

# The Avengers Frequently Asked Questions

v1.0

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## GENERAL MECHANICS

### 1. Reservist cards are character cards with the “reservist” keyword.

You may recruit a reservist card from your hand as you would with any other character. In addition, you may recruit a reservist card from your resource row.

To recruit a reservist card from your resource row, you reveal it and then put it on the chain. You then have the option of putting any card from your hand face down into your resource row in place of the reservist card. This is done as part of playing the recruit effect, and it happens before you get priority. “Come into play” effects will trigger after another card has been placed in the resource row and the reservist character has been recruited as normal.

Recruiting a reservist card from your resource row is identical to a traditional recruitment in all other ways. For example, if the reservist card has:

- **Concealed**, it comes into play in your hidden area.
- **Concealed—Optional**, you may have it come into play in your hidden area.
- **Boost**, you may choose whether or not to pay the boost cost.
- **Loyalty**, you may recruit it only if it shares an affiliation with a character you control.
- an additional recruit cost, you must pay the additional cost.
- an alternate recruit cost, you may choose whether or not to pay the alternate cost.

### 2. Leader cards are character cards with the “leader” keyword.

Leader cards have one or more leader powers listed after the keyword, much like some plot twists have one or more ongoing powers listed after the “ongoing” keyword. While stunned, a character with the leader keyword is no longer a leader character, and its leader powers are inactive.

Leader powers refer to characters adjacent to the leader character. Two characters are adjacent if the same player controls them and they are in the same column or side-by-side in the same row. A hidden character is never adjacent to a visible character.

***Example:** Helmut Zemo ◇ Citizen V, Tactician reads, “**Leader:** Ready characters adjacent to Helmut Zemo get +3 ATK.” While Helmut is face up, each ready character adjacent to him gets +3 ATK. His leader power is active whether Helmut is ready or exhausted. Helmut himself does not get +3 ATK while ready, since his power affects only ready characters adjacent to him.*

### 3. Team-Up cards are cards with the “Team-Up” version.

Three cards (Beast, Furry Blue Scientist; Moonglow; and Beetle ◇ Mach 1) allow you to search your deck for a Team-Up card. Cards that do not have the “Team-Up” version (such as Marvel Team-Up) are not Team-Up cards.

***Example:** Beast, Furry Blue Scientist reads, “search your deck for a Team-Up card.” That means you may search your deck for any card with the Team-Up version. You may not search for Marvel Team-Up, because it does not have the Team-Up version.*

#### **4. “You cannot play plot twists this turn.”**

Four plot twists (Earth’s Mightiest Heroes, Other-Earth, A Second Chance, and Unfair Advantage) read, “If you have played no other plot twists this turn . . . You cannot play plot twists this turn.”

***Example:** Other-Earth reads, “If you have played no other plot twists this turn, characters your opponents control lose and cannot gain reinforcement and get -2 DEF while defending this turn. You cannot play plot twists this turn.” After this effect resolves, you cannot play additional plot twists on the same turn that Other-Earth was played. Note that you may play Other-Earth if you have already played another plot twist on the same turn. You may also play another plot twist in response to this one. If you do either action, however, Other-Earth will do nothing on resolution except stop you from playing further plot twists this turn.*

#### **5. “Non-Ongoing Plot Twist” Effects**

Three cards (Vision; Paul Ebersol ♦ Fixer; and Kang, Immortus) refer to “non-ongoing plot twist” effects. A non-ongoing plot twist effect is an effect generated by a plot twist that is not ongoing.

***Example:** Kang, Immortus reads, “Remove Kang and two other cards in your hand from the game >>> Negate target non-ongoing plot twist effect.” Your opponent flips Common Enemy to draw a card and then plays Betrayal in response. You may use Kang’s power to target the Betrayal effect, because Betrayal is a non-ongoing plot twist. You may not target the “draw a card” effect, because Common Enemy is an ongoing plot twist.*

#### **6. Uniqueness**

As part of resolving a unique character’s recruit effect, the uniqueness rule puts all objects you control with the same name as the unique character into your KO’d pile.

Some characters in the *Avengers* expansion have:

- the same name as other characters but different identities; or
- the same name as the identity of other characters.

If you recruit a character (character B) that shares the name of a character you control (character A) but not the identity, character A will be put into the KO’d pile as part of resolving character B’s recruit effect.

If you recruit a character (character B) whose name is the same as the identity of a character you control (character A), character A will not be put into the KO’d pile as part of resolving character B’s recruit effect.

**Example:** You control Hank Pym ◇ Yellowjacket. If you recruit Hank Pym ◇ Goliath, Hank Pym ◇ Yellowjacket will be put into the KO'd pile as part of resolving Goliath's recruit effect. If you recruit Yellowjacket, Rita DeMara instead of Goliath, Hank Pym ◇ Yellowjacket will not be put into the KO'd pile, because he does not share a name with Yellowjacket, Rita DeMara.

**Example:** Characters named Kang in this expansion read, "Kang is not unique." If you recruit such a character, any characters you control named Kang will not be put into the KO'd pile.

## 7. "When you recruit . . ."

Four character cards (Erik Josten ◇ Goliath; Titania; Ultron ◇ Ultron 5; and Vermin) read, "When you recruit [character's name], [perform an action]." Such a power triggers when the recruit effect is played and while the character card is on the chain. As a result, the triggered effect is added to the chain on top of the recruit effect, so the triggered effect will resolve first. In other words, the "when you recruit" power is done before the character comes into play.

**Example:** Ultron ◇ Ultron 5 reads, "When you recruit Ultron, gain 5 resource points." Supreme Sanction reads, "Revealed character cards in your resource row have reservist." If you control Supreme Sanction and recruit Ultron from your resource row, you first choose whether to put a card from your hand face down in place of Ultron. When the recruit effect is played, Ultron's power adds a triggered effect to the chain on top of the recruit effect, and then you get priority. After successive passes, you gain 5 resource points. After further successive passes, Ultron resolves and comes into play.

## 8. Squadron Supreme Characters

Some Squadron Supreme character cards read, "If [character's name] would cause breakthrough while attacking a character, instead, [perform an action]." Such characters never deal breakthrough while attacking a character. Even if the described action cannot be done, the breakthrough is always replaced.

**Example:** Arcanna reads, "If Arcanna would cause breakthrough while attacking a character, instead, that character's controller stuns another non-stunned character he controls." While attacking a character, Arcanna's breakthrough is always replaced—even if your opponent controls no other non-stunned characters. If your opponent controls at least one other non-stunned character, he must choose one. Arcanna's replacement modifier will stun the chosen character during attack conclusion.

If two or more modifiers try to replace the same event, the affected player or the controller of the affected card/effect chooses the order of the replacement modifiers.

**Example:** Advance Recon reads, "If a character you control would cause breakthrough this attack, you gain twice that much endurance instead." You play Advance Recon during an attack where Arcanna would cause breakthrough while attacking an opponent's character. During attack conclusion, instead of the breakthrough, you choose between gaining twice as much endurance or forcing your opponent to stun another non-stunned character he or she controls. Either choice replaces the breakthrough event, so the unchosen modifier will have nothing left to replace.

If a character reads, “If [character’s name] would cause breakthrough while attacking a character, instead, [perform an action],” but that character cannot cause breakthrough for some reason, the described action will not be performed.

*Example:* Monica Rambeau ◇ Captain Marvel reads, “Pay 3 endurance >>> Ready all team attackers adjacent to Monica Rambeau. Those team attackers cannot cause breakthrough this turn.” Arcanna is readied by Monica’s payment effect, and then she attacks a character later the same turn. Arcanna cannot cause breakthrough this turn, so her replacement modifier will have nothing to replace. Therefore, the defender’s controller will not have to stun another non-stunned character he or she controls.

## 9. Kang “at the start of the recovery phase . . . ”

Two character cards (Kang, Kang Ransom; and Kang, The Conqueror) read, “At the start of the combat phase, if you control [N] or fewer resources, move Kang to your hidden area . . . At the start of the recovery phase, move Kang to your visible area.” “N” represents a number.

This is a single triggered power. If you move Kang to your hidden area at the start of the combat phase, you must move him to your visible area at the start of the recovery phase even if he is stunned. This is because a continuous modifier from an effect exists independently of its source.

*Example:* Kang, Kang Ransom reads, “At the start of the combat phase, if you control 3 or fewer resources, move Kang to your hidden area, exhaust him, and replace target resource. At the start of the recovery phase, move Kang to your visible area.” If you control 3 or fewer resources at the start of the combat phase, you must move Kang to your hidden area and then exhaust him. If he’s already in your hidden area, you must move him within your hidden area, either to the same position or any empty position. In any case, if the triggered effect resolves at the start of the combat phase, you must move Kang to your visible area at the start of the recovery phase even if he is stunned (because a continuous modifier from an effect exists independently of its source)..

*Example:* Kang, Master of Time has similar yet different text. He reads, “At the start of the combat phase, discard a card. At the start of the recovery phase, draw two cards.” These are two separate, triggered powers, and neither one is optional. However, if Kang is stunned at the start of the recovery phase, you won’t draw two cards. This is because the text box on a stunned character is inactive.

## 10. “If you have no cards in hand . . . ”

Five plot twists have this text. Two of them (AIDA and Might Makes Right) have “Specific Card” entries in the following section.

The remaining plot twists (Answer the Call, Panacea Potion, and Supply Line) will be discussed here. These plot twists may be played whether or not you have any cards in hand. Cards in hand are counted only once on resolution. If you have one or more cards in hand, these effects will resolve but do nothing.

*Example:* Supply Line reads, “Target attacker or defender you control gets +3 DEF this attack if you have no cards in hand.” Your cards in hand are counted and the DEF bonus

*is calculated only once on resolution. If you have one or more cards in hand on resolution, the effect will resolve but do nothing.*

Two character cards (Blue Eagle and Whizzer) also have this text.

***Example:** Blue Eagle reads, “Whenever Blue Eagle stuns a character, KO that character if you have no cards in hand.” His power triggers whenever he stuns a character, even if you have cards in hand. If you have one or more cards in hand when the triggered effect resolves, it will do nothing.*

***Example:** Whizzer reads, “Pay 2 endurance >>> Ready Whizzer. Use this power only once per turn and only if you have no cards in hand.” You may not play his payment effect unless your hand is empty. The effect will resolve whether or not your hand remains empty.*

## **SPECIFIC CARDS**

**AIDA**  
**Plot Twist**  
**Ongoing**  
**2 Threshold Cost**  
**MAV-069**  
**Rare**

**Play AIDA only during your recruit step.**

**Squadron Supreme characters you control cannot be the target of effects your opponents control this turn.**

**Ongoing: At the start of the recovery phase, if you have no cards in hand, turn AIDA face down.**

After resolution, your opponents may not play effects targeting Squadron Supreme characters you control, and Squadron Supreme characters you control will be illegal targets for opponent-controlled effects still on the chain. The modifier created by this effect does not attempt to alter a quality. As a result, it will affect any and all Squadron Supreme characters you control this turn, whether or not they were Squadron Supreme characters you controlled on resolution of the effect. The ongoing power will not trigger unless your hand is empty at the start of the recovery phase, and the triggered effect will be negated if your hand is not empty on resolution.

**Baltag, Hand of the Conqueror**  
**Character**  
**Kang Council**  
**4 Cost**  
**7 ATK / 7 DEF**  
**Range**  
**MAV-165**  
**Common**

**Whenever Baltag reinforces a character named Kang, that character has invulnerability while reinforced this attack.**

**While Baltag is protecting a character named Kang, that character has invulnerability.**

Character A reinforces character B whenever their controller plays the reinforcement game-based effect targeting character B and exhausting character A as the cost.

**Chaos Magic**  
**Plot Twist**  
**2 Threshold Cost**  
**MAV-032**  
**Rare**

**Change the target of an effect with one target that is targeting an Avengers character you control to another character you control.**

Chaos Magic does not target. On resolution, choose an effect with a single target that is targeting an Avengers character you control. If there is no such effect, Chaos Magic will resolve but do nothing. If there is such an effect, and you control one or more other characters that are legal targets for that effect, you must choose one such character to be the new target of that effect. If there are no such characters, Chaos Magic will resolve but do nothing. Note that the effect's initial target must be an Avengers character, but the new target can be any character you control that is a legal target for the effect.

***Example:** You control Mosaic World (“Characters you control can team attack as though they had all team affiliations.”) and three characters. You team attack with Quicksilver, Mutant Avenger (4 ATK / 5 DEF, Avengers) and Ogre (1 ATK / 2 DEF, Thunderbolts) into your opponent’s Quicksilver, Mutant Avenger. Your opponent targets your Quicksilver with Quagmire’s discard effect (“Target attacker or defender gets -2 DEF this attack while exhausted.”), and you play Chaos Magic in response. When it resolves, you may choose the Quagmire effect, because it has one target and is targeting an Avengers character you control. You may not choose your third character as the new target, because it is not an attacker or defender, so it is not a legal target for Quagmire. You may not choose your opponent’s Quicksilver as the new target, because Chaos Magic only allows you to choose a character you control. You must choose Ogre as the new target, because he is the only legal choice.*

**Egghead, Elihas Starr**  
**Character**  
**Masters of Evil**  
**3 Cost**  
**5 ATK / 3 DEF**  
**Range**  
**MAV-126**  
**Common**

**Leader: Characters adjacent to Egghead have the Masters of Evil affiliation.**

**Pay 1 resource point >>> At the start of the combat phase, characters adjacent to Egghead get +2 DEF this turn. Use this power only once per turn.**

The DEF bonus is given to characters adjacent to Egghead when the triggered effect resolves at the start of the combat phase (rather than those adjacent to him when the resource point was paid or the payment effect resolved during the recruit step). The modifier created by this triggered effect attempts to alter a quality (DEF). As a result, affected characters are “flagged” on resolution (namely, characters adjacent to Egghead), and the modifier will apply only to those flagged characters this turn, whether or not they remain adjacent to Egghead.

**Eldritch Power**  
**Plot Twist**  
**1 Threshold Cost**

**MAV-073**  
**Common**

**Target Squadron Supreme character you control gets +3 ATK this turn. Whenever that character causes breakthrough to a player this turn, that player gains 3 endurance.**

This endurance gain is in addition to the breakthrough endurance loss. The triggered effect is put on the chain after the attack has concluded.

**Force Field Belt**  
**Equipment**  
**0 Cost**  
**MAV-193**  
**Common**

**Transferable (At the start of your formation step, you may transfer this equipment to a character you control.)**

**Equipped character gets +1 DEF.**

**Pay up to 2 resource points >>> Put a +1 ATK / +1 DEF counter on equipped character for each point you paid. Use this power only once per turn.**

You put counters on the equipped character, not the equipment. If the equipment is transferred or leaves play, any counters will remain on the character. The payment power can be used only once per turn even if the equipment is later transferred to another character.

**Foxfire, Olivia Underwood**  
**Character**  
**Squadron Supreme**  
**2 Cost**  
**3 ATK / 2 DEF**  
**MAV-050**  
**Uncommon**

**Activate, discard a card >>> Target player replaces a non-Team-Up location or non-Team-Up ongoing plot twist he controls.**

A non-Team-Up card is a card without a version or with a version other than “Team-Up.” The target player chooses which resource to replace on resolution.

**Game of the Galaxy**  
**Plot Twist**  
**2 Threshold Cost**  
**MAV-181**  
**Rare**

**As an additional cost to play Game of the Galaxy, exhaust a character named Kang you control.**

**Each player reveals the top four cards of his deck. If one player revealed more cards that share a name than any other player, that player may put one of his revealed cards into his hand. Each player puts his remaining revealed cards on the bottom of his deck.**

If a player has less than four cards in his or her deck, that player reveals all remaining cards. Each player calculates a score of 0, 2, 3, or 4 by counting the number of cards he or she revealed that share a name with another card he or she revealed. A player with two pairs of cards that share two different names scores the same (4 points) as a player with four cards that share the same name.

Only if one player gets a higher score than any other player does that player put one of his or her revealed cards into the hand.

**Hard Sound Construct**  
**Construct**  
**Plot Twist**  
**4 Threshold Cost**  
**MAV-156**  
**Rare**

**Play Hard Sound Construct only during the build phase.**

**Put target Masters of Evil character card with cost 2 or less from your KO'd pile into your front row if you do not control a character with the same name as that card. KO that character at the start of the recovery phase this turn.**

At the start of the recovery phase this turn, you must KO that character even if it is stunned. This is because a continuous modifier from an effect exists independently of its source.

**Hibernaculum**  
**Plot Twist**  
**3 Threshold Cost**  
**MAV-074**  
**Common**

**As an additional cost to play Hibernaculum, discard a Squadron Supreme character card.**

**Put the top three cards of your deck into your KO'd pile. You may return a character card from your KO'd pile to your hand.**

You may play Hibernaculum regardless of how many cards remain in your deck. If there are fewer than three cards in your deck on resolution, put all remaining cards into your KO'd pile. The character card you return need not be one of the cards that Hibernaculum put into your KO'd pile.

**Hired Hit**  
**Plot Twist**  
**2 Threshold Cost**  
**MAV-218**  
**Rare**

**Stun a Crime Lords defender you control. *If you do*, remove all defenders from this attack, *and* target non-defending character you control becomes the defender this attack.**

The italicized text above updates the printed card text. If you do not control a Crime Lords defender on resolution, the effect will do nothing.

**Karla Sofen ◊ Meteorite, Twin Moonstones**  
**Character**  
**Thunderbolts**  
**8 Cost**  
**23 ATK / 23 DEF**  
**Flight, Range**  
**MAV-101**  
**Rare**

**Loyalty**

**While you have 1 or more endurance, your opponents cannot lose the game and you cannot win the game.**

Note that *you* cannot win and *your opponents* cannot lose, not vice versa. While you have 1 or more endurance and control a face-up Karla, you cannot win the game by any means (including through Rigged Elections, for example). An opponent with 0 or less endurance will not lose the game during wrap-up unless you also have 0 or less endurance and that opponent's endurance is less than yours.

**Legendary Battles**

**Plot Twist**

**2 Threshold Cost**

**MAV-034**

**Common**

**While team attacking this turn, Avengers characters you control get +1 ATK and cannot be stunned.**

The modifier created by this effect attempts to alter a quality (ATK). As a result, affected characters are “flagged” on resolution (namely, Avengers characters you control, whether or not they are team attacking). The modifier will apply only to those flagged characters this turn, whether or not they remain Avengers characters you control.

**Marcus Daniels ◊ Blackout, Darkbringer**

**Character**

**Masters of Evil**

**3 Cost**

**4 ATK / 5 DEF**

**MAV-135**

**Common**

**Reservist, Concealed—Optional (You may have this character come into play in the hidden area.)**

**Pay 1 resource point >>> Masters of Evil characters with cost 4 or less you control have reinforcement this turn. Use this power only if Marcus Daniels is visible.**

The modifier created by this effect attempts to alter a quality (reinforcement). As a result, affected characters are “flagged” on resolution (namely, Masters of Evil characters with cost 4 or less you control). The modifier will apply only to those flagged characters this turn, whether or not they remain Masters of Evil characters you control.

**Melissa Gold ◊ Songbird, Heroine Unbound**

**Character**

**Thunderbolts**

**6 Cost**

**13 ATK / 12 DEF**

**Flight, Range**

**MAV-102**

**Common**

**Whenever Melissa Gold attacks, you may ready her. If you do, she cannot attack this turn and you cannot use her activated powers this turn.**

If you choose to ready Melissa when she attacks, she will not be removed from the attack, and the attack will conclude as normal. However, you may not propose her as an attacker again this turn. Melissa has no printed activated powers, but she could gain them (from Advanced Hardware, for

example). Exhausting Melissa to reinforce an adjacent character is playing a game-based effect rather than using an activated power, so that can still be done.

**Might Makes Right**  
**Plot Twist**  
**1 Threshold Cost**  
**MAV-196**  
**Common**

**As an additional cost to play Might Makes Right, discard a card.**

**Target attacker you control gets +3 ATK this attack. If you have no cards in hand, that attacker gets an additional +2 ATK this attack.**

The number of cards in your hand is checked on resolution after the additional cost has been paid and after Might Makes Right has left your hand and is on the chain (if you played it from hand).

**Monica Rambeau** ◇ **Captain Marvel, Lady of Light**  
**Character**  
**Avengers**  
**5 Cost**  
**9 ATK / 9 DEF**  
**Flight, Range**  
**MAV-018**  
**Rare**

**Leader: Pay 3 endurance >>> Ready all team attackers adjacent to Monica Rambeau. Those team attackers cannot cause breakthrough this turn. Use this power only once per turn.**

On resolution of the payment effect, all team attackers adjacent to Monica will ready. After resolution, those characters cannot cause breakthrough this turn, whether or not they are team attacking.

**New Identity**  
**Plot Twist**  
**Ongoing**  
**2 Threshold Cost**  
**MAV-117**  
**Rare**

**Choose a Thunderbolts character you control.**

**Ongoing: At the start of the recovery phase, put a +1 ATK / +1 DEF counter on the chosen character.**

New Identity does not target. On resolution, choose a Thunderbolts character you control. The triggered power is not optional. You must put a +1 ATK / +1 DEF counter on the chosen character while New Identity remains face up in play, even if that character is stunned, no longer under your control, or no longer a Thunderbolts character. If the chosen character leaves play, the triggered effect will resolve but do nothing.

**Nighthawk, Kyle Richmond**  
**Character**  
**Squadron Supreme**  
**5 Cost**  
**9 ATK / 9 DEF**  
**MAV-059**  
**Common**

## **Reservist**

**Leader: Characters adjacent to Nighthawk can attack hidden characters.**

**Equipped characters adjacent to Nighthawk get +1 ATK / +1 DEF.**

Characters adjacent to Nighthawk cannot attack an opponent directly while that opponent controls any non-stunned hidden characters. Other characters (including Nighthawk) can directly attack opponents as normal.

## **Other-Earth**

**Plot Twist**

**3 Threshold Cost**

**MAV-075**

**Rare**

**Play Other-Earth only if you control a Squadron Supreme character.**

**If you played no other plot twists this turn, characters your opponents control lose and cannot gain reinforcement and get -2 DEF while defending this turn.**

**You cannot play plot twists this turn.**

The modifier created by this effect attempts to alter qualities (DEF and reinforcement). As a result, affected characters are “flagged” on resolution (namely, characters your opponents control), and the modifier will apply only to those flagged characters this turn, whether or not they remain characters your opponents control. Note that affected characters lose and cannot gain reinforcement this turn only.

## **Peace in Our Time**

**Plot Twist**

**Ongoing**

**2 Threshold Cost**

**MAV-077**

**Uncommon**

**Play Peace in Our Time only during the build phase and only if you control a Squadron Supreme character.**

**Ongoing: At the start of the recovery phase, each player who controls one or more characters that caused breakthrough this turn discards a card.**

Control of characters that caused breakthrough this turn is checked only on resolution of the triggered effect. If you no longer control such a character, you do not discard a card. If you control more than one such character, you discard only one card.

## **Polaris, Lorna Dane**

**Character**

**X-Men**

**4 Cost**

**7 ATK / 7 DEF**

**Flight, Range**

**MAV-204**

**Uncommon**

**At the start of your attack step, characters your opponents control lose flight and range this turn.**

The modifier created by this effect attempts to alter qualities (flight and range). As a result, affected characters are “flagged” on resolution (namely, characters your opponents control), and the modifier will apply only to those flagged characters this turn, whether or not they remain characters your opponents control.

**Power Princess, The Last Utopian**  
**Character**  
**Squadron Supreme**  
**7 Cost**  
**16 ATK / 15 DEF**  
**Flight**  
**MAV-060**  
**Rare**

**Leader: Whenever a character adjacent to Power Princess causes breakthrough, each player loses 2 endurance for each card in his hand.**

This endurance loss is in addition to the breakthrough endurance loss. The triggered effect is put on the chain after the attack has concluded.

**Power Princess, Zarda**  
**Character**  
**Squadron Supreme**  
**4 Cost**  
**7 ATK / 7 DEF**  
**Flight**  
**MAV-061**  
**Common**

**If Power Princess would cause breakthrough while attacking a character, instead, a character of your choice gets +3 ATK / +3 DEF this turn.**

You may choose Power Princess herself to get the +3 ATK / +3 DEF bonus this turn. However, ATK / DEF comparisons are made before breakthrough is replaced. As a result, if Power Princess would cause breakthrough while attacking a defender with 8 ATK / 6 DEF, she will be stunned during attack conclusion even if she gets the ATK / DEF bonus. Similarly, if you choose the defender to get the bonus, it too will be stunned during attack conclusion.

**Project Liberator**  
**Plot Twist**  
**2 Threshold Cost**  
**MAV-118**  
**Rare**

**Play Project Liberator only during your recruit step.**

**Characters you control cannot be the target of plot twist or payment effects this turn.**

**At the start of your recruit step, if Project Liberator is in your KO'd pile, you may discard a Thunderbolts character card. If you do, you may return Project Liberator to your hand.**

After resolution, players may not play plot twist or payment effects targeting characters you control, and characters you control will be illegal targets for plot twist or payment effects still on the chain. The modifier created by this effect does not attempt to alter a quality. As a result, the modifier will affect any characters you control this turn, whether or not they were characters you controlled on resolution of the effect.

**Project Utopia**  
**Plot Twist**  
**Ongoing**  
**3 Threshold Cost**  
**MAV-078**  
**Rare**

**Choose a Squadron Supreme character you control.**

**Ongoing: Whenever the chosen character stuns a defender, that defender's controller loses 4 endurance.**

**Whenever the chosen character causes breakthrough, KO it.**

This endurance loss is in addition to the normal stun endurance loss. If the defender becomes stunned during attack conclusion, the triggered effect will be put on the chain after the attack has concluded.

**Quicksilver, Mutant Avenger**  
**Character**  
**Avengers**  
**3 Cost**  
**4 ATK / 5 DEF**  
**MAV-020**  
**Common**

**Reservist (You may recruit this card from your resource row. If you do, you may put a card from your hand face down into your resource row.)**

**Whenever a defender becomes stunned by one or more team attackers you control, ready Quicksilver.**

Quicksilver's power can trigger whether or not he himself is team attacking. It triggers only once per stunned defender, not once per team attacker.

**Repel Attack**  
**Plot Twist**  
**1 Threshold Cost**  
**MAV-039**  
**Common**

**Target leader defender you control gets +1 DEF this attack for each non-stunned character adjacent to it. If that defender has the Avengers affiliation, it has reinforcement this attack.**

Affiliation is checked, non-stunned, adjacent characters are counted, and the DEF bonus is calculated only once on resolution. After resolution, if characters move, recover, or become stunned, the DEF bonus will not change.

**Spider-Man, Peter Parker**  
**Character**  
**Spider-Friends**  
**4 Cost**  
**7 ATK / 7 DEF**  
**MAV-209**  
**Rare**

**Evasion**

**Pay 1 endurance >>> Stunned Spider-Friends characters you control cannot be the target of effects your opponents control this turn.**

**Characters with evasion you control get +1 DEF while attacking and +1 ATK while defending.**

The modifier created by this payment effect doesn't attempt to alter a quality. As a result, the modifier will affect any and all stunned Spider-Friends characters you control this turn, whether or not they were stunned Spider-Friends characters you controlled on resolution of the effect.

**Supreme Sanction**  
**Team-Up**  
**Plot Twist**  
**Ongoing**  
**2 Threshold Cost**  
**MAV-189**  
**Common**

**Play Supreme Sanction only if you control an Avengers character and a Squadron Supreme character.**

**Ongoing: Characters you control, as well as cards in your hand, deck, and KO'd pile that have either the Avengers or Squadron Supreme affiliation have both affiliations.**

**Revealed character cards in your resource row have reservist.**

You may reveal any face-down card in your resource row any time you have priority. This does not use the chain, and the resource will return to being unrevealed afterward if nothing else happens. As a result, Supreme Sanction allows you to recruit any character card from your resource row if you have enough resource points.

**System Failure**  
**Plot Twist**  
**2 Threshold Cost**  
**MAV-200**  
**Rare**

**Remove target attacker from this attack if its ATK is greater than twice its printed ATK.**

Unlike Overload, you may target any attacker regardless of its ATK. On resolution, if the target's ATK is not greater than twice its printed ATK, the effect will resolve but do nothing.

**The Wrecker, Wrecking Crew**  
**Character**  
**Masters of Evil**  
**6 Cost**  
**13 ATK / 12 DEF**  
**MAV-145**  
**Common**

**Reservist**

**Other Wrecking Crew characters you control get +1 ATK / +1 DEF.**

**Pay 1 resource point >>> Wrecking Crew characters you control get +2 ATK and can attack hidden characters this turn. Use this power only once per turn.**

The modifier created by this effect attempts to alter a quality (ATK). As a result, affected characters are "flagged" on resolution (namely, characters with the "Wrecking Crew" version you

control). The modifier will apply only to those flagged characters this turn, whether or not they remain Wrecking Crew characters you control.

**The Wrecking Crew**  
**Plot Twist**  
**2 Threshold Cost**  
**MAV-161**  
**Common**

**Target Masters of Evil attacker you control gets +2 ATK this attack. Non-Army characters you control that share a cost or version with that attacker and are adjacent to it get +2 ATK while attacking this turn.**

The modifier created by this effect attempts to alter a quality (ATK). As a result, affected characters are “flagged” on resolution (namely, non-Army characters you control that share a cost or version with the target and are adjacent to it, whether or not they are attacking). The modifier will apply only to those flagged characters this turn, whether or not they remain under your control or adjacent to the target.

**Thor, Odinson**  
**Character**  
**Avengers**  
**4 Cost**  
**8 ATK / 7 DEF**  
**Flight, Range**  
**MAV-025**  
**Rare**

**As an additional cost to recruit Thor, reveal an Avengers character card in your hand or resource row.**

**Whenever Thor causes breakthrough to a player, put the top card of your deck into your KO'd pile. That player loses endurance equal to the cost of that card.**

This endurance loss is in addition to the breakthrough endurance loss. The triggered effect is put on the chain after the attack has concluded.

**Two Worlds, Team-Up**  
**Plot Twist**  
**Ongoing**  
**2 Threshold Cost**  
**MAV-041**  
**Common**

**Choose two team affiliations among characters you control. If you chose Avengers and a different affiliation and you control another face-up resource named Two Worlds, draw a card.**

**Ongoing: Characters you control, as well as cards in your deck, hand, and KO'd pile that have either of the chosen affiliations have both affiliations.**

If you control another face-up resource named Two Worlds, you draw a card, even if you played Two Worlds from your hand. You draw only one card even if you control more than one other face-up resource named Two Worlds.

**Walk Through Walls**  
**Plot Twist**  
**4 Threshold Cost**  
**MAV-042**  
**Rare**

**Play Walk Through Walls only during your recruit step.**

**Discard a card. Move target Avengers character you control to your hidden area. That character cannot be the target of effects your opponents control this turn. At the start of the recovery phase this turn, move that character to your visible area.**

After resolution, your opponents may not play effects targeting the character you selected, and that character will be an illegal target for opponent-controlled effects still on the chain. If you select a hidden character, you may move it to the same position or to any empty position in your hidden area. At the start of the recovery phase this turn, you must move the target to your visible area even if the character is stunned, because a continuous modifier from an effect exists independently of its source.

**Windstorm  
Plot Twist  
2 Threshold Cost  
MAV-203  
Common**

**Target character with cost 2 or greater you control has flight this turn. That character gets +2 ATK while attacking this turn and an additional +2 ATK while attacking this turn if you control another character with the same cost as that character.**

You check for another character card with the same cost as the target and then calculate the ATK bonus only once on resolution.