	Out of Time	Plot Twist		Masters of Evil						Build: Remove your main character and an enemy player's main character from the game with their counters and equipment. At the start of your next turn, each of those character's owners puts that character onto their side.	Build: Remove your main character and an enemy player's main character from the game with their counters and equipment. At the start of your next turn, each of those character's owners puts that character onto their side.	
MOE-021	Overwhelm	Plot Twist		Masters of Evil						Combat: Each attacker on your side gets +1/+1 this combat for each attacker on your side.	Combat: Each attacker on your side gets +1/+1 this combat for each attacker on your side.	
MOE-022	Castle Zemo	Special Location		Masters of Evil						[ENERGY] or [INTELLECT] or [MIGHT] or [SKILL] for a [Masters of Evil] character or a character with "Zemo" in its name.	[Energy] or [Intellect] or [Might] or [Skill] for a [Masters of Evil] character or a character with "Zemo" in its name.	
MYS-001	Doctor Strange	Main Character	L1	Avengers	1	5	5	X		<p>Doctor Turned Sorcerer At the start of the game, choose [ENERGY], [INTELLECT], [MIGHT], or [SKILL]. [AVENGERS] Doctor Strange Level 1 main characters on your side have Spellcaster of that type this game.</p> <p>Master of the Mystic Arts Level Up (2) - When Doctor Strange casts a Spell, he gains 1 XP.</p>	<p>Doctor Turned Sorcerer At the start of the game, choose [Energy], [Intellect], [Might], or [Skill]. [Avengers] Doctor Strange Level 1 main characters on your side have Spellcaster of that type this game.</p> <p>Master of the Mystic Arts Level Up (2) - When Doctor Strange casts a Spell, he gains 1 XP.</p>	
MYS-002	Doctor Strange	Main Character	L2	Avengers	5	8	5	X		<p>Sorcerer Supreme Doctor Strange is an [ENERGY], [INTELLECT], [MIGHT], and [SKILL] Spellcaster.</p> <p>By the Ageless Vishanti! Main [ENERGY] or [INTELLECT] or [MIGHT] or [SKILL]: Search your deck for a Spell, reveal it with a flourish, and put it into your hand. If the Book of Vishanti is equipped to Doctor Strange, he pays one less power symbol to use this power.</p>	<p>Sorcerer Supreme Doctor Strange is an [Energy], [Intellect], [Might], and [Skill] Spellcaster.</p> <p>By the Ageless Vishanti! Main [Energy] or [Intellect] or [Might] or [Skill]: Search your deck for a Spell, reveal it with a flourish, and put it into your hand. If the Book of Vishanti is equipped to Doctor Strange, he pays one less power symbol to use this power.</p>	Doctor Strange and Dr. Strange count as being the same name. A flourish is just a visual que magicians use to emphasize their movement.
MYS-003	Iron Fist	Main Character	L1	Defenders	2	5	5			<p>Martial Artist Iron Fist has +2/+2 in melee combat.</p> <p>Iron Fist Punch [ANYTURN] Combat [SKILL]: When Iron Fist strikes a character this combat, stun that character.</p> <p>Pass the Test Level Up (2) - When an enemy supporting character appears, Iron Fist may Challenge it unless there's already a character he's challenging on any side. When Iron Fist stuns a character he is challenging, he gains 1 XP.</p>	<p>Martial Artist Iron Fist has +2/+2 in melee combat.</p> <p>Iron Fist Punch [Anyturn] Combat [Skill]: When Iron Fist strikes a character this combat, stun that character.</p> <p>Pass the Test Level Up (2) - When an enemy supporting character appears, Iron Fist may Challenge it unless there's already a character he's challenging on any side. When Iron Fist stuns a character he is challenging, he gains 1 XP.</p>	When Iron Fist Challenges a character, it remains challenged by him until it leaves play. If Iron Fist stuns a character he's challenging and it stays in play, he is still challenging it.

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MYS-004	Iron Fist	Main Character	L2	Defenders	6	6	5			<p>Master Martial Artist Iron Fist has +4/+4 in melee combat.</p> <p>Master of the Iron Fist Punch [ANYTURN] Combat [SKILL]: When Iron Fist strikes a character this combat, stun that character. If it's a supporting character, KO it instead.</p>	<p>Master Martial Artist Iron Fist has +4/+4 in melee combat.</p> <p>Master of the Iron Fist Punch [Anyturn] Combat [Skill]: When Iron Fist strikes a character this combat, stun that character. If it's a supporting character, KO it instead.</p>	Iron Fist must actually strike to stun the character(He must be unstunned for combat resolution)
MYS-005	Dormammu	Main Character	L1	Supervillains	0	6	7	X		<p>[ENERGY] Spellcaster Dorammmu can cast [ENERGY] Spells.</p> <p>Ruler of the Dark Dimension Level Up (7) - At the end of your turn, Dormammu gains 1 XP for each location on your side with an [ENERGY] symbol.</p>	<p>[Energy] Spellcaster Dorammmu can cast [Energy] Spells.</p> <p>Ruler of the Dark Dimension Level Up (7) - At the end of your turn, Dormammu gains 1 XP for each location on your side with an [Energy] symbol.</p>	This will count any location that contains the [Energy] symbol even if it does not provide [Energy].
MYS-006	Dormammu	Main Character	L2	Supervillains	0	12	7	X		<p>[ENERGY] Spellcaster Dorammmu can cast [ENERGY] Spells.</p> <p>Sorcery Over the Flames of the Faltine Once per turn during your Main Phase, but not during combat, you may wound Dormammu and put an [ENERGY] Spell from your KO pile into your hand.</p>	<p>[Energy] Spellcaster Dorammmu can cast [Energy] Spells.</p> <p>Sorcery Over the Flames of the Faltine Once per turn during your Main Phase, but not during combat, you may wound Dormammu and put an [Energy] Spell from your KO pile into your hand.</p>	
MYS-007	Doctor Druid	Supporting Character	3	Avengers	3	3	1		X	<p>[MIGHT] Spellcaster Doctor Druid can cast [MIGHT] Spells.</p> <p>All the Terrible Power of the Druids Doctor Druid has +2/+2 for each Spell in your KO pile.</p>	<p>[Might] Spellcaster Doctor Druid can cast [Might] Spells.</p> <p>All the Terrible Power of the Druids Doctor Druid has +2/+2 for each Spell in your KO pile.</p>	
NEW-020	Forge	Supporting Character	3	X-Men	2	5	1		X	<p>[SKILL] Spellcaster Forge can cast [SKILL] Spells.</p> <p>Stroke of Genius At the start of your turn, draw a card or Forge creates an Invention.</p>	<p>[Skill] Spellcaster Forge can cast [Skill] Spells.</p> <p>Stroke of Genius At the start of your turn, draw a card or Forge creates an Invention.</p>	
MYS-008	Ancient One	Supporting Character	4		5	5	2			<p>[INTELLECT] Spellcaster The Ancient One can cast [INTELLECT] Spells.</p> <p>Martial Artist The Ancient One has +2/+2 in melee combat.</p>	<p>[Intellect] Spellcaster The Ancient One can cast [Intellect] Spells.</p> <p>Martial Artist The Ancient One has +2/+2 in melee combat.</p>	
MYS-009	Enchantress	Supporting Character	5	Masters of Evil	4	6	2		X	<p>[ENERGY] Spellcaster Enchantress can cast [ENERGY] Spells.</p> <p>Asgardian Power Player When Enchantress appears, you may choose one —</p> <p>Stun an enemy character named Heimdall, Hela, Loki, Odin, Sif, Thor, or Valkyrie; or put three +1/+1 counters on a character on your side with one of those names.</p>	<p>[Energy] Spellcaster Enchantress can cast [Energy] Spells.</p> <p>Asgardian Power Player When Enchantress appears, you may choose one —</p> <p>Stun an enemy character named Heimdall, Hela, Loki, Odin, Sif, Thor, or Valkyrie; or put three +1/+1 counters on a character on your side with one of those names.</p>	
MYS-010	Magik	Supporting Character	5	X-Men	7	6	1		X	<p>[MIGHT] Spellcaster Magik can cast [MIGHT] Spells.</p> <p>Mystical Armor When a character on your side casts a Spell, put three +1/+1 counters on Magik.</p>	<p>[Might] Spellcaster Magik can cast [Might] Spells.</p> <p>Mystical Armor When a character on your side casts a Spell, put three +1/+1 counters on Magik.</p>	
MYS-011	Mojo	Supporting Character	5	Supervillains	1	1	2		X	<p>[INTELLECT] Spellcaster Mojo can cast [INTELLECT] Spells.</p> <p>Mojo News Network Mojo has +1/+1 for each other face-up character.</p>	<p>[Intellect] Spellcaster Mojo can cast [Intellect] Spells.</p> <p>Mojo News Network Mojo has +1/+1 for each other face-up character.</p>	
MYS-012	Loki	Supporting Character	7	Supervillains	6	10	1			<p>[ENERGY] Spellcaster Loki can cast [ENERGY] Spells.</p> <p>Lord of Liars Loki pays one less power symbol to cast Spells.</p>	<p>[Energy] Spellcaster Loki can cast [Energy] Spells.</p> <p>Lord of Liars Loki pays one less power symbol to cast Spells.</p>	
MYS-013	Merlyn	Supporting Character	7		1	17	1			<p>[SKILL] Spellcaster Merlyn can cast [SKILL] Spells.</p> <p>Crafter of the Ebony Blade When Merlyn strikes, you may turn a number of enemy basic locations equal to his ATK face down. For each one you turn face down, you may turn a face-down basic location on your side with the same type face up.</p>	<p>[Skill] Spellcaster Merlyn can cast [Skill] Spells.</p> <p>Crafter of the Ebony Blade When Merlyn strikes, you may turn a number of enemy basic locations equal to his ATK face down. For each one you turn face down, you may turn a face-down basic location on your side with the same type face up.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MYS-014	Agamotto	Supporting Character	10	Avengers	20	20	3			<p>Sorcerer Supreme of the Universe Agamotto is a Spellcaster of every type.</p> <p>Magical Artificer When Agamotto appears, you may search your deck and hand for a Book of Vishanti or an Eye of Agamotto, then play it for free onto Agamotto or Doctor Strange on your side.</p> <p>The All Seeing Each enemy character can't gain powers, loses powers other than its printed powers, and its ATK/DEF and [HEALTH] can't be higher than its printed ATK/DEF and [HEALTH]</p>	<p>Sorcerer Supreme of the Universe Agamotto is a Spellcaster of every type.</p> <p>Magical Artificer When Agamotto appears, you may search your deck and hand for a Book of Vishanti or an Eye of Agamotto, then play it for free onto Agamotto or Doctor Strange on your side.</p> <p>The All Seeing Each enemy character can't gain powers, loses powers other than its printed powers, and its ATK/DEF and [Health] can't be higher than its printed ATK/DEF and [Health]</p>	
MYS-015	Eye of Agamotto	Equipment	1	MARVEL						<p>One of a Kind You may only have one of this card in your deck.</p> <p>Benevolent Equip only to a Good character.</p> <p>Eye of Truth Enemy players play with their hands revealed.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Benevolent Equip only to a Good character.</p> <p>Eye of Truth Enemy players play with their hands revealed.</p>	
MYS-016	Energy	Plot Twist								<p>One of a Kind You may only have one of this card in your deck.</p> <p>[ENERGY] Spell As an additional cost to play this card, an [ENERGY] Spellcaster on your side must pay an [ENERGY].</p> <p>Main: Choose an enemy row and Freeze each character there. (Exhaust them, and they can't ready on their next turn.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>[Energy] Spell As an additional cost to play this card, an [Energy] Spellcaster on your side must pay an [Energy].</p> <p>Main: Choose an enemy row and Freeze each character there. (Exhaust them, and they can't ready on their next turn.</p>	
MYS-017	Weaken	Plot Twist								<p>One of a Kind You may only have one of this card in your deck.</p> <p>[ENERGY] Spell As an additional cost to play this card, an [ENERGY] Spellcaster on your side must pay an [ENERGY].</p> <p>[ANYTURN] Combat: Put five -1/-1 counters on an enemy character in the combat.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>[Energy] Spell As an additional cost to play this card, an [Energy] Spellcaster on your side must pay an [Energy].</p> <p>[Anyturn] Combat: Put five -1/-1 counters on an enemy character in the combat.</p>	
MYS-018	Control	Plot Twist								<p>One of a Kind You may only have one of this card in your deck.</p> <p>[ENERGY] Spell As an additional cost to play this card, an [ENERGY] Spellcaster on your side must pay an [ENERGY].</p> <p>Main: Enemy characters can't strike this turn.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>[Energy] Spell As an additional cost to play this card, an [Energy] Spellcaster on your side must pay an [Energy].</p> <p>Main: Enemy characters can't strike this turn.</p>	
MYS-019	Intellect	Plot Twist								<p>One of a Kind You may only have one of this card in your deck.</p> <p>[INTELLECT] Spell As an additional cost to play this card, an [INTELLECT] Spellcaster on your side must pay an [INTELLECT].</p> <p>Build: Draw three cards.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>[Intellect] Spell As an additional cost to play this card, an [Intellect] Spellcaster on your side must pay an [Intellect].</p> <p>Build: Draw three cards.</p>	
MYS-020	Knowledge	Plot Twist								<p>One of a Kind You may only have one of this card in your deck.</p> <p>[INTELLECT] Spell As an additional cost to play this card, an [INTELLECT] Spellcaster on your side must pay an [INTELLECT].</p> <p>Main or [ANYTURN] Combat: Search your deck for a card and put it into your hand.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>[Intellect] Spell As an additional cost to play this card, an [Intellect] Spellcaster on your side must pay an [Intellect].</p> <p>Main or [Anyturn] Combat: Search your deck for a card and put it into your hand.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
MYS-021	Alter	Plot Twist								<p>One of a Kind You may only have one of this card in your deck.</p> <p>[INTELLECT] Spell As an additional cost to play this card, an [INTELLECT] Spellcaster on your side must pay an [INTELLECT].</p> <p>Main or [ANYTURN] Combat: Choose an enemy player to discard two random cards.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>[Intellect] Spell As an additional cost to play this card, an [Intellect] Spellcaster on your side must pay an [Intellect].</p> <p>Main or [Anyturn] Combat: Choose an enemy player to discard two random cards.</p>	
MYS-022	Might	Plot Twist								<p>One of a Kind You may only have one of this card in your deck.</p> <p>[MIGHT] Spell As an additional cost to play this card, a [MIGHT] Spellcaster on your side must pay a [MIGHT].</p> <p>Main or [ANYTURN] Combat: Heal a wound from a character on your side.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>[Might] Spell As an additional cost to play this card, a [Might] Spellcaster on your side must pay a [Might].</p> <p>Main or [Anyturn] Combat: Heal a wound from a character on your side.</p>	
MYS-023	Growth	Plot Twist								<p>One of a Kind You may only have one of this card in your deck.</p> <p>[MIGHT] Spell As an additional cost to play this card, a [MIGHT] Spellcaster on your side must pay a [MIGHT].</p> <p>[ANYTURN] Combat: Put five +1/+1 counters on a character on your side in the combat.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>[Might] Spell As an additional cost to play this card, a [Might] Spellcaster on your side must pay a [Might].</p> <p>[Anyturn] Combat: Put five +1/+1 counters on a character on your side in the combat.</p>	
MYS-024	Power	Plot Twist								<p>One of a Kind You may only have one of this card in your deck.</p> <p>[MIGHT] Spell As an additional cost to play this card, a [MIGHT] Spellcaster on your side must pay a [MIGHT].</p> <p>Main: Characters on your side strike with double their ATK this turn.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>[Might] Spell As an additional cost to play this card, a [Might] Spellcaster on your side must pay a [Might].</p> <p>Main: Characters on your side strike with double their ATK this turn.</p>	
MYS-025	Skill	Plot Twist								<p>One of a Kind You may only have one of this card in your deck.</p> <p>[SKILL] Spell As an additional cost to play this card, a [SKILL] Spellcaster on your side must pay a [SKILL].</p> <p>Main: Choose a face-up character on your side to strike with triple its ATK against an enemy character.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>[Skill] Spell As an additional cost to play this card, a [Skill] Spellcaster on your side must pay a [Skill].</p> <p>Main: Choose a face-up character on your side to strike with triple its ATK against an enemy character.</p>	
MYS-026	Focus	Plot Twist								<p>One of a Kind You may only have one of this card in your deck.</p> <p>[SKILL] Spell As an additional cost to play this card, a [SKILL] Spellcaster on your side must pay a [SKILL].</p> <p>Main: Enemy characters lose and can't gain powers this turn.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>[Skill] Spell As an additional cost to play this card, a [Skill] Spellcaster on your side must pay a [Skill].</p> <p>Main: Enemy characters lose and can't gain powers this turn.</p>	
MYS-027	Expertise	Plot Twist								<p>One of a Kind You may only have one of this card in your deck.</p> <p>[SKILL] Spell As an additional cost to play this card, a [SKILL] Spellcaster on your side must pay a [SKILL].</p> <p>Main: Daze any number of enemy characters.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>[Skill] Spell As an additional cost to play this card, a [Skill] Spellcaster on your side must pay a [Skill].</p> <p>Main: Daze any number of enemy characters.</p>	
DAR-001	Blade	Main Character	L1	Defenders	3	3	6		X	<p>Martial Artist Blade has +2/+2 in melee combat.</p> <p>Vampire Hunter Level Up (7) - When Blade makes a melee attack, he gains 1 XP. If the defender is Evil, he gains 2 XP instead. If the defender has a power with "Vampire" in its name, he gains 3 XP instead.</p>	<p>Martial Artist Blade has +2/+2 in melee combat.</p> <p>Vampire Hunter Level Up (7) - When Blade makes a melee attack, he gains 1 XP. If the defender is Evil, he gains 2 XP instead. If the defender has a power with "Vampire" in its name, he gains 3 XP instead.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
DAR-002	Blade	Main Character	L2	Defenders	6	6	6		X	<p>Martial Artist</p> <p>Raise the Stakes At the start of your turn, put a Stake counter on Blade if he doesn't have one.</p> <p>While Blade is in melee combat, any time you could play an [ANYTURN] Combat plot twist, you may remove a Stake counter from him to wound an enemy character in the combat.</p> <p>Synthetic Blood Serum Main [MIGHT]: Heal a wound from Blade.</p> <p>At the end of your turn, if Blade didn't use this super power, wound him.</p>	<p>Martial Artist</p> <p>Raise the Stakes At the start of your turn, put a Stake counter on Blade if he doesn't have one.</p> <p>While Blade is in melee combat, any time you could play an [Anyturn] Combat plot twist, you may remove a Stake counter from him to wound an enemy character in the combat.</p> <p>Synthetic Blood Serum Main [Might]: Heal a wound from Blade.</p> <p>At the end of your turn, if Blade didn't use this super power, wound him.</p>	When Blade makes a melee attack, Vampire Hunter gives Blade 1, 2, or 3 XP. If Blade gets turned face down while he has a Stake counter, the Stake counter will be removed (just like +1/+1 and -1/-1 counters).
DAR-003	Deacon Frost	Main Character	L1	Underworld	2	4	5			<p>Evil Scientist Build [MIGHT]: Move a face-up enemy supporting character to your side. That character may pay a [MIGHT] to cancel this effect.</p> <p>Recruit Volunteers Level Up (1) - When an enemy character moves to your side from Evil Scientist, Deacon gains 1 XP.</p>	<p>Evil Scientist Build [Might]: Move a face-up enemy supporting character to your side. That character may pay a [Might] to cancel this effect.</p> <p>Recruit Volunteers Level Up (1) - When an enemy character moves to your side from Evil Scientist, Deacon gains 1 XP.</p>	If Evil Scientist moves a Supporting Character to your side, that side change is permanent. When the character gets KO'd, it will go to its owner's KO pile.
DAR-004	Deacon Frost	Main Character	L2	Underworld	7	7	5			<p>Vampire When Deacon KO's a defending character in melee combat and survives, put a vitality counter on him.</p> <p>Doppelgänger Powers When Deacon wounds a defending supporting character in melee combat and that character is not KO'd, its owner searches their deck for a copy of that character and you put it onto your side. If there are no copies in the deck, they must reveal it.</p>	<p>Vampire When Deacon KO's a defending character in melee combat and survives, put a vitality counter on him.</p> <p>Doppelgänger Powers When Deacon wounds a defending supporting character in melee combat and that character is not KO'd, its owner searches their deck for a copy of that character and you put it onto your side. If there are no copies in the deck, they must reveal it.</p>	If the defender gets KO'd, Deacon Frost's Vampire will gain a vitality counter. And if the defender gets wounded but not KO'd, then his Doppelgänger Powers will give you a copy of that character.
DAR-005	Morbius	Main Character	L1		1	5	5		X	<p>Genius At the start of your turn, draw a card.</p> <p>Experiment Gone Wrong Level Up (9) - When you draw any number of cards, Morbius gains that many XP.</p> <p>When Morbius levels up, KO a supporting character on your side.</p>	<p>Genius At the start of your turn, draw a card.</p> <p>Experiment Gone Wrong Level Up (9) - When you draw any number of cards, Morbius gains that many XP.</p> <p>When Morbius levels up, KO a supporting character on your side.</p>	
DAR-006	Morbius	Main Character	L2		6	8	5		X	<p>Genius At the start of your turn, draw a card.</p> <p>The Hunger Morbius can melee attack characters in his own front row.</p> <p>Vampire When Morbius KO's a defending character in melee combat and survives, put a vitality counter on him.</p>	<p>Genius At the start of your turn, draw a card.</p> <p>The Hunger Morbius can melee attack characters in his own front row.</p> <p>Vampire When Morbius KO's a defending character in melee combat and survives, put a vitality counter on him.</p>	
DAR-007	Wong	Supporting Character	1	Avengers / Defenders	1	1	1			<p>In Service to the Sorcerer Supreme When Wong appears, you may search your deck for a Spell, reveal it, and put it into your hand.</p> <p>Martial Artist Wong has +2/+2 in melee combat.</p> <p>Nightstalker Nightstalkers on your side have Lethal.</p>	<p>In Service to the Sorcerer Supreme When Wong appears, you may search your deck for a Spell, reveal it, and put it into your hand.</p> <p>Martial Artist Wong has +2/+2 in melee combat.</p> <p>Nightstalker Nightstalkers on your side have Lethal.</p>	
DAR-008	Frank Drake	Supporting Character	3	Defenders	4	4	1		X	<p>Inventor Build [INTELLECT]: Drake creates an Invention.</p> <p>[ENERGY] Spellcaster The Hood can cast [ENERGY] Spells.</p>	<p>Inventor Build [Intellect]: Drake creates an Invention.</p> <p>[Energy] Spellcaster The Hood can cast [Energy] Spells.</p>	
DAR-009	The Hood	Supporting Character	3	Underworld	5	3	1		X	<p>Dormammu's "Gifts" The Hood can cast Spells from your deck.</p>	<p>Dormammu's "Gifts" The Hood can cast Spells from your deck.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
DAR-010	*Lilith*	Supporting Character	4		4	5	2			<p>[MIGHT] Spellcaster [STAR ICON]Lilith[STAR ICON] can cast [MIGHT] Spells.</p> <p>Old at the Dawn of Humanity At the start of your Main Phase, resolve the next one in order from the following list:</p> <p>Woman: Daze an enemy supporting character. Angel: Stun an enemy supporting character. Demon: Wound an enemy supporting character. Goddess: KO an enemy supporting character. Spirit: Remove an enemy supporting character from the game, then shuffle [STAR ICON]Lilith[STAR ICON] into her owner's deck.</p>	<p>[Might] Spellcaster *Lilith* can cast [Might] Spells.</p> <p>Old at the Dawn of Humanity At the start of your Main Phase, resolve the next one in order from the following list:</p> <p>Woman: Daze an enemy supporting character. Angel: Stun an enemy supporting character. Demon: Wound an enemy supporting character. Goddess: KO an enemy supporting character. Spirit: Remove an enemy supporting character from the game, then shuffle *Lilith* into her owner's deck.</p>	Old at the Dawn of Humanity triggers at the start of your Main Phase each turn. Each time it resolves you must follow the instructions of the next effect on the list, starting with Woman and ending with Spirit.
DAR-011	Hannibal King	Supporting Character	5	Defenders	5	5	2		X	<p>Nightstalker Nightstalkers on your side have Berserker.</p> <p>Reluctant Vampire While Hannibal is wounded, when he KO's a defending character in melee combat and survives, put a vitality counter on him.</p>	<p>Nightstalker Nightstalkers on your side have Berserker.</p> <p>Reluctant Vampire While Hannibal is wounded, when he KO's a defending character in melee combat and survives, put a vitality counter on him.</p>	
DAR-012	Man-Thing	Supporting Character	5	Monsters	4	7	2		X	<p>Enhanced Durability If Man-Thing gets stunned other than by getting struck in combat, he doesn't get wounded.</p> <p>Guardian of the Nexus of All Realities Reaction [MIGHT]: When an enemy player recruits a character that isn't a [MARVEL] Illustrated Universe card, put it into its owner's hand.</p>	<p>Enhanced Durability If Man-Thing gets stunned other than by getting struck in combat, he doesn't get wounded.</p> <p>Guardian of the Nexus of All Realities Reaction [Might]: When an enemy player recruits a character that isn't a [MARVEL] Illustrated Universe card, put it into its owner's hand.</p>	
DAR-013	Deacon Frost	Supporting Character	6	Underworld	9	6	1			<p>Vampire When Deacon KO's a defending character in melee combat and survives, put a vitality counter on him.</p> <p>I've Given You a Purpose Other supporting characters on your side have Vampire.</p>	<p>Vampire When Deacon KO's a defending character in melee combat and survives, put a vitality counter on him.</p> <p>I've Given You a Purpose Other supporting characters on your side have Vampire.</p>	
DAR-014	Morbius	Supporting Character	6		7	7	2		X	<p>Genius At the start of your turn, draw a card.</p> <p>Regeneration At the start of your turn, heal a wound from Morbius.</p> <p>Immortal When Morbius gets KO'd, you may shuffle him into his owner's deck.</p>	<p>Genius At the start of your turn, draw a card.</p> <p>Regeneration At the start of your turn, heal a wound from Morbius.</p> <p>Immortal When Morbius gets KO'd, you may shuffle him into his owner's deck.</p>	
DAR-015	Blade	Supporting Character	7	Defenders	6	6	2		X	<p>Nightstalker Nightstalkers on your side have Ferocious.</p> <p>Master Martial Artist Blade has +4/+4 in melee combat.</p> <p>Daywalker Blade has +4/+4 in combat with at least one Evil enemy character.</p>	<p>Nightstalker Nightstalkers on your side have Ferocious.</p> <p>Master Martial Artist Blade has +4/+4 in melee combat.</p> <p>Daywalker Blade has +4/+4 in combat with at least one Evil enemy character.</p>	
DAR-016	Exorcist Gun	Equipment	0	Defenders						<p>Invention (1) This card starts the game in your Invention pile.</p> <p>Necrotech Equipped character has [RANGE] and +3/+0 while making a ranged attack. When equipped character KO's an Evil defending supporting character in ranged combat, remove it from the game. Then search its owner's deck for each copy of that character and remove them from the game.</p>	<p>Invention (1) This card starts the game in your Invention pile.</p> <p>Necrotech Equipped character has [Range] and +3/+0 while making a ranged attack. When equipped character KO's an Evil defending supporting character in ranged combat, remove it from the game. Then search its owner's deck for each copy of that character and remove them from the game.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
DAR-017	Blackbird	Equipment - Vehicle (4)	1	X-Men						<p>Invention (1) This card starts the game in your Invention pile.</p> <p>X-Jet The Blackbird can only be equipped to [X-Men] characters.</p> <p>The Blackbird has the following cumulative powers, based on the total number of face-up passengers:</p> <p>(1) Pilot: Equipped characters have [FLIGHT]. (2) Co-pilot: Equipped characters have +1/+1. (3) Cloaking Device: Equipped characters have Dodge. (4) Cerebro: You pay 1 less to recruit [X-MEN] characters.</p>	<p>Invention (1) This card starts the game in your Invention pile.</p> <p>X-Jet The Blackbird can only be equipped to [X-Men] characters.</p> <p>The Blackbird has the following cumulative powers, based on the total number of face-up passengers:</p> <p>(1) Pilot: Equipped characters have [Flight]. (2) Co-pilot: Equipped characters have +1/+1. (3) Cloaking Device: Equipped characters have Dodge. (4) Cerebro: You pay 1 less to recruit [X-Men] characters.</p>	
DAR-018	Power Neutralizer	Equipment	0	X-Men						<p>Invention (1) This card starts the game in your Invention pile.</p> <p>Power Down Equipped character has [RANGE]. Defenders lose and can't gain powers while in ranged combat with equipped character.</p>	<p>Invention (1) This card starts the game in your Invention pile.</p> <p>Power Down Equipped character has [Range]. Defenders lose and can't gain powers while in ranged combat with equipped character.</p>	
DAR-019	Chronal Tracer	Plot Twist		X-Men						<p>Invention (1) This card starts the game in your Invention pile.</p> <p>Main: Remove a supporting character on your side from the game with its counters and equipment. At the start of each of your turns, you may put it onto its owner's side.</p>	<p>Invention (1) This card starts the game in your Invention pile.</p> <p>Main: Remove a supporting character on your side from the game with its counters and equipment. At the start of each of your turns, you may put it onto its owner's side.</p>	
DAR-020	The Montesi Formula	Plot Twist		MARVEL						<p>One of a Kind, [ENERGY] Spell</p> <p>One Page in the Book of Sins You may only play this if the Darkhold is on your side.</p> <p>Main: Choose a keyword power and stun each enemy supporting character with that power. If you chose a power with "Vampire" in its name, KO those characters instead.</p>	<p>One of a Kind, [Energy] Spell</p> <p>One Page in the Book of Sins You may only play this if the Darkhold is on your side.</p> <p>Main: Choose a keyword power and stun each enemy supporting character with that power. If you chose a power with "Vampire" in its name, KO those characters instead.</p>	
DAR-021	In Good Hands	Plot Twist								<p>Good Loyalty Put this in your deck only if each card with a team affiliation and each character in your deck is Good.</p> <p>[ANYTURN] Combat: Choose an enemy attacker. It can't strike this combat.</p>	<p>Good Loyalty Put this in your deck only if each card with a team affiliation and each character in your deck is Good.</p> <p>[Anyturn] Combat: Choose an enemy attacker. It can't strike this combat.</p>	
DAR-022	A Necessary Evil	Plot Twist								<p>Evil Loyalty Put this in your deck only if each card with a team affiliation and each character in your deck is Evil.</p> <p>Combat: Choose an attacker on your side in the combat. It strikes an additional time this combat.</p>	<p>Evil Loyalty Put this in your deck only if each card with a team affiliation and each character in your deck is Evil.</p> <p>Combat: Choose an attacker on your side in the combat. It strikes an additional time this combat.</p>	
CIV-001	Black Widow	Main Character	L1	Pro-Registration	4	3	5		X	<p>Master Spy Main [SKILL]: Put three -1/-1 counters divided as you choose on enemy back row characters.</p> <p>Widowmaker Level Up (7) - When an enemy character gains any number of -1/-1 counters, Black Widow gains that many XP.</p>	<p>Master Spy Main [Skill]: Put three -1/-1 counters divided as you choose on enemy back row characters.</p> <p>Widowmaker Level Up (7) - When an enemy character gains any number of -1/-1 counters, Black Widow gains that many XP.</p>	
CIV-002	Black Widow	Main Character	L2	Pro-Registration	7	6	5		X	<p>Master Spy Main [SKILL]: Put three -1/-1 counters divided as you choose on enemy back row characters.</p> <p>Master Assassin Main [MIGHT]: Put three +1/+1 counters on Black Widow for each enemy character that she stunned this turn.]</p>	<p>Master Spy Main [Skill]: Put three -1/-1 counters divided as you choose on enemy back row characters.</p> <p>Master Assassin Main [Might]: Put three +1/+1 counters on Black Widow for each enemy character that she stunned this turn.</p>	
CIV-003	Iron Man	Main Character	L1	Pro-Registration	1	5	6	X	X	<p>Let Us Be Doing the Right Thing Main [SKILL]: Put a +1/+1 counter on Iron Man for each other character on your side.</p> <p>Leader of the Pro-Registration Forces Level Up (4) - When you recruit a [Pro-Reg] character, Iron Man gains 1XP.</p>	<p>Let Us Be Doing the Right Thing Main [Skill]: Put a +1/+1 counter on Iron Man for each other character on your side.</p> <p>Leader of the Pro-Registration Forces Level Up (4) - When you recruit a [Pro-Reg] character, Iron Man gains 1XP.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
CIV-004	Iron Man	Main Character	L2	Pro-Registration	6	6	6	X	X	<p>Let Us Be Doing the Right Thing Main [SKILL]: Put a +1/+1 counter on Iron Man for each other character on your side.</p> <p>We Don't Want to Fight You Main [INTELLECT]: Choose an enemy character. Put a -1/-1 counter on it, and it can't attack on its next turn.</p>	<p>Let Us Be Doing the Right Thing Main [Skill]: Put a +1/+1 counter on Iron Man for each other character on your side.</p> <p>We Don't Want to Fight You Main [Intellect]: Choose an enemy character. Put a -1/-1 counter on it, and it can't attack on its next turn.</p>	
CIV-005	She-Hulk	Main Character	L1	Pro-Registration	2	5	6			<p>Defense Attorney [ANYTURN] Combat [INTELLECT]: If She-Hulk is defending, she gets +0/+5 this combat.</p> <p>Lawyer Up Level Up (4) - When you play a plot twist on your turn, She-Hulk gains 1 XP.</p>	<p>Defense Attorney [Anyturn] Combat [Intellect]: If She-Hulk is defending, she gets +0/+5 this combat.</p> <p>Lawyer Up Level Up (4) - When you play a plot twist on your turn, She-Hulk gains 1 XP.</p>	
CIV-006	She-Hulk	Main Character	L2	Pro-Registration	6	6	6			<p>Defense Attorney [ANYTURN] Combat [INTELLECT]: If She-Hulk is defending, she gets +0/+5 this combat.</p> <p>Hulk Up Build [MIGHT]: When you play a plot twist this turn, put two +1/+1 counters on She-Hulk.</p>	<p>Defense Attorney [Anyturn] Combat [Intellect]: If She-Hulk is defending, she gets +0/+5 this combat.</p> <p>Hulk Up Build [Might]: When you play a plot twist this turn, put two +1/+1 counters on She-Hulk.</p>	
CIV-007	Spider-Man	Main Character	L1	Pro-Registration	3	4	6			<p>Soul Searching Build [INTELLECT]: Reveal the top four cards of your deck. Put one into your hand, then shuffle the rest into your deck.</p> <p>I'm Proud of Who I Am Level Up (1) - When you reveal a Spider-Man supporting character from your deck, Spider-Man gains 1 XP.</p>	<p>Soul Searching Build [Intellect]: Reveal the top four cards of your deck. Put one into your hand, then shuffle the rest into your deck.</p> <p>I'm Proud of Who I Am Level Up (1) - When you reveal a Spider-Man supporting character from your deck, Spider-Man gains 1 XP.</p>	
CIV-008	Spider-Man	Main Character	L2	Pro-Registration	6	7	6			<p>Soul Searching Build [INTELLECT]: Reveal the top four cards of your deck. Put one into your hand, then shuffle the rest into your deck.</p> <p>Butt-Kicking Button Main [ENERGY]: Spider-Man has +3/+3 and Stealth this turn. <i>(He can melee attack protected characters.)</i></p>	<p>Soul Searching Build [Intellect]: Reveal the top four cards of your deck. Put one into your hand, then shuffle the rest into your deck.</p> <p>Butt-Kicking Button Main [Energy]: Spider-Man has +3/+3 and Stealth this turn. <i>(He can melee attack protected characters.)</i></p>	
CIV-009	Misty Knight	Supporting Character	1	Pro-Registration	5	1	1		X	<p>Street Sweeper Misty Knight can only attack supporting characters.</p>	<p>Street Sweeper Misty Knight can only attack supporting characters.</p>	
CIV-010	Superhuman Restraint Unit	Supporting Character	1	Pro-Registration	1	2	1		X	<p>Swarm You can have any number of this character on your side. This power can't be turned off.</p> <p>Cape-Killers This character has +3/+0 while attacking a character with a super power.</p>	<p>Swarm You can have any number of this character on your side. This power can't be turned off.</p> <p>Cape-Killers This character has +3/+0 while attacking a character with a super power.</p>	
CIV-011	Black Cat	Supporting Character	2	Pro-Registration	3	4	1			<p>Thief When Black Cat appears, choose an enemy player to discard a random card.</p>	<p>Thief When Black Cat appears, choose an enemy player to discard a random card.</p>	
CIV-012	Wasp	Supporting Character	2	Pro-Registration	1	5	1	X		<p>Shrink When Wasp is attacked for the first time each turn, you may cancel the combat.</p>	<p>Shrink When Wasp gets attacked for the first time each turn, you may cancel the combat.</p>	
CIV-013	Bishop	Supporting Character	3	Pro-Registration	3	3	1		X	<p>Time Traveler Main [ENERGY]: Put Bishop face down into your resource row. <i>(As a resource.)</i></p>	<p>Time Traveler Main [Energy]: Put Bishop face down into your resource row. <i>(As a resource.)</i></p>	
CIV-014	Black Widow	Supporting Character	3	Pro-Registration	5	4	1			<p>Stealth Black Widow can melee attack protected characters.</p>	<p>Stealth Black Widow can melee attack protected characters.</p>	
CIV-015	Maria Hill	Supporting Character	4	Pro-Registration	6	5	1		X	<p>Support When Maria Hill appears, put a +1/+1 counter on another character on your side.</p>	<p>Support When Maria Hill appears, put a +1/+1 counter on another character on your side.</p>	
CIV-016	Nighthawk	Supporting Character	4	Pro-Registration	4	6	1	X		<p>The Rich Get Richer Build [INTELLECT]: Draw two cards.</p>	<p>The Rich Get Richer Build [Intellect]: Draw two cards.</p>	
CIV-017	Doc Samson	Supporting Character	5	Pro-Registration	6	8	2			<p>Tough When Doc Samson gets stunned, you may recover him. <i>(He still gets wounded.)</i></p>	<p>Tough When Doc Samson gets stunned, you may recover him. <i>(He still gets wounded.)</i></p>	
CIV-018	Spider-Man	Supporting Character	5	Pro-Registration	8	6	1			<p>Iron Spider Suit Main [SKILL]: Spider-Man has [FLIGHT], [RANGE], and +5/+0 this turn.</p>	<p>Iron Spider Suit Main [Skill]: Spider-Man has [Flight], [Range], and +5/+0 this turn.</p>	
CIV-019	She-Hulk	Supporting Character	6	Pro-Registration	7	7	3			<p>Berserker When She-Hulk attacks, put a +1/+1 counter on her.</p>	<p>Berserker When She-Hulk attacks, put a +1/+1 counter on her.</p>	
CIV-020	Wonder Man	Supporting Character	6	Pro-Registration	9	5	2	X		<p>Made of Ionic Energy [ANYTURN] Combat [MIGHT]: Wonder Man can't be stunned this combat.</p>	<p>Made of Ionic Energy [Anyturn] Combat [Might]: Wonder Man can't be stunned this combat.</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
CIV-021	Iron Man	Supporting Character	7	Pro-Registration	6	12	2	X	X	[PRO-REG] Main Character Required Genius At the start of your turn, draw a card. Wealthy At the start of your Build Phase, gain a recruit point.	[Pro-Reg] Main Character Required Genius At the start of your turn, draw a card. Wealthy At the start of your Build Phase, gain a recruit point.	
CIV-022	Ms. Marvel	Supporting Character	7	Pro-Registration	15	5	2	X	X	Alien Physiology Ms. Marvel can't have -1/-1 counters.	Alien Physiology Ms. Marvel can't have -1/-1 counters.	
CIV-023	Sentry	Supporting Character	8	Pro-Registration	1	1	3	X	X	Golden Sentry Serum Main [ENERGY][MIGHT]: Put twenty +1/+1 counters on the Sentry.	Golden Sentry Serum Main [Energy][Might]: Put twenty +1/+1 counters on the Sentry.	
CIV-024	50-State Initiative	Plot Twist		Pro-Registration						Build: Draw two cards if there are more characters on your side than on an enemy side.	Build: Draw two cards if there are more characters on your side than on an enemy side.	
CIV-025	Hunt Them Down	Plot Twist		Pro-Registration						Combat: Each attacker on your side gets +2/+0 this combat.	Combat: Each attacker on your side gets +2/+0 this combat.	
CIV-026	We're Super Heroes	Plot Twist		Pro-Registration						[ANYTURN] Combat: Choose an enemy character in the combat to get -1/-1 this combat and an additional -1/-1 for each super power it has.	[Anyturn] Combat: Choose an enemy character in the combat to get -1/-1 this combat and an additional -1/-1 for each super power it has.	
CIV-027	Prison 42	Special Location		Pro-Registration						[ENERGY] or [INTELLECT] or [MIGHT] or [SKILL] for a [Pro-Reg] character.	[Energy] or [Intellect] or [Might] or [Skill] for a [Pro-Reg] character.	
CIV-028	Black Panther	Main Character	L1	Anti-Registration	3	4	5			I Don't Think So Main [INTELLECT]: Enemy players can't play plot twists this turn. High-Tech Jungle Level Up (4) - When you play a location, Black Panther gains 1 XP.	I Don't Think So Main [Intellect]: Enemy players can't play plot twists this turn. High-Tech Jungle Level Up (4) - When you play a location, Black Panther gains 1 XP.	
CIV-029	Black Panther	Main Character	L2	Anti-Registration	7	7	5			I Don't Think So Main [INTELLECT]: Enemy players can't play plot twists this turn. King of Wakanda Main [ENERGY]: Ready a supporting character on your side.	I Don't Think So Main [Intellect]: Enemy players can't play plot twists this turn. King of Wakanda Main [Energy]: Ready a supporting character on your side.	
CIV-030	Captain America	Main Character	L1	Anti-Registration	2	5	5		X	You Just Joined the Resistance Main [SKILL]: Put a +1/+1 counter on each other character on your side. Leader of the Anti-Registration Forces Level Up (4) - When you recruit an [Anti-Reg] character, Captain America gains 1 XP.	You Just Joined the Resistance Main [Skill]: Put a +1/+1 counter on each other character on your side. Leader of the Anti-Registration Forces Level Up (4) - When you recruit an [Anti-Reg] character, Captain America gains 1 XP.	
CIV-031	Captain America	Main Character	L2	Anti-Registration	5	8	5		X	You Just Joined the Resistance Main [SKILL]: Put a +1/+1 counter on each other character on your side. This Might Hurt [ANYTURN] Combat [MIGHT]: Put three -1/-1 counters on each enemy character in melee combat with Captain America.	You Just Joined the Resistance Main [Skill]: Put a +1/+1 counter on each other character on your side. This Might Hurt [Anyturn] Combat [Might]: Put three -1/-1 counters on each enemy character in melee combat with Captain America.	
CIV-032	Namor	Main Character	L1	Anti-Registration	0	5	6	X		Lord of the Seven Seas Build [INTELLECT]: Namor has +7/+0 this turn. Your Majesty Level Up (3) - When a character appears on your side with less ATK than Namor's, Namor gains 1 XP.	Lord of the Seven Seas Build [Intellect]: Namor has +7/+0 this turn. Your Majesty Level Up (3) - When a character appears on your side with less ATK than Namor's, Namor gains 1 XP.	
CIV-033	Namor	Main Character	L2	Anti-Registration	7	5	6	X		Lord of the Seven Seas Build [INTELLECT]: Namor has +7/+0 this turn. Imperius Rex! [ANYTURN] Combat [MIGHT]: Double Namor's current ATK and DEF until the end of the combat.	Lord of the Seven Seas Build [Intellect]: Namor has +7/+0 this turn. Imperius Rex! [Anyturn] Combat [Might] Double Namor's current ATK and DEF until the end of the combat.	
CIV-034	Spider-Man	Main Character	L1	Anti-Registration	4	3	5			Amazing [ANYTURN] Combat [MIGHT]: Spider-Man strikes an enemy supporting character in the combat. There's Nothing Left to Discuss Level Up (5) - When any number of enemy characters attack, Spider-Man gains that many XP.	Amazing [Anyturn] Combat [Might]: Spider-Man strikes an enemy supporting character in the combat. There's Nothing Left to Discuss Level Up (5) - When any number of enemy characters attack, Spider-Man gains that many XP.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
CIV-035	Spider-Man	Main Character	L2	Anti-Registration	9	6	5			Amazing [ANYTURN] Combat [MIGHT]: Spider-Man strikes an enemy supporting character in the combat.	Amazing [Anyturn] Combat [Might]: Spider-Man strikes an enemy supporting character in the combat.	
CIV-036	Falcon	Supporting Character	1	Anti-Registration	3	2	1	X		Spectacular [ANYTURN] Combat [SKILL]: Spider-Man strikes an enemy main character in the combat.	Spectacular [Anyturn] Combat [Skill]: Spider-Man strikes an enemy main character in the combat.	
CIV-037	Prowler	Supporting Character	1	Anti-Registration	2	1	1		X	Air Superiority Characters with [FLIGHT] can't strike Falcon.	Air Superiority Characters with [Flight] can't strike Falcon.	
CIV-038	Dagger	Supporting Character	2	Anti-Registration	2	1	1		X	Smart When Prowler appears, draw a card.	Smart When Prowler appears, draw a card.	
CIV-039	Storm	Supporting Character	2	Anti-Registration	1	4	1	X		Lightforce Detoxification If a -1/-1 counter would be put on a character on your side, put a +1/+1 counter on Dagger instead.	Lightforce Detoxification If a -1/-1 counter would be put on a character on your side, put a +1/+1 counter on Dagger instead.	
CIV-040	Cloak	Supporting Character	3	Anti-Registration	4	5	1	X		Blast When Storm appears, choose an enemy row and put a -1/-1 counter on each character there.	Blast When Storm appears, choose an enemy row and put a -1/-1 counter on each character there.	
CIV-041	Spider-Man	Supporting Character	3	Anti-Registration	4	5	1	X		Darkforce Conduit Main [ENERGY]: Put a -1/-1 counter on each exhausted character. (On each side.)	Darkforce Conduit Main [Energy]: Put a -1/-1 counter on each exhausted character. (On each side.)	
CIV-042	Goliath	Supporting Character	4	Anti-Registration	6	4	1			Dodge Spider-Man can't be ranged attacked.	Dodge Spider-Man can't be ranged attacked.	
CIV-043	Ultragirl	Supporting Character	4	Anti-Registration	4	4	2			Supersize Main [MIGHT]: Put four +1/+1 counters on Goliath.	Supersize Main [Might]: Put four +1/+1 counters on Goliath.	
CIV-044	Black Panther	Supporting Character	4	Anti-Registration	6	5	2	X		Read Energy Auras When Ultragirl appears, look at an enemy player's hand.	Read Energy Auras When Ultragirl appears, look at an enemy player's hand.	
CIV-045	Luke Cage	Supporting Character	5	Anti-Registration	8	5	1			Black Panther Experience Build [INTELLECT]: Gain two recruit points.	Black Panther Experience Build [Intellect]: Gain two recruit points.	
CIV-046	Cable	Supporting Character	5	Anti-Registration	4	8	2		X	Fearless While attacking a main character, Luke Cage strikes with double his ATK.	Fearless While attacking a main character, Luke Cage strikes with double his ATK.	
CIV-047	Hercules	Supporting Character	6	Anti-Registration	9	5	1		X	Telekinetic Main [SKILL]: Move any supporting character to its back row.	Telekinetic Main [Skill]: Move any supporting character to its back row.	
CIV-048	Captain America	Supporting Character	6	Anti-Registration	10	4	3			Ferocious While in melee combat, Hercules strikes before characters without Ferocious .	Ferocious While in melee combat, Hercules strikes before characters without Ferocious .	
CIV-049	Spider-Woman	Supporting Character	7	Anti-Registration	10	10	2			[ANTI-REG] Main Character Required	[Anti-Reg] Main Character Required	
CIV-050	Namor	Supporting Character	7	Anti-Registration	10	10	2	X		Combat Master While Captain America is in combat, enemy players can't play plot twists.	Combat Master While Captain America is in combat, enemy players can't play plot twists.	
CIV-051	Go Underground	Plot Twist	7	Anti-Registration	10	11	2	X		Leader While Captain America is team attacking, you choose who the defender strikes.	Leader While Captain America is team attacking, you choose who the defender strikes.	
CIV-052	On the Run	Plot Twist	7	Anti-Registration	7	7	2	X		Regeneration At the start of your turn, Sheal a wound from Spider-Woman.	Regeneration At the start of your turn, heal a wound from Spider-Woman.	
CIV-053	Secret Avengers S.H.I.E.L.D. Safehouse	Special Location	8	Anti-Registration	7	11	2	X		Fish Out of Water At the end of your turn, put seven -1/-1 counters on Namor.	Fish Out of Water At the end of your turn, put seven -1/-1 counters on Namor.	
CIV-054	Academy	Basic Location	8	Anti-Registration	21	21	2	X		Under the Sea Main [ENERGY] or [MIGHT]: Remove each -1/-1 counter from Namor.	Under the Sea Main [Energy] or [Might]: Remove each -1/-1 counter from Namor.	
CIV-055	Fortress	Basic Location								[ANYTURN] Combat : Each enemy attacker gets -3/0 this combat.	[Anyturn] Combat : Each enemy attacker gets -3/0 this combat.	
CIV-056	Laboratory	Basic Location								Build : Draw two cards if there are fewer characters on your side than on an enemy side.	Build : Draw two cards if there are fewer characters on your side than on an enemy side.	
CIV-057	Training Ground	Basic Location								[ANYTURN] Combat : Choose a character on your side in the combat to get +1/+1 this combat and an additional +1/+1 for each super power it has.	[Anyturn] Combat : Choose a character on your side in the combat to get +1/+1 this combat and an additional +1/+1 for each super power it has.	
CIV-058										[ENERGY] or [INTELLECT] or [MIGHT] or [SKILL] for an [Anti-Reg] character.	[Energy] or [Intellect] or [Might] or [Skill] for an [Anti-Reg] character.	
										[INTELLECT]	[Intellect]	
										[MIGHT]	[Might]	
										[ENERGY]	[Energy]	
										[SKILL]	[Skill]	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
SEC-001	Cable	Main Character	L1	Anti-Registration	1	6	5		X	<p>Manipulate Matter Main [ENERGY]: Choose any character. Switch that character's ATK and DEF this turn.</p> <p>War is My Life Level Up (4) - When an enemy character gets stunned on your turn, Cable gains 1 XP.</p>	<p>Manipulate Matter Main [Energy]: Choose any character. Switch that character's ATK and DEF this turn.</p> <p>War is My Life Level Up (4) - When an enemy character gets stunned on your turn, Cable gains 1 XP.</p>	
SEC-002	Cable	Main Character	L2	Anti-Registration	3	11	5		X	<p>Manipulate Matter Main [ENERGY]: Choose any character. Switch that character's ATK and DEF this turn.</p> <p>Telepathic Main [INTELLECT]: Turn any face-down supporting character face up.</p>	<p>Manipulate Matter Main [Energy]: Choose any character. Switch that character's ATK and DEF this turn.</p> <p>Telepathic Main [Intellect]: Turn any face-down supporting character face up.</p>	
SEC-003	Luke Cage	Main Character	L1	Anti-Registration	3	4	6			<p>The Burstein Process Main [MIGHT]: Luke Cage can't be struck this turn.</p> <p>Street Level Level Up (5) - When Luke Cage enters melee combat with at least one character without [FLIGHT], he gains 1 XP.</p>	<p>The Burstein Process Main [Might]: Luke Cage can't be struck this turn.</p> <p>Street Level Level Up (5) - When Luke Cage enters melee combat with at least one character without [FLIGHT], he gains 1 XP.</p>	
SEC-004	Luke Cage	Main Character	L2	Anti-Registration	8	5	6			<p>The Burstein Process Main [MIGHT]: Luke Cage can't be struck this turn.</p> <p>Sweet Christmas! Main [SKILL]: Ready Luke Cage and put a +1/+1 counter on him. He can use this power any number of times each turn.</p>	<p>The Burstein Process Main [Might]: Luke Cage can't be struck this turn.</p> <p>Sweet Christmas! Main [Skill]: Ready Luke Cage and put a +1/+1 counter on him. He can use this power any number of times each turn.</p>	
SEC-005	Storm	Main Character	L1	Anti-Registration	2	5	5	X		<p>I'm a Mutant When an enemy character with [FLIGHT] appears, put a -1/-1 counter on it.</p> <p>From a Long Line of African Priestesses Level Up (1) - At the end of your turn, if there is at least one [ENERGY], [INTELLECT], [MIGHT], and [SKILL] basic location on your side, Storm gains 1 XP.</p>	<p>I'm a Mutant When an enemy character with [Flight] appears, put a -1/-1 counter on it.</p> <p>From a Long Line of African Priestesses Level Up (1) - At the end of your turn, if there is at least one [Energy], [Intellect], [Might], and [Skill] basic location on your side, Storm gains 1 XP.</p>	The locations must be Basic locations.
SEC-006	Storm	Main Character	L2	Anti-Registration	5	9	5	X		<p>I'm a Mutant When an enemy character with [FLIGHT] appears, put a -1/-1 counter on it.</p> <p>I'm a Goddess Main [ENERGY][INTELLECT][MIGHT][SKILL]: Wound each enemy character with [FLIGHT], then stun each enemy character without [FLIGHT].</p>	<p>I'm a Mutant When an enemy character with [Flight] appears, put a -1/-1 counter on it.</p> <p>I'm a Goddess Main [Energy][Intellect][Might][Skill]: Wound each enemy character with [Flight], then stun each enemy character without [Flight].</p>	
SEC-007	Multiple Man	Supporting Character	1	Anti-Registration	2	1	1			<p>Swarm You can have any number of characters named Multiple Man on your side. This power can't be turned off.</p> <p>Kinetic Duplication At the start of your Main Phase, you may search your deck for a copy of Multiple Man and put him onto your side.</p>	<p>Swarm You can have any number of characters named Multiple Man on your side. This power can't be turned off.</p> <p>Kinetic Duplication At the start of your Main Phase, you may search your deck for a copy of Multiple Man and put him onto your side.</p>	
SEC-008	*Hawkeye*	Supporting Character	2	Anti-Registration	3	2	1		X	<p>Quick Draw While [STAR ICON]Hawkeye[STAR ICON] is ranged attacking, enemy characters can't strike her.</p> <p>Electric Arrow Main [ENERGY]: This turn, when [STAR ICON]Hawkeye[STAR ICON] strikes a defender, put -1/-1 counters equal to her ATK on other characters in that defender's row, divided as you choose.</p>	<p>Quick Draw While "Hawkeye" is ranged attacking, enemy characters can't strike her.</p> <p>Electric Arrow Main [Energy]: This turn, when "Hawkeye" strikes a defender, put -1/-1 counters equal to her ATK on other characters in that defender's row, divided as you choose.</p>	
SEC-009	Kingpin	Supporting Character	2	Anti-Registration	2	3	1			<p>Wealthy At the start of your Build Phase, gain a recruit point.</p> <p>Criminal Mastermind Main [INTELLECT]: Choose an enemy character. Remove any number of counters from it.</p>	<p>Wealthy At the start of your Build Phase, gain a recruit point.</p> <p>Criminal Mastermind Main [Intellect]: Choose an enemy character. Remove any number of counters from it.</p>	
SEC-010	Nick Fury Sr.	Supporting Character	3	Anti-Registration	4	5	1		X	<p>Contingency Plan Main [SKILL]: Choose an enemy character. It loses and can't gain powers until the start of your next turn. (Including Level Up powers.)</p>	<p>Contingency Plan Main [Skill]: Choose an enemy character. It loses and can't gain powers until the start of your next turn. (Including Level Up powers.)</p>	Characters without Level Up Powers will not gain XP.
SEC-011	Patriot	Supporting Character	3	Anti-Registration	5	3	1			<p>Bulletproof Characters with [RANGE] can't strike Patriot. (Even in melee combat.)</p>	<p>Bulletproof Characters with [Range] can't strike Patriot. (Even in melee combat.)</p>	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
SEC-012	*Daredevil*	Supporting Character	4	Anti-Registration	5	5	1			AKA Iron Fist Master Martial Artist [STAR ICON]Daredevil[STAR ICON] has +4/+4 in melee combat. The Student Becomes the Master While [STAR ICON]Daredevil[STAR ICON] is in your front row, other characters there have Martial Artist . (They have +2/+2 in melee combat.)	AKA Iron Fist Master Martial Artist *Daredevil* has +4/+4 in melee combat. The Student Becomes the Master While *Daredevil* is in your front row, other characters there have Martial Artist. (They have +2/+2 in melee combat.)	
SEC-013	Wiccan	Supporting Character	4	Anti-Registration	4	6	2	X	X	I Use My Words When Wiccan appears, you may choose a supporting character on your side and say "IwanthetobeOK" repeatedly. If you do, remove any number of counters from them.	I Use My Words When Wiccan appears, you may choose a supporting character on your side and say "IwanthetobeOK" repeatedly. If you do, remove any number of counters from them.	This includes all types of counters including Wound, +1/+1, -1/-1, etc.
SEC-014	Hulking	Supporting Character	5	Anti-Registration	6	6	3	X		Half-Skrull Shapeshifter When you recrit Hulking, you may choose an enemy supporting character. If you do, KO it, and put Hulking into its row.	Half-Skrull Shapeshifter When you recrit Hulking, you may choose an enemy supporting character. If you do, KO it, and put Hulking into its row.	
SEC-015	Solo	Supporting Character	5	Anti-Registration	10	5	1		X	Special Forces Operative Solo can only attack main characters. Teleport At the end of your turn, you may put Solo into your hand.	Special Forces Operative Solo can only attack main characters. Teleport At the end of your turn, you may put Solo into your hand.	
SEC-016	*Vision*	Supporting Character	6	Anti-Registration	4	8	2	X	X	Physical Disruption If [STAR ICON]Vision[STAR ICON] would strike an enemy supporting character in melee combat, you may have him wound that character instead.	Physical Disruption If *Vision* would strike an enemy supporting character in melee combat, you may have him wound that character instead.	
SEC-017	Doctor Strange	Supporting Character	7	Anti-Registration	8	10	2	X		The Least Amount of Blood Doctor Strange can't use I Must Remain Above the Fray unless there are at least five total characters with super powers in KO piles. I Must Remain Above the Fray [ANYTURN] Any Combat [MIGHT]: Cancel the combat. Doctor Strange can only use this power while in your hand. (Reveal him when he does.) He can use this power any number of times each turn.	The Least Amount of Blood Doctor Strange can't use I Must Remain Above the Fray unless there are at least five total characters with super powers in KO piles. I Must Remain Above the Fray [Anyturn] Any Combat [Might]: Cancel the combat. Doctor Strange can only use this power while in your hand. (Reveal him when he does.) He can use this power any number of times each turn.	
SEC-018	Nightmare Scenario	Plot Twist		Anti-Registration						One of a Kind You may only have one of this card in your deck. Build: Search your deck for a supporting character with a super power, reveal it, and put it into your hand.	One of a Kind You may only have one of this card in your deck. Build: Search your deck for a supporting character with a super power, reveal it, and put it into your hand.	
SEC-019	Electron-Scrambler	Equipment	0	Anti-Registration						You've Got Five Minutes Equip only to an enemy character. In Case You Ever Went Over to the Other Side Equipped character loses and can't gain super powers.	You've Got Five Minutes Equip only to an enemy character. In Case You Ever Went Over to the Other Side Equipped character loses and can't gain super powers.	
THU-001	Helmut Zemo	Main Character	L1	Pro-Registration	2	5	5		X	Fill the Ranks Build [MIGHT]: Put a supporting character with cost 1 from your hand onto your side. Rank and File Level Up (5) - When a supporting character with cost 1 appears on your side, Helmut Zemo gains 1 XP.	Fill the Ranks Build [Might]: Put a supporting character with cost 1 from your hand onto your side. Rank and File Level Up (5) - When a supporting character with cost 1 appears on your side, Helmut Zemo gains 1 XP.	
THU-002	Helmut Zemo	Main Character	L2	Pro-Registration	6	7	5		X	Fill the Ranks Build [MIGHT]: Put a supporting character with cost 1 from your hand onto your side. Stolen Moonstones Main [ENERGY]: Enemy front row characters don't protect supporting characters this turn.	Fill the Ranks Build [Might]: Put a supporting character with cost 1 from your hand onto your side. Stolen Moonstones Main [Energy]: Enemy front row characters don't protect supporting characters this turn.	
THU-003	Ms. Marvel	Main Character	L1	Pro-Registration	3	3	6	X	X	Energy Discharge Build [ENERGY]: Put three +1/+1 counters on Ms. Marvel. She can only pay for this power with an [ENERGY] from a location that appeared on your side this turn. Energy Manipulator Level Up (5) - When a location with an [ENERGY] symbol appears on any side, or a character on any side uses an [ENERGY] super power, Ms. Marvel gains 1 XP.	Energy Discharge Build [Energy]: Put three +1/+1 counters on Ms. Marvel. She can only pay for this power with an [Energy] from a location that appeared on your side this turn. Energy Manipulator Level Up (5) - When a location with an [Energy] symbol appears on any side, or a character on any side uses an [Energy] super power, Ms. Marvel gains 1 XP.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
THU-004	Ms. Marvel	Main Character	L2	Pro-Registration	6	6	6	X	X	Improved Energy Discharge Build [ENERGY]: Put six +1/+1 counters on Ms. Marvel. She can only pay for this power with an [ENERGY] from a location that appeared on your side this turn.	Improved Energy Discharge Build [Energy]: Put six +1/+1 counters on Ms. Marvel. She can only pay for this power with an [Energy] from a location that appeared on your side this turn.	
THU-005	Wasp	Main Character	L1	Pro-Registration	1	4	5	X	X	Shrink When Wasp gets attacked for the first time each turn, you may cancel the combat. Buzz Off! Level Up (5) - When Wasp gets attacked, she gains 1 XP.	Shrink When Wasp gets attacked for the first time each turn, you may cancel the combat. Buzz Off! Level Up (5) - When Wasp gets attacked, she gains 1 XP.	
THU-006	Wasp	Main Character	L2	Pro-Registration	5	5	5	X	X	Shrink When Wasp gets attacked for the first time each turn, you may cancel the combat. Grow When Wasp gets attacked for the first time each turn, you may have her get +5/+5 this combat.	Shrink When Wasp gets attacked for the first time each turn, you may cancel the combat. Grow When Wasp gets attacked for the first time each turn, you may have her get +5/+5 this combat.	
THU-007	Agent 13	Supporting Character	1	Pro-Registration	3	1	1		X	AKA Sharon Carter S.H.I.E.L.D. Training Main [SKILL]: KO a supporting character or equipment with cost 1 or less.	AKA Sharon Carter S.H.I.E.L.D. Training Main [Skill]: KO a supporting character or equipment with cost 1 or less.	
THU-008	Bullseye	Supporting Character	2	Pro-Registration	4	1	1		X	Sniper Bullseye can ranged attack protected characters.	Sniper Bullseye can ranged attack protected characters.	
THU-009	Doctor Octopus	Supporting Character	2	Pro-Registration	3	4	1			Brilliant Scientist Build [INTELLECT]: Look at the top three cards of your deck. Put one into your hand, then shuffle the rest into your deck.	Brilliant Scientist Build [Intellect]: Look at the top three cards of your deck. Put one into your hand, then shuffle the rest into your deck.	
THU-010	Green Goblin	Supporting Character	3	Pro-Registration	4	3	2	X		Goblin Formula Main [MIGHT]: Heal a wound from Green Goblin and put a +1/+1 counter on him.	Goblin Formula Main [Might]: Heal a wound from Green Goblin and put a +1/+1 counter on him.	
THU-011	Lady Deathstrike	Supporting Character	3	Pro-Registration	4	4	1			Martial Artist Lady Deathstrike has +2/+2 in melee combat. Adamantium Nails Each enemy character's DEF can't be higher than its printed DEF while in melee combat with Lady Deathstrike.	Martial Artist Lady Deathstrike has +2/+2 in melee combat. Adamantium Nails Each enemy character's DEF can't be higher than its printed DEF while in melee combat with Lady Deathstrike.	
THU-012	Helmut Zemo	Supporting Character	4	Pro-Registration	5	4	1		X	Violent While attacking a supporting character, Helmut Zemo strikes with double his ATK.	Violent While attacking a supporting character, Helmut Zemo strikes with double his ATK.	
THU-013	Taskmaster	Supporting Character	4	Pro-Registration	4	4	1			Master Martial Artist Taskmaster has +4/+4 in melee combat. Predict Physical Movement When Taskmaster enters a melee combat, this combat he gains the printed keyword powers of all the other supporting characters in the combat.	Master Martial Artist Taskmaster has +4/+4 in melee combat. Predict Physical Movement When Taskmaster enters a melee combat, this combat he gains the printed keyword powers of all the other supporting characters in the combat.	
THU-014	Radioactive Man	Supporting Character	5	Pro-Registration	5	5	2		X	Radiation Absorption When Radioactive Man powers up, put an extra +1/+1 counter on him for each super power on your side.	Radiation Absorption When Radioactive Man powers up, put an extra +1/+1 counter on him for each super power on your side.	
THU-015	Songbird	Supporting Character	5	Pro-Registration	6	4	2	X	X	Acoustikinesis When Songbird appears, choose one: Sonic Force Field : Choose another character on your side. That character can't be struck this turn. Sonic Platform : This turn, other characters have [FLIGHT] while in her row.	Acoustikinesis When Songbird appears, choose one: Sonic Force Field : Choose another character on your side. That character can't be struck this turn. Sonic Platform : This turn, other characters have [Flight] while in her row.	
THU-016	*Venom*	Supporting Character	6	Pro-Registration	6	6	2			AKA Scorpion Berserker When [STAR ICON]Venom[STAR ICON] attacks, put a +1/+1 counter on him. Symbiosis [STAR ICON]Venom[STAR ICON] can have and gain +1/+1 counters while stunned.	AKA Scorpion Berserker When *Venom* attacks, put a +1/+1 counter on him. Symbiosis *Venom* can have and gain +1/+1 counters while stunned.	

Card #	Name	Type	Cost / Level	Team (Icon)	ATK	DEF	Wounds (Health)	Flight	Range	Original Text	Updated Text	Notes
THU-017	Ragnarok	Supporting Character	7	Pro-Registration	9	8	2	X		<p>Lethal If Ragnarok wounds a defending supporting character, KO it.</p> <p>Codename Lightning Main [ENERGY]: Put four -1/-1 counters on a supporting character.</p>	<p>Lethal If Ragnarok wounds a defending supporting character, KO it.</p> <p>Codename Lightning Main [Energy]: Put four -1/-1 counters on a supporting character.</p>	
THU-018	Superhuman Registration Act	Plot Twist		Pro-Registration						<p>One of a Kind You may only have one of this card in your deck.</p> <p>Main: Choose an enemy supporting character with a super power. Put it into its owner's hand.</p>	<p>One of a Kind You may only have one of this card in your deck.</p> <p>Main: Choose an enemy supporting character with a super power. Put it into its owner's hand.</p>	
THU-019	Tranquilizer Gun	Equipment	0	Pro-Registration						<p>We're Trying to Save Lives Equipped character has [RANGE] and when it makes a ranged attack against an enemy character who has a super power, you may daze that character.</p>	<p>We're Trying to Save Lives Equipped character has [Range] and when it makes a ranged attack against an enemy character who has a super power, you may daze that character.</p>	