

EXPANSION CHALLENGES

TRAITOR CHALLENGE TALES OF ASGARD


Requirements: 3 or 4 player game

Setup: Give each player:

- 1 random "Allegiance" card
- 1 **Mistrust** token
- 1  token

Gameplay: On a player's turn, they may play their card facedown to discard their **Mistrust** token.

When 2 Missions are complete: Each player at once points at the player they believe is the Traitor.

Each correct player that was not the Traitor gains a  token. Non-Traitor players with a **Mistrust** token immediately take damage equal to the number of cards they have in hand.

After the Traitor is revealed: The Traitor removes their Hero from play and begins play as the Villain. When the Villain would play a Master Plan card, the Traitor looks at the top 2 cards (if possible) of the Master Plan deck and plays 1 while putting the remaining card at the bottom of the Master Plan deck.

PLAN B CHALLENGE

GUARDIANS OF THE GALAXY

Setup: Replace the standard Mission cards with the Plan B mission cards.



Winning the Game: Players may also win by completing all 3 Plan B Missions, instead of defeating the Villain.

ENDANGERED

LOCATIONS CHALLENGE

RISE OF THE BLACK PANTHER



Setup: Give each player a pair of **Endangered Location** tokens. Each player selects a different Location and places one of their **Endangered Location** tokens in that Location and keeps the other with their Hero deck.

Overflow: When any number of  /  can't be added to a Location that has an **Endangered Location** token, the Hero with the matching token takes 1 damage. This is in addition to any other Overflow effects.

HIDDEN IDENTITY CHALLENGE

ENTER THE SPIDER-VERSE

Setup: Place a **Journalist** token on the Villain's Starting Location and each Location adjacent to the Heroes' Starting Location.

Gameplay: When a Hero in a Location with a **Journalist** token performs any action other than , including using a Special Effect, they gain 1 **Exposure** token. A Hero cannot gain more than 1 **Exposure** token in a single turn. A Hero may use a  to move a **Journalist** token in any Location to an adjacent Location.

When a Hero gets their 3rd Exposure token: They immediately take 1 damage and on their next turn must play their Hero Card facedown. They no longer gain any additional **Exposure** tokens.

HAZARDOUS LOCATIONS CHALLENGE

X-FORCE EXCLUSIVE

Setup: Include 3 **Hazardous** Locations

Gameplay: Heroes ending in a **Hazardous** Location with no **Threat** card, MUST resolve its **End of Turn** Effect. Black **End of Turn** Effects are Mandatory.

DEADPOOL CHAOS CHALLENGE

DEADPOOL

Setup: Randomly drop the **Deadpool's Challenge** card on the table and place **Deadpool's Challenge** piece in the nearest Location the card points to. Shuffle the **Deadpool Chaos** deck.

Gameplay: Whenever a Hero ends their turn, or the Villain ends their movement (after resolves the landing effect, if any), in the Location with the **Deadpool's Challenge** piece: Resolve the top card of the **Deadpool Chaos** deck.

SENTINEL CHALLENGE

DAYS OF FUTURE PAST EXCLUSIVE

Setup: Choose a **Sentinel**, putting its starting health on its **challenge card** and place the **corresponding figure** in the Villain's starting location.

Gameplay: Sentinels are not considered a Villain or a Henchmen. The **Sentinel Activation** is not considered a Villain turn. After every Hero turn, the **Sentinel** activates according to its **challenge card**. Sentinels cannot be dealt any damage until the Villain has become **vulnerable to damage**.

RULE COMPENDIUM

APPLYING CHALLENGES



Challenges can be applied to any game that is not utilizing a special **Game Mode** (see following pages). You can apply multiple **Challenges** to the same game with each of these effecting the difficulty. Any cases where challenges cannot be combined will be included in that challenge's description.

TAKEOVER CHALLENGE

FANTASTIC FOUR EXCLUSIVE

Requirement: Villain whose **Overflow** effect does not cause the excess tokens to be placed elsewhere.

Setup: Place the **Takeover** challenge card in play. For increased difficulty, use the reverse side that reads **Brutal Takeover** instead.

Overflow: When any number of  /  can't be added to any Location, place those tokens on the **challenge card**.

COMPLICATION CHALLENGE

ANNIHILATION EXCLUSIVE

Setup: Shuffle the **Complication** challenge deck. Add in 1 (or more for even greater difficulty) **Complication** challenge cards when shuffling the Masterplan Deck.

Gameplay: As soon as a **Complication** challenge card is revealed on top of the deck, resolve it immediately.

-The **DANGER ROOM** challenge **decreases** difficulty.-

DANGER ROOM CHALLENGE

FIRST CLASS EXCLUSIVE

Setup: Place the **Danger Room** tile beneath the Location opposite the Villain's Starting Location.

Gameplay: Instead of performing the **End of Turn** effect in the Location with the **Danger Room**, a Hero may choose to draw a **Training** card. These cards do not count as part of a Heroes hand or deck. Heroes may use any number of their **Training** cards during their turn.

If the **Training** card type is:

DISCARD: the effect is single use and then discarded.

PERMANENT: the effect remains active once played.

When a Hero is KO'd: They must immediately discard ALL of their **Training** cards with no effect.

COMPETITIVE GAME MODES

RULE COMPENDIUM

SUPER VILLAIN GAME MODE

X-MEN MULTIVERSE

Limitations: Many Villains require special modifications.

Details can be found on the back of their dashboards.

~~**KANG ELECTRO LEGION TRAITOR PLAN B**~~

Setup: The Villain player shuffles and draws 4 **Super Villain** cards. They keep 3 and remove the rest from the game. After preparing the Masterplan deck as normal, they draw 2 cards to form their starting hand.

The **Heroes** shuffle and each are dealt 2 **Super Hero** cards. They each keep 1 and the remaining **Super Hero** cards are removed from the game. Give the **Heroes** the tokens indicated on the back of the dashboard under "**Super Villain**". The **Heroes** may divide the tokens amongst themselves as they choose.

The **Heroes** must choose a starting player before the game begins.

Gameplay: The End of Turn effect of the Locations **Stark Labs** and **Hala** are modified to require the Hero using the effect to first discard 1 card from their hand to the bottom of their deck.

Super Hero and **Super Villain** cards have specific trigger effects indicating when they can be played. They do not count as cards in hand. The Villain player may only play 1 **Super Villain** card on each turn.

If effects of any kind are tied: The **Heroes** decide how to resolve it unless indicated by a **Super Villain** card.

Villain Turns: The Villain begins each turn by drawing the top card of the Masterplan deck and then playing 1 card from their hand. If they possess a **Starting Villain** card, they must play it first. If at the start of their turn, the deck is empty they simply don't draw before playing. If they also have no cards in hand and therefore can't play a card, they win.

If the Villain would play an extra Masterplan Card: The extra card is played facedown regardless of how it would otherwise be played.

COMPETITIVE GAME MODES (CONTINUED)

TEAM VS TEAM GAME MODE **BLUE / GOLD**

Limitations: Many scenarios require special modifications in order to use this mode:

Setup:

- Replace the standard Missions with the **Damage** dashboard. Toss the Initiative token and place it at the center of the **Damage** dashboard. The faceup color indicates the **Team with the initiative**.
- Give each Team their 3 **Team Missions**.
- Set the Villain's starting health as in a 4-Hero game.
- Do not place **Threat** cards. The **Team with the initiative** will start 2 Locations counter-clockwise from the Villain. The **Team without initiative** will start 2 Locations clockwise from the Villain.
- Unless the Villain's **Special Setup** indicates a specific placement, the **Team with the Initiative** selects the **Threat** card that is placed in their starting Location.
- Then the **Team without initiative** selects the **Threat** card for their starting Location. The remaining **Threat** cards are randomly placed.

Winning: Damage dealt to the Villain by each Team is added to the **Damage** dashboard in the area designated for that Team. At the end of a Hero turn when the Villain has no remaining health, the **Team who has dealt the most damage** wins.

Ties are won by the team that did the **most recent damage**. Heroes can deal damage **beyond the Villain's health**, taking health tokens from the supply for damage not available on the Villain dashboard.

If the Villain wins by any means, both Teams lose.

Villain Turns: At the start of each Villain Turn (including the first turn) flip the **Initiative** token. The Villain plays 1 **Masterplan** card as normal. **If the Villain would play a Masterplan card**, while the number of played Hero cards from each Team are not the same, it is delayed until they are. If the card is to be played Facedown, it is placed beneath the last played **Masterplan** card.

If effects must apply unequally. The effects are first applied to the **Team with the initiative**. For breaking ties of any kind, the **Team without initiative** decides how to resolve it. **Affects which apply to Heroes/other Heroes**, apply to Heroes of both Teams.

Hero Gameplay: After the Villain turn, the **Team with the Initiative** chooses one of their Heroes to take their turn, placing their card in their **Team Storyline**. Then the **Team without initiative** does the same placing their cards in their own **Team Storyline**. (see image)



Then the next Hero of the **Team with the initiative** goes and so on. After each Team has had 3 turns, the Villain goes again. This will cause **initiative** to change, so the last team to play before the Villain turn will be first to play afterwards. Heroes can use attacks and effects to deal damage to Heroes of the other team, but **can not deal damage that would remove their last card** (and KO them).

Team Missions: Place **Mission Complete** tokens on the **Damage** dashboard to track which teams have completed their missions. Once any team has completed their first mission, the Villain becomes under pressure and will act after each Team has had 2 turns instead of 3. Only Heroes on a Team that has completed two Team Missions may damage the Villain.



RULE COMPENDIUM

- ~~Ⓚ DARK PHOENIX~~ ~~Ⓚ DORMAMU~~ ~~Ⓚ LEGION~~
- ~~Ⓚ LADY DEATHSTRIKE~~ ~~Ⓚ MYSTIQUE~~ ~~Ⓚ HELA~~
- Ⓚ ARCADE:** Teams may not use **Special Setup** for Murderworld.
- Ⓚ BOB:** MODOK Henchman affects Hero cards of BOTH teams.
- Ⓚ BULLSEYE:** Villain always wins at 4 KO tokens.
- Ⓚ MODOK:** Flipping Hero cards applies to BOTH Teams.
- Ⓚ MAGNETO:** Ignore the **Special Setup** regarding "Use Cerebro"
- Ⓚ MASTERMIND:** Apply **Special Setup** individually to each Team.
- Ⓚ MOJO:** The **Team with Initiative** may choose to use Mojoworld as a Mojo's starting location.
- Ⓚ PHOENIX FIVE** (Standalone): Ignore **Special Setup** "Train Hope"
- Ⓚ SABRETOOTH:** The **Hunted** token passes between Teams. For example: Gold 1, Blue 1, Gold 2, Blue 2...
- Ⓚ SPIRAL:** Use the Team side of the Break the Spell Dashboard. Do not use Team Missions.
- Ⓚ SUPER-SKRULL:** Villain always wins at 4 KO tokens.
- Ⓚ THANOS** (Standalone): Use no Infinity Stones or Power-Ups.
- Ⓚ VENOM:** Heroes are always removed from the game when they accumulate 4 KO Tokens. The Heroes lose when all Heroes from BOTH teams are removed from the game.
- ~~Ⓚ TRAITOR~~ ~~Ⓚ PLAN B~~
- Ⓚ ENDANGERED LOCATIONS:** Only 2 Random Heroes from each Team are assigned **Endangered Location** tokens.
- Ⓚ SECRET IDENTITY:** The **Journalists** start adjacent to, and across from the Villain's Starting Location.
- Ⓚ DANGER ROOM:** The **Danger Room** is placed across from the Villain's Starting Location.
- Ⓚ DEADPOOL CHAOS:** The **Deadpool Challenge** piece always begins across from the Villain's Starting Location.
- ~~Ⓚ HORSEMEN OF APOCALYPSE~~
- ~~Ⓚ DAYS OF FUTURE PAST~~ ~~Ⓚ SINISTER SIX~~
- Ⓚ SUPER VILLAIN:** The Villain chooses their starting Location. Heroes get no action tokens due to the back of the Dashboard. If using **ACCELERATED VILLAIN**, each Team gets 4 Super Hero cards and assign 1 to each Hero. Otherwise they get none.

ACCELERATED VILLAIN CHALLENGE **BLUE / GOLD**

Requires: **TEAM VS TEAM**

Gameplay: The Villain will begin the game acting after each team has had 2 turns, and when under pressure will act after each team has had only 1 turn.

SOLO MODES

SHIELD SOLO MODE

AVENGERS X-MEN

Purpose: SHIELD solo mode involves a single player fielding multiple Heroes.

Setup:

- Choose 3 Heroes and place each game piece in the location opposite the Villain.
- Locate any **Starting Hand** cards for the chosen Heroes and add them to your hand. Shuffle the remaining cards for those Heroes and draw until you have 5 total cards in hand.
- Set up the Villain as if playing a 3-Hero game.

Gameplay:

- Resolve turns in the usual sequence, with you playing every Hero Turn.
- Each turn the Hero card played indicates the "Active Hero." That Hero performs any actions for this turn.
- Any effect that refers to "another player" refers to "you."
- Any effect that refers to "you" refers to the Specific Hero in question, except when concerning your tokens or hand of cards, which belong to the player.
- Action tokens you possess can be used by any Hero.
- If the 3rd Mission is complete, you draw 3 cards (1 for each Hero).

Difficulty:

Choose 0-2 KO's. You immediately lose when that you have been KO'd that many times.

When any Heroes are KO'd, immediately lay down all the Hero game pieces and resolve the result of 1 KO, for most Villains this involves resolving a single BAM!

At the start of your next turn, place all the Heroes back upright. During the Draw Card step, draw up to 6 cards from your deck.

COMMANDER SOLO MODE

MULTIVERSE

Purpose: Commander solo mode involves a single player fielding a single Hero, supported by cards from other Heroes.

Setup:

- After setting up your Main Hero as normal, choose a team of 4 supporting Heroes. Do not collect their game pieces, they won't be needed. Search their Hero decks and choose 3 cards with special effects for each Hero. Shuffle them to form the **Supporting Heroes deck**. Ignore any cardbacks referring to Starting Hand or Bottom of the Deck. Any remaining cards for the **Supporting Heroes** are removed from the game.
- Reveal the top 2 cards of the **Supporting Heroes deck** placing them faceup next to their deck, forming the **Supporting Heroes display**.
- Set up the Villain as if playing a 2-Hero game.

Gameplay:

- Resolve turns in the usual sequence, with you playing every Hero Turn.
- Each Hero Turn **immediately after the Villain Turn must be** played by the Main Hero, ignoring the **Supporting Hero display**.
- On any other Hero Turn, you may choose to not draw a card for your **Main Hero** and instead select a card from the display to play as your card for the turn. At the end of such a turn, refill the **display** with the top card of the **Supporting Heroes deck**.
- Any effect that refers to "another player" refers to "you."
- Any effect that refers to "you" refers to the Specific Hero in question, except when concerning your tokens or hand of cards, which belong to the player.
- **Supporting Hero** cards in the Storyline are not considered "your cards", and cannot be swapped with your **Main Hero's** cards in the Storyline.
- You may **never** possess more than 5 Action tokens.

Difficulty:

Choose 0-2 Battle Plan Budget. Select Battle Plans with listed costs up to your Budget. Place the selected Battle Plans faceup, they are always in effect and never discarded.

RULE COMPENDIUM

SUPER WITH SHIELD VILLAIN SOLO MODE

AVENGERS X-MEN

Requirement: The Hero player must use SHIELD solo mode

Setup:

- The Hero player draws 6 random Super Hero cards, keeps 3, and removes the rest from the game.

Gameplay:

- The Super Hero cards belong to the player instead of to any specific Hero.
- Difficulty:**
The difficulty is set 2 KO's. The Hero player immediately loses when that they have been KO'd 2 times.

SUPER WITH COMMANDER VILLAIN SOLO MODE

MULTIVERSE

Requirement: The Hero player must use Commander solo mode

Setup:

- The Hero player draws 3 random Super Hero cards, keeps 2, and removes the rest from the game.

Difficulty:


The Hero player may not select any Battle Plans.

KNOWN BATTLE PLANS

MULTIVERSE

Listed by Budget Cost

1: Forfeit Supporting Hero card Actions and Special Effects to flip up to 2 facedown cards in the Storyline.



1: Forfeit Supporting Hero card Actions and Special Effects to gain 2  tokens.

1: After a Villain turn, refresh the Supporting Hero display.

1: If Supporting card has any  in the Storyline gain 1  action


1: If Supporting card has any  in the Storyline gain 1  action

1: If Supporting card has no  in the Storyline gain 1  action

1: Forfeit 1  action to discard 1  from your Hero or Location

2: Accelerate the Villain to avoid discarding your last card

2: Forfeit Supporting Hero card Actions and Special Effects to draw cards until you have 3 cards in hand.

2: After playing a Supporting Hero card, rescue a  sometime during that turn.

BATTLE SERIES GAME MODES

INFINITY BATTLE BATTLES SERIES

Preparation: Shuffle the:

- 6 Infinity Stone Cards (Thanos card backs)
- 8 Power-Up Cards

You will play through 3 Infinity Battles games before facing Thanos. For each Infinity Battles game:

Setup: Use the Infinity Battles Mission Guide

Choose one of the following that you have not yet faced:

- BLACK DWARF**
- PROXIMA MIDNIGHT**
- EBONY MAW**
- CORVUS GLAIVE**

Place 3 random Infinity Stone cards in the chosen Villain's Masterplan deck, one each below:

- 6th Masterplan card
- 10th Masterplan card
- 12th (final) Masterplan card

Place 1 random Power-Up card vertically under the right-most Mission card with its bottom symbols visible, and another vertical side face-up within reach of all players.

Gameplay: Infinity Stone cards are not part of the Masterplan decks. If the deck is manipulated, they must be returned to the same positions after. When one is on top of the deck, it is immediately given to Thanos. If the Heroes lose to a Villain, all 3 stones from the game are given to Thanos. Otherwise, stones remaining in the deck are returned to the supply. The Power-Up card set within reach of all players has symbols that can be completed from anywhere during the Infinity Battles games. If all symbols are filled the card is given to the Heroes. If the final mission is completed during an Infinity Battle game, the Power-Up card there is flipped over and given to the Heroes. Power-Up cards that are not given to the Heroes are returned to the supply.

Winning: If the Heroes complete all of the Infinity Battles without Thanos getting all of the Infinity Stones, they proceed to the Battle against Thanos, otherwise they lose the **INFINITY BATTLES** Battle Series.

INFINITY GAUNTLET EXCLUSIVE

INFINITY CHALLENGE BATTLES SUGGESTEION

INFINITY BATTLES

Gameplay: Play through 4 Infinity Battles games instead of 3 before facing Thanos.

BATTLE AGAINST BATTLE THANOS SERIES INFINITY GAUNTLET EXCLUSIVE

Requirements: Completion of the **INFINITY BATTLES**

Setup: Shuffle the Infinity Stone cards in Thanos's possession into Thanos's Masterplan deck. Place all Power-Up cards held by the Heroes in the play area in a splayed stack, horizontal side face-up. Use the 6 Gold-bordered Thanos Locations. These Locations have all slots filled with Civilians during setup. Have at least one extra Hero available per player.

Gameplay:

As noted on the Thanos dashboard, when a Hero is KO'd, Thanos does not activate his BAM!. Instead, their deck and piece are removed from the game. The player who's Hero has been eliminated must choose a new Hero starting their next turn as if they had been KO'd, placing their Hero piece in a location of their choice. Keep track of which Heroes have been eliminated for Thanos's Villainous Plot.

During the game, Heroes who have symbols in the Storyline on their card and the preceding Hero card that in total can activate any Power-Up cards in the play area, gain the indicated additional symbols this turn. Multiple Power-Ups may be activated using the same symbols, but the same card cannot be activated more than once nor can the actions gained from Power-Up cards or other effects be used to activate Power-Up cards.

-The **REALITY STONE** suggestion **decreases** difficulty.-

REALITY BALANCE STONE SUGGESTION BATTLE AGAINST THANOS

Gameplay: During the Battle Against Thanos, when Resolving the Reality Stone Masterplan card, only return 1 completed Mission to the Mission area.

This change prevents an unwinnable game, and reduces the pressure to include Masterplan manipulation characters i.e. Doctor Strange.

RULE COMPENDIUM

PLAYING BATTLE SERIES

Battle Series are special sequential games played in order. As a general rule, Battle Series cannot be combined with **challenges** or **competitive game modes**. There are some challenges which are unique to a given Battle Series. These will be included with the related Battle Series.

HORSEMEN BATTLE PRELUDE SERIES

HORSEMEN OF THE APOCALYPSE EXCLUSIVE




Preparation: Separate the Horseman Unleashed cards from the Apocalypse Masterplan deck.

Setup: Use the Horsemen of Apocalypse Dashboard.

Gameplay: Each Horseman that succeeds with their Villainous Plot adds their Horseman Unleashed card to the Apocalypse Masterplan deck. If the Horseman Death is defeated, advance to the Battle against Apocalypse. Heroes keep any remaining action tokens.

HORSEMEN CHALLENGE UNLEASHED SUGGESTION





HORSEMEN PRELUDE

Gameplay: Threat cards require an additional  to clear. After a Horseman places tokens in their Location, they deal that much damage to 1 Hero in their Location. A Hero in the Location with a Horseman may   in order to flip the earliest Masterplan card face-down.

BATTLE AGAINST BATTLE APOCALYPSE SERIES HORSEMEN OF THE APOCALYPSE EXCLUSIVE

Requirements: Completion of the **HORSEMEN PRELUDE**

Setup: Each Horsemen that was defeated in the Horsemen Prelude has their Threat card flipped to the Weakened side face-up. Heroes gain the following tokens to distribute:

-  if they defeated Famine
-  if they defeated War
-  if they defeated Pestilence
-  if they defeated Death

Gameplay: When attacking a Horseman Henchman, the Hero must be targeting them in the location with their game piece, not the Threat card.

BATTLE SERIES GAME MODES (CONTINUED)

PHOENIX BATTLE FIVE SERIES

PHOENIX FIVE EXCLUSIVE

Preparation:

Players may not use Heroes who share a name with an undefeated member of the Phoenix Five.

Have a minimum of 3 extra Heroes available.

Between Villains, Players may choose different Heroes.

Setup: Replace the **Defeat Thugs** Mission with **Train Hope**

Choose one of the following that you have not yet faced:

- **CYCLOPS (PHOENIX FIVE)**
- **MAGIK (PHOENIX FIVE)**
- **COLOSUS (PHOENIX FIVE)**
- **NAMOR (PHOENIX FIVE)**
- **EMMA FROST (PHOENIX FIVE)**

Before placing Threat cards, for each member of the Phoenix Five who was previously defeated in this Battle Series:

- Increase the starting Health of the Villain.
- Place the dashboard of the defeated member beneath the chosen Villain dashboard, so that all BAM! effects are visible.
- Replace 1 random Threat card with a Phoenix Force Threat card. Phoenix Force Threat cards cannot begin play in the Heroes' starting Location.

Gameplay: BAM! Effects of the Phoenix Five are cumulative. When a Villain activates their BAM!, they activate all the BAM! effects available to them, from top to bottom.


Special Rules of previously defeated members of the Phoenix Five do not apply, except for the effect of Crisis Tokens assigned by Emma Frost (Phoenix Five)'s BAM! as indicated by the BAM! effect description.



Keep track of Heroes KO'd by Magik (Phoenix Five) for her Villainous Plot.

Losing: If the Heroes are defeated by any member of the Phoenix Five, the Battle Series ends with a loss. See how far you can go!

SUPER VILLAIN COMPETITIVE BATTLE SERIES PHOENIX FIVE

When playing against a Super Villain Phoenix Five, the Battle Series is played to the "Best 3 out of 5 games." As soon as either the Heroes or the Super Villain have won 3 games, they win the Battle Series.

Setup: In the first game, the Heroes gain 6  tokens which they may distribute among themselves.

In each later game, they receive 2 more  tokens for each game they have lost during the Battle Series, and 2 fewer  tokens for each game they won.


PHOENIX STANDALONE ONE GAME

PHOENIX FIVE

Any member of the Phoenix Five may also be faced as a one-off Villain.

Setup: Choose 2 random members of the Phoenix Five to treat as already defeated. For each:

- Increase the starting Health of the Villain.
- Place the dashboard of the defeated member beneath the chosen Villain dashboard, so that all BAM! effects are visible.
- Replace 1 random Threat card with a Phoenix Force Threat card. Phoenix Force Threat cards cannot begin play in the Heroes' starting Location.

If using **SUPER VILLAIN** Mode, the Heroes start with 6  tokens to distribute amongst themselves.

Gameplay: refer to the Phoenix Five Battle Series Gameplay rules to the left.

RULE COMPENDIUM

SPECIAL BATTLES



SINISTER SIX SPECIAL BATTLE RETURN OF THE SINISTER SIX EXCLUSIVE

Setup:

- Do not place any Missions. Setup the large Sinister Six Dashboard with Starting Health based on player count. Then place Weak Point cards as indicated on the Dashboard.
- There are no Threat cards, so the End of Turn effects are visible.
- Randomly select a Sinister Six Masterplan card. Place the first 2 Villains in the Location counter-clockwise from the normal Villain's starting Location. Place the next 2 Villains in the Location clockwise from the normal Starting Villain Location. Place all Villains so they occupy the End of Turn Effect slot.
- Shuffle the Sinister Six Masterplan deck.
- The Heroes start opposite the central Location containing any Villains, so they are not adjacent to any Villains.

Villain Turns: The Villains begin the game Under Pressure and so act after every 2 Hero turns. Each Masterplan card shows all of the Sinister Six in a column, in an order from top to bottom. When a card is played, the 2 topmost Villains that have not been defeated move, BAM! and place tokens as indicated on the Masterplan card. One special Masterplan card instead does this for all Villains that have not been defeated.

Gameplay: Villains are always placed covering the End of Turn effects. Heroes can only use the End of Turn effect on a Location if no Villains are present.

Heroes cannot damage a Villain until they have cleared their Weak Point card. Heroes can only spend actions to clear the Weak Point card while in the location with the Villain's game piece.

NIMROD & SENTINELS SPECIAL BATTLE DAYS OF FUTURE PAST EXCLUSIVE

Setup:

- Do not place any Missions. Follow the Special Setup on the back of the large Nimrod and Sentinels Villain Dashboard.
- Place the large Nimrod and Sentinels Villain Dashboard with Starting Health for each Sentinel and Nimrod based on player count.
- All Sentinels used for the game begin the game in the Villain's Starting Location. Nimrod starts the game out of play.

Gameplay: The Heroes will take the first turn.

- Sentinels are not considered Villains or Henchmen.
- Sentinel Activation is not considered a Villain turn.
- If one of the last 2 Hero cards in the Storyline is facedown, the Sentinel simply doesn't get any benefit from that card.
- If a Sentinel is defeated, any target token for it is discarded.
- Nimrod enters play in the Villain's Starting Location at the end of the Hero turn in which the last Sentinel is defeated. It immediately plays a Masterplan card.
- Resolve all activations of the first step of the Activation Protocol (which checks for in the Storyline on the last 2 Hero cards) before moving to the next step. Continue this for each step. The order of symbols in Storyline is irrelevant.

DEADPOOL SPECIAL BATTLE DEADPOOL

Preparation:

You may not use Locations that have an End of Turn effect that allows Heroes to draw cards. Have 5+ extra Heroes available as KO'd Heroes are removed from the game and require a replacement.

Setup:

- Do not place any Missions. Setup the large Deadpool Villain Dashboard with Starting Health based on player count.

Gameplay: Keep track of every rescued , defeated , cleared Threat, and Hero that is removed from the game.

Score: Compare the total points against this scoring chart:

- 50+: CHEATER -It's over 50!!! You clearly cheated!
- 40-49: LEGEN...DARY- You were a worthy opponent. *Bows head*
- 25-39: BIG HERO- Not bad. You almost made me break a sweat.
- 10-24: STREET LEVEL - That was respectable score... NOT!
- 0-9: PARTICIPATION AWARD - You failed miserably, but you tried.
- <0: EPIC FAIL - That was worse than my first movie appearance

RULE COMPENDIUM



NIMROD & SENTINELS WITH SOLO MODE AVENGERS X-MEN MULTIVERSE

Setup: Instead of randomly assigning Sentinel target tokens for each Sentinel in the game, shuffle them facedown.

Gameplay: At the end of each Hero turn, reveal a facedown Sentinel target token and activate that Sentinel. When the last token has been revealed, and its corresponding Sentinel activated, reshuffle the Sentinel target tokens facedown.

