Marvel Hero Deck Card Game
Rules v. 1.0.0 (April 2017)

The goal of the players/heroes is to defeat the villainous Mastermind (MM) before he can complete his evil scheme.

Note: when ‘villain’ is mentioned in the rules it includes both regular villains, henchmen and masterminds (unless specified as ‘regular villain’).

The following rules are for 3 players (see optional rules-section for two or four player games).

If playing the game for the first time, see quick start section at end of the rules.

Setting up the game:

Decks:
- Each player selects a Hero: Put the Hero character card in play (the ‘Original’ card is not used);
  - Hero draw deck: all Hero cards with appropriate Hero icon (without icons);
  - Hero Power deck: all appropriate Hero cards with or icons
- Select one of the Masterminds (MM) as the main opponent of the heroes. The MM character card will come into play later. Mastermind Actions deck: the action cards of the appropriate MM
- Select a Scheme matching the Mastermind (look at the Schemes overview at the end of the rules for some info - do not look at the Scheme cards themselves). You might want to consider the length of the Scheme (between and , gives an indication of game length) and its Power Level (between (e.g. Daredevil) and (e.g. Hulk) - it might be preferable to roughly match Scheme Power Level and characters’ power level, unless an easier or harder game is what is wanted) Follow any specifications on the Scheme setup card in the following.
- Mastermind Scheme progress track: Sort the Mastermind-specific (i.e. with a Mastermind icon)
  Scheme progress cards (has an icon): Place them face down in a row on the table, in alphabetical order. (If more than one scheme available for the chosen MM: use only one of the schemes (randomly determined or select one) - they as identified by number icons: , etc.)
- Villain deck: all Villain cards of the same faction(s) as the MM (regular villains and henchmen (some henchmen requires a specific MM for them to be included)) and all villain deck event cards. Also, add random (non-henchmen) villains from other teams until a total of 20 villains are included, and 3 random Bystanders.
- Villain combat deck: all cards with icon
- Bystander deck: all remaining Bystanders
- Team-up deck: all cards with icon
- Location deck: all cards with icon
- The bruised/wounded cards: all cards with icon. Place them face up in a pile.
Shuffle all decks and place each one of them face down on its deck indicator card (face up, with the deck name being visible just above the deck) for easy identification of each deck (with discard pile of each deck next to it).

Draw 2 locations (not Mastermind base) and put them in play - place them next to each other at the table. Each player draws 5 cards to hand from Draw deck.

First turn can now begin.

Suggestion for setup on table:
Turn phases:
1. Mastermind scheme
2. Return Home
3. Villains
4. Heroes
5. Fight
6. End of turn

1. Mastermind scheme:
   For each location not placed the previous turn controlled by a villain:
   The first time this happens: Turn over the first card at the Mastermind Scheme Track row.
   From then on: Turn over the next card at the Mastermind Scheme Track row.
   When the last card is turned over (and any requirements on the card have been fulfilled), the Mastermind scheme is successfully carried out. The players have lost the game! (Unless specifies otherwise).
   If indicated on a previous Scheme card (or other card) that a specific Scheme card is turned over or automatic scheme progress this turn, that is done before turning over card due to villain control of location.
   If the flipped Scheme card has a requirement: The Mastermind cannot advance his scheme (i.e. no Scheme cards are turned over) until the requirement is met.

2. Return Home
   Heroes may move from a location and ‘Home’ (i.e. ‘off location’). If there are any villains at a location, at least as many Heroes must stay at the location (Henchmen count half), i.e. there must be at least one Hero per villain at each location. Heroes with flight are allowed to move away afterwards, though, if there are no villains with flight present. Effect cards are allowed to be played at this phase (e.g. to gain flight)

3. Villains
   Flip over a card from villain deck. If villain: place on a location. If effect: carry out the effect.
   The location where the villain is placed is selected according to the following priority:
   1. If villain is same faction as MM and MM is present at a location: place at MM’s location.
   2. Henchmen or Team-members: a location with villains of same faction/team present (select randomly if more than one available).
   3. A location with no villains present already (select randomly if more than one available).
   4. A location with villains of same faction present (select randomly if more than one available).
   5. A random location.
   In all cases: if there already are a number of (non-Mastermind) villains at a given location totaling more than the total number of heroes, do not place on that location if any other locations are available.

4. Heroes:
The players play cards at each step simultaneously/in any order they prefer.
   1. Play effect cards (equipment, effect, ally aid etc.). Any number of cards may be played, in any order (however, each card may only be played once (i.e. if a card is played and then drawn back to hand by some other effect it may not be played)).
   2. Move to any location in play (not mandatory - a Hero can stay ‘Home’ as well)
3. **Select actions.** Each hero can play one action card (but is allowed not to), his action for this turn.

One card per hero. Fight (melee or ranged): at locations only, utility: at Home only. Recover from Bruised/Wounded are allowed either at location or Home. A Hero is allowed to use his action to ‘attack’ even if he plays no attack card in order to engage a foe (i.e. he gets attacked by the foe but can’t attack in return).

5. **Fight**

For each location where villain(s) and hero(s) are both present:

1. **Engage foes**

   Each attacking hero selects one villain to engage (all villains must be chosen before two heroes can gang up on one villain; a MM must not be chosen until all other villains are engaged). If a Hero has played an attack action with multiple individual targets (i.e. not Blast), he may engage as many foes as there are targets.

   Remaining villains randomly selects a hero each (again, evenly distributed); they will engage heroes they can hit/damage if possible. A Hero that does not attack and thus doesn’t engage, is only engaged if there are unengaged villains left (thus it is possible for a Hero to take a supporting role, recover etc.)

2. **Determine attacks**

   Heroes attack as per the attack card played (if no card played: don’t attack themselves (but use up their action if they ‘attacked’) but are still attacked by the villain)

   Mastermind villain action: draw a card from the MM combat deck

   Other villains attack using their base attack on card attack.

   If a character uses ranged attack: if an ally engaged the same foe in melee: character can only be attacked if foe used ranged attack as well

3. **Reactions**

   Players may play reaction cards or discard card(s) in order to gain a bonus

4. **Attack resolutions**

   Compare the characters fighting each other:

   (a villain attacks one of the heroes attacking him if there are more than one (unless if blast attack), choosing one they can hit/damage first (randomly determined))

   Target Hit if Attack >= Defense

   Damage reduced by Body Armor if any

   Health: reduce by damage

   Hero: When taking damage: for each damage add a Bruised card to draw deck. Half of the Bruised cards (rounded up) are placed on top of the deck and the rest at the bottom.

   If reduced to 0 health: character Knock-out’ed (KO’ed). Any remaining damage is disregarded (in case of multiple sources of damage: apply the highest damage source first, and then work downwards)

   Mastermind KO’ed: The heroes win the game!

   Villain KO’ed: move to villain discard pile

   Hero KO’ed: return home and discard entire hand (incl. Bruised/Wounded cards). Next turn: can’t move or play any cards, then back at half health (rounded up).

   *All first strike* attacks are carried out first, then all regular attacks. Usually it doesn’t matter if the hero or the villain attacks first (the attacks are considered to be made simultaneously. In cases where it matters
(i.e. a successful attack cancels the opponents attack, provides a penalty etc. randomly determine which attack comes first).

6. End of turn
Each player: May (but doesn’t have to) discard up to 2 cards or (if more than 4 cards in hand) down to hand size 3.
Draw 2 cards (up to max hand size: 5).
If at least 2 cards were drawn and all of them are Bruised/Wounded cards, one of them may be discarded (a Bruised card, if both Bruised and Wounded were drawn) and (unless the Hero was KO’ed this turn) a new card drawn instead. Repeat this until a card other than Bruised/Wounded is drawn (i.e. a player always gets at least one playable card to hand).

Special card types:
Spendable Effect: Place in front of you when played. Spend for its icon-bonus (at any time - as if discarding from hand) or, during Players phase, for its effect. The card is then placed in the discard pile.
Aid ally: The card is a Spendable Effect placed on table at a special ‘Aid ally pool’. Any player (except the owner) can now spend the card for its effect (or its icon as if discarding from hand) when he chooses. The card is then returned to the original owner’s discard pile. Requirements (if any) on the card must be met to gain full effect - in all cases ‘together’ refers to the owner and the hero spending the card (if a ‘together’-requirement is not met, a card may still be spent, but only half the bonus (rounded down) is gained; thus two icons are needed to get one icon-bonus).
Whenever a player plays an aid ally card to the pool he immediately draws a card from the Team-up deck.
Quote: Card based on quotation. If Quote (X): card no. X in a specific Combo-sequence.
Bystander: A non-combatant character. Does not participate in fights (cannot engage/be engaged or attack/be attacked). When drawn from Villain deck: place at a random location (not Hidden Base). When a random Bystander is required to be placed: draw from Bystander deck.
If present at a location with a villain:
During fight: After engaging and attacks are determined but before reactions: one engaged villain at location (MM present, otherwise a random villain) may threaten bystander. One hero engaging the villain must cancel his current action (take action card back to hand) to rescue the bystander (place her at Home, hero may draw 1 card), otherwise the threat is carried out (she is even killed if villain has lethal attack) - remove her from the location. All players with heroes engaging the villain must then immediately discard 2 cards from hand (‘protector’ must discard all cards on hand (or 2 cards if he is not engaging the villain or not at the location), and villain now counts as an Arch-enemy for that hero); if she is killed: all cards discarded by engaging heroes (or 2 cards if not engaging the villain/not at the location), and ‘protector’ is KO’ed (even if not engaging/not at location).
The threatening villain carries out his attack against the hero as normal, regardless of whether the thread was carried out or the bystander rescued.
If villain controls a location with bystander at end of turn: each player must discard 1 card (before drawing to hand) - ‘protector’ must discard 2.
If all villains at a location are defeated, all bystanders there are immediately rescued.
Sidekick 🌀: Counts as a Hero character on its own (i.e. moves to and from locations, engage foes etc.). However, when fighting: draw a Villain Combat card and apply it (instead of playing cards from hand, as is the case for the main Heroes - cards from hand are played ‘on’ the main Hero only). Also, a Sidekick doesn’t
count as a Hero player (fx. if each Hero must discard a card from hand, then a player discards only once, even if he has both his Hero and the associated Sidekick Hero in play). If a Sidekick is defeated the Hero must discard 2 random cards from hand (not Bruised/Wounded cards). A Sidekick at Home may take a recover-action to regain 1 lost Health.

Special actions:
Gather Information (X): Choose one:
Either: look at X top cards of Location deck. If one of the cards is MM hidden base place it along with Mastermind. Otherwise: place a random one of the locations drawn in play (right of the rightmost location currently in play). Reshuffle the other location cards back into the Location deck.
OR: Draw X cards to hand from Draw deck; Hand Limit is increased by X this turn.
Power-Up (X): Turn over the top X cards of the Hero’s Power Deck and pick one of the cards (the Power-up) to add to Draw deck (shuffle Draw deck afterwards). Rare cards (marked ) may not be picked as the Power-up card unless Power-up value is (5) or greater. The cards not picked are placed at the bottom of the Power deck.
If Power deck is empty when Power-up is about to be drawn: draw from Draw deck to hand instead.

Icons in card text: if you discard a card with that icon: you get the bonus shown (cumulatively).

Villains returning: If a Villain has been set aside/been off table for some reason (e.g. a Mastermind that has escaped) and then returns (i.e. is placed at a location) any Health lost is restored, Force field at full strength, ill effects are gone etc. (unless specifically mentioned otherwise).

Special terms:
- ‘fighting together’: must both be fighting at same location at the time the effect takes place.
- ‘at home together’: must both be ‘at home’ (i.e. off-location) at the time the effect takes place.
- ‘no longer in combat’/’not in fight’: if, during the end of the fight phase, the character is at Home or at a location where no foes have been present during the fight phase of the current turn.
- ‘combo’ (X): if card X is also played this turn, the indicated benefit is gained. Combo-bonus: begins at 0 and is increased by 1 each time a card in a Combo-sequence is played; i.e. the bonus is equal to the total number of cards played from the Combo-sequence in question. A sequence of cards may be played simultaneously (i.e. all played before their effects are carried out, in sequence order) in order to maximize the Combo-bonus.
- ‘escapes’: when a Mastermind escapes he is placed off location (the Hidden Base location is removed (shuffled into Location deck) either immediately or at some later point, as indicated by card text (in that case it is no longer considered the ‘Base’, and is immediately removed if the Hidden Base is discovered)). The MM can be found the usual way, by locating the Hidden Base once again (at full health and any negative effects gone).
- ‘discard’: if a player is forced to discard a card from hand (e.g. by a villain effect), bruised/wounded cards may not be discarded (unless specified).
- ‘win a fight’: a fight is won if if all foes are KO’ed or move away. (When a Villain is required to win a fight or to defeat a foe to complete a Scheme card, the requirement is automatically considered complete if at any fight phase no heroes choose to move to or stay at Villain’s location).
- ‘defeat a foe’: a foe is defeated if he is KO’ed or moves away.
- ‘adjacent location’: any location placed next to the location (at either side).
‘pay’ <icon>: a card with that icon must be discarded by the Hero to satisfy the requirement. When a villain is required to pay an icon: if that icon is on the Villain card the villain can pay it, otherwise not.

‘avoid: ’ <icon>: the listed effect can be avoided by the target if it pays the icon indicated

‘Doom clock’: The Heroes must accomplish some specific task before the MM finishes his plot/the bomb explodes destroying the city/etc. They have a certain number of turns to complete the task. If they don’t make it in time they lose the game! While the clock is ticking no scheme cards are flipped (unless specified). Instead, at the start of each turn: for each (full) 2 cards which should have been flipped that turn the number of turns left is reduced by 1. So, at the start of each turn, the Doom clock advances 1 tick plus 1 additional tick per 2 cards that should have been flipped. Use the Doom clock track or line up ‘Mastermind scheme’ generic Scheme progress cards to keep track of the Doom clock ticks.

**Optional rules/variant rules:**

**Original characters:** Each player may opt to start with an original version of his Hero (if applicable) instead of the normal one, representing time and activities that occur before the Mastermind Scheme is set into motion (it will have a delayed start due to the Original character (X) ability of the Original Hero). In that case shuffle the normal Hero character card into the Power Deck. When drawn and chosen during Power-Up (counts as a -card) replace the ‘Original’ character card with the normal one (‘Original’ card no longer used (or, if preferred, may be just discarded instead)).

**To be continued:** If preferred multiple games can be played as a continuous storyline (a record of the games/storylines can be kept if preferred):

After each game use continue to use the hero’s Draw deck and Power-up deck for the next game as follows:

Current Power-up cards are kept in Draw deck.

All Bruised cards are removed from deck. All Wounded cards are replaced by Bruised cards.

Aid pool, Team-up cards etc. are reset (i.e. not carried over)

All heroes are at hull health.

Also, if the Heroes lost the game: Each hero must add one Bruised card to his deck, and one additional card for each location that was villain controlled at the end of the game.

**Easier or harder games:** play with 4 heroes or 2 heroes instead of 3. The various Schemes vary in difficulty, so for some of them it might be suitable to adjust number of heroes, should the players so wish.

Or use some of them that are at a lower or higher Power Level than the Scheme. E.g. for a -Scheme play with one or more -characters and no -characters for a more challenging game.

**Two-player game:** Each player controls one hero, and the third hero is played with his cards ‘on hand’ face up on the table. The players then mutually agree on his card play, actions etc.

Or, alternatively: Play with just two heroes (one per player), but draw a card from Villain deck every second turn only instead of every turn.

**Specific Heroes variant:** Some Schemes require a specific Hero to be selected as one of the Heroes. Alternatively, that Hero can be omitted (i.e. not chosen as one of the Heroes played), and one of the
Heroes played are chosen as counting as the omitted Hero for Scheme purposes. It is recommended that a Hero of a somewhat similar type as the required Hero is chosen.

Scheme variant: Scheme deck
If you wish to add a little randomness and uncertainty to the otherwise fixed story Schemes you can use the following variant (it is best used for short Schemes, i.e. up to 9 Scheme cards):
In addition to the Scheme progress track, use a Scheme deck: all generic (i.e. without a Mastermind icon) cards with $ icon. Include a number of ‘Mastermind Scheme’-cards equal to one less the number of cards in the Mastermind Scheme progress track.
Instead of flipping over a card from the Scheme Track row at Scheme progress instead draw a card from the Scheme progress deck and carry out the text. Often it will mean flipping over a card on the Scheme Track as usual.

Scheme variant: Generic Scheme
If you don’t want to play the Schemes based on a fixed story you can instead use a generic Scheme: The Scheme cards without Mastermind icon are used. Shuffle them and place them facedown as the Scheme track. Whenever a Scheme card is flipped, flip the next in the row as usual (ignore text regarding turning over MM Scheme progress cards). If none left to flip the Heroes lose the game.

Quick start:
If this is the first time you play this game:
There are a lot of cards included in the game, and it might seem somewhat overwhelming at first. Fortunately, a large part of the cards are Scheme cards, used for the various Schemes (the ‘missions’), and since only one Scheme is used in each game, most of those Scheme cards can be ignored for the first game. For your first game you need the following cards:

- Villain combat deck cards: all cards with $ icon
- Team-up deck cards: all cards with $ icon
- Location deck cards: all cards with $ icon
- Bystander deck cards: 6 of those should be enough for your first game (just pick the first 6).
- Deck indicator cards: all the cards with the various Deck names (and nothing else) on them.

Also, select one of the Masterminds as the main villain, a Scheme and 3 Heroes. For the first game is recommended: Captain America, Hulk and Iron Man vs. Baron Zemo and the Scheme “Meet the Masters of Evil” (a fairly short Scheme of relatively low complexity).
So you need the following cards as well as the ones above:

- Hero character cards: The three cards: Captain America, Hulk and Iron Man
- Hero draw deck and Power deck cards for the three Heroes: all cards with the $, $ and $ icons (except ‘Original Iron Man’)
- The Mastermind character card: The Baron Zemo card
- **Mastermind Action deck** cards: the gray cards with both an 🤖 and an 🐾 icon

- **Scheme progress track** cards: Those of the Scheme cards ( ⌂ icon) that have both the 🤖 and the ⏎ icon (“Meet the Masters of Evil” is the first of the Zemo Schemes)

- **The bruised/wounded** cards: the cards with the 🌸 icon (you’re probably not going to need all of them - if you pick the ones corresponding to the three Heroes and a few more ‘Bruised’ that should cover it)

Print the cards above, cut them out and slide them into card sleeves, and you are ready to go!
**Properties/abilities/powers overview:**

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Arch-enemy</strong></td>
<td>A character must always engage and attack his arch-enemy in a fight first (if possible).</td>
</tr>
<tr>
<td><strong>Armor piercing</strong></td>
<td>Body Armor does not reduce damage from this attack</td>
</tr>
<tr>
<td><strong>Attack options</strong></td>
<td>The character has multiple options for attacking. Determine randomly at the start of Hero select actions step which one will be used that turn</td>
</tr>
<tr>
<td><strong>Auto hit</strong></td>
<td>The attack hits foe no matter foe’s Defense value</td>
</tr>
<tr>
<td><strong>Blast</strong></td>
<td>Attack targets all foes at the location (MM only targeted if he is engaged by a foe)</td>
</tr>
<tr>
<td><strong>Bleed</strong> (X)</td>
<td>At each fight turn: 1 lethal damage (penetrates body armor/force field). Condition ends if no longer in combat</td>
</tr>
<tr>
<td><strong>Body Armor</strong> (X)</td>
<td>Damage by each attack is reduced by X</td>
</tr>
<tr>
<td><strong>Charge</strong> (X)</td>
<td>During first round of a fight: damage: +X</td>
</tr>
<tr>
<td><strong>Electricity</strong></td>
<td>Power Armor <em>Body Armor doesn’t protect against electricity</em> damage</td>
</tr>
<tr>
<td><strong>Energy</strong></td>
<td>Includes <em>electricity, fire, heat, cold</em> etc.</td>
</tr>
<tr>
<td><strong>First strike</strong></td>
<td>This character’s attack is resolved before foe’s (unless melee attack against ranged)</td>
</tr>
<tr>
<td><strong>Flight</strong></td>
<td>When a flying character makes a ranged attack (or ‘no attack’): foe can’t counterattack except if foe has <em>flight</em> or uses <em>ranged</em> attack. (And if two opponents fighting each other are both flying, they can’t be attacked from the ground except by ranged attacks). Also: may move away from a location even if (non-flying) foes are present.</td>
</tr>
<tr>
<td><strong>Force Field</strong> (X)</td>
<td>Any hit on the character damages the Force Field instead of him. The Force Field is destroyed when it suffers X damage (Body Armor does not reduce Force Field damage). The Force Field is fully recharged if the character is no longer in combat.</td>
</tr>
<tr>
<td><strong>Follow-up attack</strong></td>
<td>After a character has carried out an attack, this second attack may be carried out after all other attacks have been concluded (against same target if it was not defeated, otherwise reengage)</td>
</tr>
<tr>
<td><strong>Gang Boss</strong> (X)</td>
<td>Whenever this character is placed on a location, also place X Henchmen (of same team) there (from Villain Deck or discard pile, or if not enough there, move Henchmen to the location from other locations)</td>
</tr>
<tr>
<td><strong>Grab</strong></td>
<td>Grabbed foe can’t leave location or engage a different opponent, has Attack: -1 and is auto-hit by the grab-attack next turn. The foe can change his current action to an escape-action: discard a ♦️ or ♣️ card to break free at the end of the fight round (the action card already played for the cancelled action is taken back to hand, i.e. not spent)</td>
</tr>
<tr>
<td><strong>Hiding</strong></td>
<td>Must be the last one (except for Mastermind) engaged by foes in combat</td>
</tr>
<tr>
<td><strong>Immunity to X</strong></td>
<td>Cannot be damaged of affected by attacks or effects of type X</td>
</tr>
<tr>
<td><strong>Infiltrator</strong></td>
<td>First time in a fight, first round (only): cannot be engaged by a foe; engages and attacks a foe, but is not counterattacked.</td>
</tr>
<tr>
<td><strong>Lethal</strong></td>
<td>Hero damaged: wounded card(s) instead of bruised. Villain defeated: non-henchmen may (attacking Hero’s choice) be killed instead of KO’ed: remove from game (killing Hero must discard 1 card, all other Heroes 2 cards, if a non-robot villain is killed).</td>
</tr>
<tr>
<td><strong>Original Character</strong> (X)</td>
<td>Ignore the first X Scheme progresses of the game (cumulative with other cards with this ability), i.e. Scheme start is delayed</td>
</tr>
<tr>
<td><strong>Power Armor</strong></td>
<td><em>Immune to gas</em> attacks</td>
</tr>
<tr>
<td><strong>Psychic</strong></td>
<td>Psychic damage ignores body armor</td>
</tr>
<tr>
<td><strong>Regeneration</strong> (X)</td>
<td>After each fight phase: restore X health (and if hero: remove up to X bruised/wounded card from hand or discard pile)</td>
</tr>
<tr>
<td><strong>Resistance X</strong></td>
<td>Damage of type X is halved (rounded down) – before applying Body Armor</td>
</tr>
<tr>
<td><strong>Restrain</strong></td>
<td>As <em>grab</em>, but also: restrained foe can’t attack</td>
</tr>
<tr>
<td><strong>Rechargeable</strong></td>
<td>The icon pay to gain bonus can be paid during any effect phase (e.g. duration can be extended), not only when card is played.</td>
</tr>
<tr>
<td><strong>Reusable</strong></td>
<td>When card is played, place it facedown at top of Draw deck instead of in Discard pile</td>
</tr>
<tr>
<td><strong>Robot</strong></td>
<td><em>Immune to</em> psychic attacks; no <em>body armor</em> against electricity attacks</td>
</tr>
<tr>
<td><strong>Shapeshifting</strong></td>
<td>Count as infiltrator</td>
</tr>
<tr>
<td><strong>Slam</strong></td>
<td>When a foe is <em>slammed</em> he is immediately moved to a random adjacent location.</td>
</tr>
<tr>
<td><strong>Surprise</strong></td>
<td>When a character <em>surprises</em> a foe, he gets to attack first (even if foe has <em>first strike</em>) in the first round of a fight</td>
</tr>
<tr>
<td><strong>Team</strong></td>
<td>When character is placed: Place at location with team-member if any present already. If not roll a die: on 4-6 place another random member of same team together with the character (use the unused cards if any, otherwise Villain deck)</td>
</tr>
<tr>
<td><strong>Undercover</strong></td>
<td>Villain cannot be attacked. He moves together with a random Hero (including to Home). First time the Hero is in combat with another foe: The Villain attacks the Hero, counting as infiltrator, and is no longer undercover.</td>
</tr>
<tr>
<td><strong>Vehicle (X)</strong></td>
<td>May carry up to X passengers. They all move together, and may move away from their location even if there are foes there. The vehicle card is placed at locations in the same way as characters. If there are no Heroes at its location it is discarded.</td>
</tr>
<tr>
<td>Card sub-types:</td>
<td>Stats:</td>
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<tr>
<td>Action</td>
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<td>Effect</td>
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<td>Reaction</td>
<td>Health</td>
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<td>Quote</td>
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<tr>
<td>Sidekick</td>
<td></td>
</tr>
</tbody>
</table>

**Hero cards – icons:**

**Action type:**

- Melee attack
- Ranged attack

**Method:**

- Hi-tech
- Feral/savage
- Raw Power
- Speed/agility
- Energy/innate force
- Leadership/charm
- Reasoning/psyche

**Teams/factions:**

- X-Men
- X-Men foes (Brotherhood Evil Mutants)
- Avengers
- Avengers foes (Masters of Evil)
- Fantastic Four
- Fantastic Four foes (Frightful Four)
- Spiderman
- Spiderman foes (Sinister Six)
- S.H.I.E.L.D.
- Daredevil foes (Emissaries of Evil)
- Hulk foes
- Soviet Super Soldiers
- Wrecking Crew
- Hellfire Club
- Titanic Three
- Skrulls
- Magneto
- Baron Zemo
- Dr. Doom
- Dr. Octopus
- Green Goblin
- Kingpin
- Sebastian Shaw
- Ultron
- General Ross / Hulk Busters
- Galactus
- Savage Hulk

**Heroes:**

- Wolverine
- Thor
- Iron Man
- Hulk
- Captain America
- Dr. Strange
- Spider-Man
- Daredevil
- Vision
- Mr. Fantastic
- Thing
- Ant-Man
- Professor X
- Invisible Woman
- Human Torch

12
Schemes overview:

**"Doomed!!"**
- **Schema:** Set one of the heroes against a villain.
- **Setup:** Assemble the team and begin the adventure.

**"Defeated by Doctor Doom!!"**
- **Schema:** The heroes must defeat Dr. Doom.
- **Setup:** Introduce the villain and set up the stage for the confrontation.

**"This land is mine!!"**
- **Schema:** The heroes must protect a land.
- **Setup:** Establish the land's claim and the threats the heroes must face.

**"Manos Superior, born to rule the Earth"**
- **Schema:** The heroes must stop a powerful leader.
- **Setup:** Introduce the leader and their motives.

**"I, Magneto..."**
- **Schema:** The heroes must confront the mutant leader.
- **Setup:** Establish Magneto's power and his plans.

**"And Hellfire is their name!!"**
- **Schema:** The heroes must defeat a fiery group.
- **Setup:** Introduce the Hellfire club and their threats.

**"Meet the Masters of Evil!!"**
- **Schema:** The heroes must encounter powerful villains.
- **Setup:** Establish the villains and their plans.

**"The coming of the... Wonder Man!!"**
- **Schema:** The Wonder Man arrives.
- **Setup:** Introduce Wonder Man and his significance.

**"We stand at... Armageddon!!"**
- **Schema:** The heroes stand at the edge of destruction.
- **Setup:** Establish the threat and the heroes' resolve.
Heroes deck composition overview:

<table>
<thead>
<tr>
<th>Character</th>
<th>Attack</th>
<th>Aid</th>
<th>Ally</th>
<th>Train</th>
<th>Info</th>
<th>Combat misc</th>
<th>Misc utility</th>
<th># of Power-up cards</th>
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<tbody>
<tr>
<td>Wolverine</td>
<td>3/4</td>
<td>2</td>
<td>2/1</td>
<td>1</td>
<td>2/7</td>
<td>0/2</td>
<td></td>
<td>14 (2)</td>
</tr>
<tr>
<td>Thor</td>
<td>2/4</td>
<td>3/3</td>
<td>2</td>
<td>1</td>
<td>1/6</td>
<td>1/4</td>
<td></td>
<td>17 (2)</td>
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<tr>
<td>Iron Man</td>
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<td>2</td>
<td>2</td>
<td>1</td>
<td>1/1</td>
<td>1/2</td>
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<td>11 (2) [1]</td>
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<tr>
<td>Hulk</td>
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<td>2</td>
<td>2</td>
<td>1</td>
<td>2/5</td>
<td>1/2</td>
<td></td>
<td>10 (2)</td>
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<tr>
<td>Cap. America</td>
<td>2/3</td>
<td>3/2</td>
<td>2</td>
<td>1</td>
<td>2/4</td>
<td>0/4</td>
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<td>13 (2)</td>
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<td>2</td>
<td>2/1</td>
<td>1</td>
<td>2/3</td>
<td>1/5</td>
<td></td>
<td>12 (2)</td>
</tr>
<tr>
<td>Spider-Man</td>
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<td>2</td>
<td>1</td>
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<td>2/4</td>
<td></td>
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</tr>
<tr>
<td>Daredevil</td>
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<td>1/1</td>
<td>2</td>
<td>1</td>
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<td></td>
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<tr>
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<td>2</td>
<td>1</td>
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<td>2/6</td>
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<tr>
<td>Mr. Fantastic</td>
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<td>1/2</td>
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### Doom clock

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<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>10</td>
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</table>

#### Card sub-types:
- Action
- Effect
- Reaction

#### Stats:
- **Attack**
- **Defense**
- **Health**

#### Decks:
- **Hero icon**: the Hero character
- **Hero icon**: Hero deck
- **Icon**: Power Deck (rare)
- **Icon**: Team-up Deck
- **MM team icon**: Villain Deck
- **Icon**: Villain Combat Deck
- **MM icon**: the Mastermind
- **MM icon**: MM action deck
- **Scheme progress deck**
- **Location deck**
- **Bruised/wounded cards**