

Web of Spiderman Frequently Asked Questions.

General

Evasion is a new keyword in Web of Spiderman. Here is the official comprehensive rules entry on evasion.

707.6 Evasion is a keyword that represents a payment power on a character and has the text "Stun this character >>> At the start of the recovery phase this turn, recover this character." Stunning a character in this way will result in its controller simultaneously losing endurance equal to its recruit cost. (See rule 702.1a.)

Cards such as Dr. Octopus, Otto Octavius reference unprotected characters. The following rule explains protected characters. A character that does not have the protected characteristic is said to be unprotected.

701.7 "Protected" is a characteristic that a support row character may have. A character is protected if there is a non-stunned character in the front row that shares the same column with it.

Cards such as Rocket Racer reference moving objects. The following rule explains what it means to move an object.

512.3 Some one-shot modifiers will instruct a player to move an object in the in-play zone. That player picks up the object and then places the object in an empty position. These one-shot modifiers will usually have restrictions on which objects can be moved and to which rows they can be moved.

Cards such as Lizard instruct you to pay a cost. In order to pay a cost, you must have enough of what you are paying to pay that cost. If an effect or power tells you to pay 4 endurance, you must have at least 4 endurance to be able to pay.

Cards such as Sadistic Choice use the word "unless". The following is a definition of the term "unless".

Some modifiers use the phrase, "[Perform action] unless you [perform a second action]." This is the same as, "You may [Perform the second action.] If you do not, [perform the first action.]"

Some cards trigger on a player recruiting a card. Recruiting something means to announce it and pay its costs. See rules 505.1a-f for steps of recruiting a character.

Some cards, such as Armored Spider Suit, reduce costs. Costs can only be reduced to zero and can never be negative. Effects that look for the cost of a card look at the printed value of the card's cost.

Some cards, such as Scorpion, MacDonald Gargan, refer to choosing any number. "Any number" includes zero.

Card-Specific Questions

Ace Reporter

Plot Twist, Threshold 1

As an additional cost to play Ace Reporter, exhaust a Spider-Friends character you control. Look at the top four cards of target opponent's deck. Put any number of those cards on the bottom of that player's deck in any order and put the rest on top in any order.

If there are fewer than four cards in that deck, look at all of them and arrange them as you choose.

Aerial Supremacy

Plot Twist, Threshold 1

Ongoing: Characters with flight you control get +1 DEF while defending against characters without flight or range. X-Men characters with flight you control get +1 DEF while defending against characters without flight or range.

Aerial Supremacy refers to a character without either flight or range, not "a character without flight or a character without range."

X-Men characters with flight will benefit from both of Aerial Supremacy's powers.

Alistair Smythe, Ultimate Spider Slayer

Character, Sinister Syndicate, Recruit 3

3 ATK/5 DEF

When Alistair Smythe comes into play, choose a character name and an opponent. The chosen opponent may not play plot twists or flip locations the same turn he recruited a character with the chosen name.

You don't choose the opponent and character name until the triggered power's effect

resolves, so opponents can play or flip things in response to that triggered effect without hindrance.

Archangel, Angel of Death
Character, X-Men, Recruit 5
10 ATK/7 DEF

X-Men attackers with flight you control cannot be stunned while attacking a defender without flight or range.

Archangel refers to a character without either flight or range, not "a character without flight or a character without range."

Armored Spider Suit
Equipment, Recruit 2

Armored Spider Suit costs 1 less to recruit for each Spider-Friends character you recruited this turn. Equipped character gets +2 ATK and +2 DEF and has reinforcement.

Recruiting something means to announce it and pay costs. See rules 505.1a-f for steps in recruiting a character.

You can't pay less than 0 to recruit Armored Spider Suit.

Its recruit cost doesn't change, only how much you have to pay while paying the cost.

Aunt May, May Parker
Character, Spider-Friends, Recruit 1
0 ATK/0 DEF

You may discard a Spider-Friends character card from your hand rather than pay Aunt May's recruit cost. At the start of the recovery phase, gain 1 endurance for each non-stunned Spider-Friends character you control.

Characters with 0 DEF are not automatically stunned.

A 0 ATK will stun a 0 DEF during an attack.

Bad Press
Plot Twist, Threshold 1

Ongoing: Locations cost your opponents 1 more to flip. Plot twists cost your opponents 1 more to play.

This does not change a plot twist's threshold cost, just how much you pay.

Bamf!

Plot Twist, Threshold 3

X-Men characters you control cannot be stunned while attacking this turn.

Characters benefiting from Bamf! can't be stunned by any effect while attacking and are not limited to "stunned by results of combat."

Black Cat, Felicia Hardy

Character, Spider-Friends, Recruit 4

7 ATK/6 DEF

Whenever Black Cat attacks or is attacked, target player puts the top card of his deck into his KO'd pile. If that card has an odd cost, that player discards a card from his hand.

Zero is an even integer.

If your opponent's deck is empty, he or she will not have to discard.

Breaking Story

Plot Twist, Threshold 0

Reveal the top card of your deck. If its cost is less than the number of resources you control, put it into your hand.

If it is equal to or greater than that number, put it back on top of your deck face down.

Chameleon, Dmitri Smerdyakov

Character, Sinister Syndicate, Recruit 1

1 ATK/1 DEF

Pay 1 endurance >>> Choose a team affiliation. Chameleon has the chosen team affiliation this turn. Use this power only once per turn and only if you control another Sinister Syndicate character. (This is in addition to Chameleon's other team affiliations.)

Unlike Kraven the Hunter, Chameleon only gets the team affiliation on resolving this effect, so old chosen affiliations don't "carry over" to the next turn. If Chameleon gets stolen, the power still remembers whether it's been used or not this turn.

Clone Saga

Plot Twist, Threshold 2

Play Clone Saga only if you control a Spider-Friends character.

Ongoing: Affiliated characters you control, as well as affiliated cards in your deck, hand, and KO'd pile have the Spider-Friends team affiliation. (This is in addition to other team affiliations.)

Any character or character card with any affiliation at all gets the new affiliation.

This updated card text is different from what's printed on the card.

Com Link

Equipment, Recruit 0

You may propose a team attack with equipped character as though it had all team affiliations. Equipped character has "Activate >>> Target defender has reinforcement this attack."

The character does not gain any additional affiliations; this doesn't cause team-up cards or Clone Saga to affect it if they would not normally do so. It can join in a team attack regardless of what the shared affiliation among the rest of the team attackers is. Multiple characters, each equipped with its own Com Link, can join together in a team attack of their own without specifying any particular team affiliation.

Crowd Control

Plot Twist, Threshold 2

As an additional cost to play Crowd Control, discard a card from your hand. Support row characters you control have reinforcement this turn.

Crowd Control only affects support row characters you control as the plot twist resolves; moving characters there later this turn won't make them gain reinforcement, and moving characters to your front row later this turn won't make them lose reinforcement.

Crushing Blow

Plot Twist, Threshold 2

Target attacker gets +3 ATK and +3 DEF this attack while attacking an exhausted defender.

The defender does not have to be exhausted at the time Crushing Blow is played.

Dagger, Tandy Bowen

Character, Spider-Friends, Recruit 3

4 ATK/4 DEF

Activate >>> Target player loses 1 endurance for each card in his hand. Use this power only during your attack step.

Count cards on resolution of the power.

Daily Bugle

Location, Threshold 2

When you flip Daily Bugle, choose a character name.

Whenever a character an opponent controls with the chosen name becomes stunned, if it was stunned by one or more Spider-Friends characters you control, you may turn a face-up resource you control face down.

Daily Bugle can turn itself face down using its own effect. If the chosen character is stunned by a Spider-Friends team attack, the chosen character only become stunned once and will only trigger Daily Bugle one time.

This updated card text is different from what's printed on the card.

Dangerous Experiment

Plot Twist, Threshold 4

As an additional cost to play Dangerous Experiment, exhaust a Sinister Syndicate character you control. Choose a plot twist name. Reveal cards from the top of your deck until you reveal a plot twist with the chosen name. Put that plot twist into your hand and shuffle the revealed cards into your deck. Lose 1 endurance for each card revealed this way.

This can easily take you below 0 endurance; you're losing the endurance, not paying it. If no plot twist with that name is in your deck, you reveal your whole deck, then shuffle it, then lose endurance equal to the number of cards in it. You do not have to choose a plot twist name that's in your deck, but you do have to choose one from the **Vs. System** game.

Daredevil, The Man Without Fear

Character, Spider-Friends, Recruit 5

9 ATK/8 DEF

While attacking a character with a cost of 5 or more, Daredevil cannot be stunned.

Daredevil can't be stunned by any effect while attacking a character with a cost of 5 or more.

Decoy Program

Equipment, Recruit 0

Unique. Equip only to an army Doom character you control. Equipped character loses all names and gains the name Dr. Doom.

This does mean you now control Dr. Doom, and now control a character named Dr. Doom. If you control a non-stunned character equipped with Decoy Program and you recruit a character named Dr. Doom, the equipped character is put into your KO'd pile.

Devil's Due

Plot Twist, Threshold 2

Ongoing: KO a character you control >>> Put a +1 ATK/+1 DEF counter on target Doom character you control.

You can target the character you plan to KO if you want to because the target is determined before the costs are paid, but then the effect is negated on resolution, and no counter gets put anywhere.

Dr. Hauptmann, Diabolic Inventor

Character, Doom, Recruit 1

1 ATK/1 DEF

You may discard an army Doom character card from your hand rather than pay Dr. Hauptmann's recruit cost. Activate >>> Target army Doom attacker you control gets +X ATK this attack, where X is equal to the cost of that attacker.

This does not change his recruit cost, it just lets you pay a different way.

Dr. Octopus, Doc Ock

Character, Sinister Syndicate, Recruit 7

15 ATK/15 DEF

Sinister Syndicate defenders you control have reinforcement. Whenever Dr. Octopus stuns a defender, you may stun target support row character.

Choose the target on announcement of the triggered power; decide whether to stun the character on resolution.

Emma Frost, Headmistress of Xavier's Academy

Character, X-Men, Recruit 6

12 ATK/10 DEF

Loyalty. Activate >>> Target opponent discards a card from his hand. Draw a card. Use this power only during the combat phase. Activate >>> Emma Frost gets +3 DEF this attack.

You draw whether or not his or her hand is empty. Your opponent discards whether or not you are able to draw a card.

ESU Science Lab

Location, Threshold 2

Whenever a defender you control becomes powered-up, it has reinforcement this attack. Exhaust two Spider-Friends characters you control >>> Draw a card.

If a player powers up a Brotherhood character while controlling an ESU Science Lab and Lost City, Lost City replaces "power-up" with "+3/+3", which isn't a power-up. This means that ESU Science Lab will not trigger.

This will trigger off multiple power-ups for the same defender, as "becomes powered-up" is the event of adding the modifier.

Fight to the Finish

Plot Twist, Threshold 1

Choose an attacker an opponent controls and a defender you control. Whenever the chosen attacker stuns the chosen defender this attack, KO that defender. Whenever the chosen defender stuns the chosen attacker this attack, KO that attacker.

This does not target either character. If each one stuns the other, both will get KO'd, but the defender gets KO'd before the attacker does, because of 506.3's specified order, and because the primary player must be the controller of the attacker.

Fisk Towers

Location, Threshold 2

Whenever you recruit a Sinister Syndicate character card with a cost of 4 or more, you may put a Sinister Syndicate character card with a cost of 1 or less from your hand into your front row

Fisk Towers's triggered power will trigger when you announce the character card and pay costs and will resolve before the character comes into play.

This does not recruit the second character in any way; any boost it has cannot be used.

Flamethrower

Equipment, Recruit 1

Equipped character gets +5 ATK. Whenever equipped character becomes stunned, KO equipped character. Exhaust equipped character >>> Target player loses 5 endurance. Use this power only once per turn.

The last power is a payment power of Flamethrower, not of the character. If the equipment gets moved, gets transferred, or changes controller, it remembers whether the

power has already been used this turn.

Forced Allegiance

Plot Twist, Threshold 2

Choose a team affiliation from among characters you control.

Ongoing: If you chose a team affiliation, affiliated characters you control lose all team affiliations and gain the chosen team affiliation.

The characters don't lose their other affiliations or gain the chosen one until the plot twist effect resolves, because you don't choose the affiliation until then. If none of your characters has an affiliation, then you can't choose one and affiliated characters don't lose their affiliations at all.

Forced Allegiance does not affect Com Link's "as though" modifier in any way.

Forced Allegiance does not affect cards in your hand, KO'd pile, or deck. If a card in your hand is, for example, a Spider-Friends card and has loyalty, if you did not name Spider-Friends, then you cannot recruit the character.

This updated card text is different from what's printed on the card.

Fun and Games

Plot Twist, Threshold 2

As an additional cost to play Fun and Games, discard a Spider-Friends character card from your hand. Ongoing: Characters have "Activate >>> Negate target activated effect an opponent controls."

All characters get the activated power while Fun and Games is face up in your resource row. The granted power can be used to negate an opponent's use of the granted power, since it is itself an activated power.

Get Him My Petsss

Plot Twist, Threshold 4

Play Get Him My Petsss only during the combat phase.

As an additional cost to play Get Him My Petsss, exhaust five Sinister Syndicate characters you control. Target opponent KO's a non-stunned character he controls.

This does not target the non-stunned character, only the opponent. That opponent chooses which non-stunned character he or she will KO.

Goblin Glider

Equipment, Recruit 2

Goblin Glider costs 1 less to recruit for each Sinister Syndicate character you recruited this turn. Equipped character gets +4 ATK, has flight, and has range.

Recruiting something means to announce it and pay costs. See rules 505.1a-f for steps in recruiting a character or equipment.

You can't pay less than 0 to recruit Goblin Glider. Its recruit cost doesn't change, only how much you have to pay while paying the cost.

Going My Way?

Plot Twist, Threshold 3

Spider-Friends characters you control can attack this turn as though they had flight and range. Ongoing: Characters named Spider-Man you control get +1 ATK.

This does not actually give them flight or range, it just lets them act as though they have them and attack accordingly.

Green Goblin, Norman Osborn

Character, Sinister Syndicate, Recruit 5

9 ATK/9 DEF

Activate, discard a Sinister Syndicate character card from your hand >>> KO target unprotected support row character. Its controller loses endurance equal to that character's cost. Use this power only during your attack step.

A stunned character is a legal target as long as it is in the support row—a stunned character is never protected. If the target is a stunned character, the controller will still lose the endurance.

If a target becomes protected before the effect resolves, the entire effect will be countered.

Hired Goons

Plot Twist, Threshold 2

Characters you control that came into play this turn get +1 ATK this turn. Sinister Syndicate characters you control that came into play this turn get an additional +1 ATK this turn.

This will affect characters that weren't in play yet when Hired Goons resolved.

The first power affects anyone's characters that came into play this turn, not just yours, as long as you control them.

Hobgoblin, Roderick Kingsley
Character, Sinister Syndicate, Recruit 6
13 ATK/10 DEF

Loyalty. When Hobgoblin is put into a KO'd pile from play, you may have each player KO a resource he controls.

Either all other players KO one, or nobody does; you don't get to choose individually for each other player.

Human Torch, Friendly Rival
Character, Spider-Friends, Recruit 5
8 ATK/9 DEF

Whenever Human Torch attacks or is attacked, you may pay 3 endurance. If you do, Human Torch gets +X ATK this attack, where X is the number of other non-stunned Spider-Friends characters you control.

Human Torch's triggered power will trigger once per team attacker if he is team attacked, and the bonuses do accumulate in that case. You can only pay 3 endurance per attacker attacking him, and each use of the triggered power resolves separately, so you pay at separate times, and he gains ATK in separate chunks.

Hydro-Man, Morris Bench
Character, Sinister Syndicate, Recruit 5
7 ATK/7 DEF

Whenever Hydro-Man becomes stunned, at the start of the recovery phase, recover him.

If he manages to become stunned more than once in a turn, he'll get to recover that many times in that turn's recovery phase, plus, if you choose, during the rules-granted "free" recovery during the wrap-up.

This is a triggered power that triggers at the start of the recovery phase. This does not take the place of your "free" recovery for the turn.

Iceman, Cool Customer
Character, Spider-Friends, 6
12/12

At the start of the recovery phase, each opponent who has three or more cards in his hand discards cards until he has two cards in his hand.

The opponents all discard at once; none of them get to see what another will be discarding, unless for some reason someone's playing with his or her hand revealed.

Insignificant Threat

Plot Twist, Threshold 3

As an additional cost to play Insignificant Threat, exhaust a Brotherhood defender you control. Stun target attacker if its cost is less than the cost of the Brotherhood character you exhausted.

Choose the target before you pay the costs. Can target any attacker. Insignificant Threat compares costs on resolution.

J. Jonah Jameson, Sensationalist

Character, Recruit 1

1 ATK/1 DEF

If you win the game, you choose who starts with the initiative the next time you play against the same opponent or opponents.

For the purposes of tournament play, this card's continuous power does not carry over to different matches. J. Jonah Jameson must be in play when you win for his continuous power to work.

Jackal, Dr. Miles Warren

Character, Sinister Syndicate, Recruit 4

6 ATK/6 DEF

Activate >>> Put a Sinister Syndicate character card with a cost of 3 or less from your hand into your support row exhausted. Use this power only during the recovery phase.

This does not recruit the character in any way, so boost cannot be used as part of this process. You may use this power whether or not you have such a card in your hand, but if you do have one on resolution it has to go into play.

John Proudstar <> Thunderbird, Apache Warrior

Character, X-Men, Recruit 4

9 ATK/8 DEF

Whenever John Proudstar becomes stunned, at the start of the recovery phase, if he is stunned, KO him.

John Proudstar's triggered power sets up a delayed conditional triggered modifier . At the start of the recovery phase, if John Proudstar is no longer stunned, the delayed triggered modifier will not trigger. If he is recovered before the triggered effect resolves, then the effect will be negated at resolution by game rules.

Julia Carpenter <> Spider-Woman, Web Weaver

Character, Spider-Friends, Recruit 4

7 ATK/7 DEF

Evasion. Activate, discard two Spider-Friends character cards from your hand >>> Target character cannot attack this turn unless it team attacks. Use this power only during the build phase.

Can target characters who won't be able to attack this turn anyway, if you want.

Kaine, Imperfect Clone

Character, Sinister Syndicate, Recruit 6

12 ATK/12 DEF

While you control another Spider-Friends character, Kaine has the Spider-Friends team affiliation. Whenever Kaine stuns a Sinister Syndicate defender, KO that character.

Kaine retains all of its current team affiliations if he gains the Spider-Friends team affiliation.

Kingpin, Crime Boss

Character, Sinister Syndicate, Recruit 6

7 ATK/7 DEF

Kingpin gets +1 ATK and +1 DEF for each other Sinister Syndicate character you control. Exhaust a location you control >>> Target Sinister Syndicate character you control gets +1 ATK and +1 DEF this attack.

Neither of these is a power-up; the second power does the same thing a power-up would do, but is not one itself.

Kraven the Hunter, Sergei Kravinoff

Character, Sinister Syndicate, Recruit 4

6 ATK/6 DEF

At the start of the combat phase, you may choose a character name. Kraven the Hunter gets +4 ATK while attacking a character with that name this turn.

You can choose a character in the **Vs. System** regardless of whether it's in play or not.

"That name" is the last-chosen name. Kraven the Hunter keep his last choice if you don't choose a new name, so you can't "unchoose" and leave his choice blank after having chosen once.

Lion's Den

Location, Threshold 2

Pay 1 resource point >>> Target Sinister Syndicate character gets +4 ATK this turn. Use this power only once per turn.

You may only use the power during your recruit step, because that's the only time you have resource points to pay with.

Lyja, The Lazerfist
Character, Skrull, Recruit 3
4 ATK/3 DEF

While you control another Fantastic Four character, Lyja has the Fantastic Four team affiliation. KO Lyja >>> Recover target stunned Fantastic Four character you control.

Lyja will lose her granted affiliation if you lose control of all your other FF characters. Gaining the FF affiliation does not make her lose any other affiliations she may have.

Madame Web, Cassandra Webb
Character, Spider-Friends, Recruit 3
3 ATK/1 DEF

Whenever a Spider-Friends character you control uses an activated power, gain 2 endurance. Activate >>> Look at the top two cards of target player's deck. You may put those cards into that player's KO'd pile or return them to the top of his deck in any order.

You can either put both cards back on top of the deck in any order, or you can put both cards into the KO'd pile. You cannot choose to put one back on top and one in the KO'd pile.

Mark II, Number II, Leader Unit
Character, Sentinel, Recruit 3
4 ATK/4 DEF

Sentinel characters you control cannot be stunned or KO'd by non-ongoing plot twist effects your opponents control.

This does not stop them from being stunned or KO'd by combat or by effects from characters, equipment, locations, ongoing plot twists, or the rules.

Marvel's First Family
Plot Twist, Threshold 3

If you control Thing, characters you control get +1 ATK this turn. If you control Invisible Woman, characters you control get +1 DEF this turn. If you control Mr. Fantastic, return target equipment card from your KO'd pile to your hand. If you control Human Torch, characters you control have flight and range this turn.

This plot twist puts one effect on the chain. The four parts of this effect are independent of each other and will check each “if” on resolution only. This plot twist has one target, chosen on announcement, regardless of whether you control Mr. Fantastic or not.

You must have an equipment card in your KO'd pile in order to announce this plot twist.

Mary Jane Watson, MJ
Character, Spider-Friends, Recruit 1
1 ATK/1 DEF

Protected Spider-Friends defenders you control have reinforcement. Whenever one or more Spider-Friends team attackers you control stun a defender, draw a card.

Mary Jane Watson's triggered power triggers on a character being stunned by one or more team attackers at once. It can only trigger once per attack, regardless of the number of team attackers.

Mattie Franklin <> Spider-Woman, Gift of Power
Character, Spider-Friends, Recruit 6
11 ATK/11 DEF

Whenever Mattie Franklin attacks or is attacked, reveal any number of face-down resources you control. Mattie Franklin gets +1 ATK and +1 DEF this attack for each Spider-Friends character card you revealed this way. Then KO all Spider-Friends character cards you revealed, and put the top card of your deck into your resource row for each card KO'd this way.

If she is team attacked, this will trigger once per team attacker, and they resolve separately, and the bonuses accumulate, but you won't be able to use the same Spider-Friends character card for more than one of the triggered powers.

Midtown High School
Location, Threshold 1

Whenever you recruit a non-army Spider-Friends character, you may pay 1 resource point. If you do, draw a card.

This triggers on announcing the recruitment, and resolves before the character comes into play. You may pay 1 or nothing; it doesn't say, "you may pay as many resource points as you like".

Mimic, Calvin Rankin
Character, Brotherhood, Recruit 6
12 ATK/12 DEF

While another character has flight, Mimic has flight. While another character has range, Mimic has range. At the start of the combat phase, Mimic gains target character's activated powers this turn. (If any of the powers use that character's name, use this character's name instead.)

Mimic can gain activated powers given to characters by equipment, such as Com Link, Sonic Gun, Advanced Hardware, Utility Belt, or Wheel of Plagues.

Misappropriation

Plot Twist, Threshold 1

Choose one: KO target equipment an opponent controls; or transfer target equipment to target unequipped Brotherhood character you control.

The second mode has two targets, but if one becomes illegal there will be no effect, because either it can't transfer the illegal equipment, or it can't put equipment on the illegal character.

Mojoverse

Location, Threshold 1

Attackers with no team affiliation get +1 ATK and +1 DEF. Activate >>> Target character you control loses all team affiliations this turn.

The second ability can "overwrite" an earlier-timestamped team-up card. It doesn't stop Com Linked characters from joining team attacks, and Com Link doesn't stop an unaffiliated character it's on from getting the bonus.

Mole Man, Leader of the Moloids

Character, Recruit 2

2 ATK/2 DEF

Mole Man gets +1 ATK and +1 DEF for each ongoing plot twist you control.

This is a continuous power, so his stats go up and down with your ongoing plot twists. Face-down plot twists are "just resources," so they do not contribute even if everyone knows what they are.

Morbius, Dr. Michael Morbius

Character, Sinister Syndicate, Recruit 5

8 ATK/8 DEF

Whenever Morbius stuns a character, gain endurance equal to that character's cost.

The player who gains endurance is the player who controlled Morbius when he stunned

the character. If Morbius stuns several characters at once somehow, this will trigger once for each such character, and you'll gain endurance separately for each one.

Murderworld

Location, Threshold 1

Flip Murderworld only during the build phase.

As an additional cost to flip Murderworld, discard a card from your hand. Characters have "Activate, discard a card from your hand >>> KO target stunned affiliated character".

All characters get the power, not just your characters. If Mimic gains this power while he already has it, he can't "use it twice at once"—he must use one or the other.

My Hero

Plot Twist, Threshold 3

Choose a character you control. Ongoing: While the chosen character is ready and in the front row, support row Spider-Friends characters you control are protected.

You don't choose the character until the plot twist effect resolves, so your support row characters won't be protected until then.

Nice Try!

Plot Twist, Threshold 2

Negate target plot twist or payment effect that targets a Spider-Friends character you control.

Nice Try! can target a plot twist effect on the chain whether or not it was played from hand. It won't do anything to stop untargeted effects or modifiers from the ongoing portion of a plot twist.

No Fear

Plot Twist, Threshold 1

Choose one: Target attacker gets +3 ATK this attack while attacking a character with a higher cost; or target defender gets +3 ATK this attack while defending against a character with a higher cost.

The defender only gets the bonus once, regardless of how many attackers with higher cost are team attacking it.

Nova, Richard Rider

Character, Spider-Friends, Recruit 6

11/12

Whenever Nova attacks, you may discard a Spider-Friends character card from your hand. If you do, Nova gets +X ATK this attack, where X is the cost of the card you discarded.

Nova's power will only trigger once per attack. You may not discard more than one card.

Osborn Industries

Location, Threshold 1

Activate, discard a Sinister Syndicate character card from your hand >>> Draw a card.

Activate, discard two cards from your hand >>> Draw a card.

You may discard two Sinister Syndicate cards from your hand to play the second effect of Osborn Industries.

Pier 4

Location, Threshold 1

Each Fantastic Four character you control can be equipped with up to two equipment.

This overrides the normal restriction about putting an equipment on an already-equipped character; affected characters are now illegal targets for recruiting equipment if they have two equipment already, etc.

Pleasant Distraction

Plot Twist, Threshold 2

Play Pleasant Distraction only during your attack step. Target character cannot attack this turn.

This does not remove a character from combat that's already an attacker, or somehow cancels previous attack; it just stops the target from being proposed as an attacker later on this turn.

Post, Kevin Tremain

Character, Brotherhood, Recruit 5

10/10

When Post comes into play, stun a Brotherhood character you control. Post gets +2 DEF while defending.

If you control no other Brotherhood characters, Post usually has to stun himself.

Power Nexus

Plot Twist, Threshold 4

As an additional cost to play Power Nexus, exhaust any number of X-Men characters you control. Stun target character if its cost is less than the number of X-Men characters you exhausted this way.

Power Nexus can target any character. "Any number" can be zero.

Prowler, Hobie Brown

Character, Spider-Friends, Recruit 1

1/1

Whenever Prowler causes breakthrough, draw a card, then discard a card from your hand.

If you are unable to draw a card, you still have to discard.

Purple Man, Zebediah Killgrave

Character, Doom, Recruit 3

4/4

Activate >>> KO a resource you control. Move target face-down resource an opponent controls to your resource row. That opponent puts the top card of his deck into his resource row.

Purple Man checks targets on both announcement and resolution. The resource must remain face down, otherwise the whole effect will be negated by the game rules.

Rejuvenation

Plot Twist, Threshold 4

As an additional cost to play Rejuvenation, exhaust a Sinister Syndicate character you control. Gain 1 endurance for each character card in target opponent's KO'd pile.

Count cards in that KO'd pile on resolution of the plot twist effect.

This is not an ongoing plot twist in any way; the amount of endurance you gain doesn't "later go up or down."

Rhino, Alex O'Hirn

Character, Sinister Syndicate, Recruit 3

7/4

At the start of your recruit step, pay 4 endurance or KO Rhino.

Treat this as though it read, "KO Rhino unless you pay 4 endurance"; if you don't have 4 endurance, you have to KO Rhino if he's still in play on resolution.

Rise from the Grave

Plot Twist, Threshold 2

As an additional cost to play Rise from the Grave, pay 5 endurance. Recover target stunned character you control and move it to your support row. Lose endurance equal to that character's cost.

The character need not have been in your front row to start with, and can be moved to its current position if it started in your support row.

This updated card text is different from what's printed on the card.

Rocket Racer, Robert Farrell

Character, Spider-Friends, Recruit 1

1/1

Evasion. While a Spider-Friends character is protecting Rocket Racer, that character has reinforcement. Pay 1 endurance >>> Move Rocket Racer.

You can move Rocket Racer to any open spot in your front row or support row, including where he started off.

If a character was protecting Rocket Racer, and Rocket Racer is moved to a different place, then the character who was protecting him is no longer reinforced.

Sadistic Choice

Plot Twist, Threshold 3

Play Sadistic Choice only if you control a Sinister Syndicate character. KO target stunned character unless its controller discards two cards from his hand.

A player must discard two cards to avoid KO'ing a character. See definition of "unless" in the comprehensive rules.

Sandman, William Baker

Character, Sinister Syndicate, Recruit 6

8/8

When Sandman comes into play, put six +1 ATK / +1 DEF counters on him. Whenever Sandman becomes stunned, remove all counters from him.

When Sandman becomes stunned, you have to remove all counters from him of all types.

Scarlet Spider, Ben Reilly
Character, Spider-Friends, Recruit 6
10/12

Other Spider-Friends characters you control get +2 ATK while attacking. Reveal Scarlet Spider from your hand >>> Character cards named Spider-Man are not unique this turn. Use this power only while Scarlet Spider is in your hand.

You may use the second power multiple times in a turn, since it doesn't cause Scarlet Spider to leave your hand, but the modifier from this effect doesn't do anything more in multiples than it does applied once.

Scorpion, MacDonald Gargan
Character, Sinister Syndicate, Recruit 5
9/8

Pay 2 endurance >>> Exhausted characters your opponents control lose reinforcement this turn. Boost 2: When Scorpion comes into play, exhaust any number of target characters with a combined cost of 5 or less.

Scorpion does not prevent the character from later gaining reinforcement via another modifier.

Shocker, Herman Schultz
Character, Sinister Syndicate, Recruit 4
7/6

Activate >>> Target opponent exhausts a front row character he controls and a support row character he controls. Use this power only during your attack step.

This does not target either character, so you can still make your opponent exhaust one if he or she controls none of the other kind. Your opponent chooses which characters to exhaust.

Shriek, Frances Barrison
Character, Sinister Syndicate, Recruit 2
2/1

Other characters get +1 ATK.

Shriek give the +1 ATK bonus to all other characters that you and all your opponents control.

Siege Perilous
Location, Threshold 1

Whenever an X-Men character you control recovers, put a rebirth counter on Siege Perilous. Remove three rebirth counters from Siege Perilous >>> Recover target character. Use this power only during the combat phase.

The second power's resolution will trigger the first power.

Silvermane, Silvio Manfredi
Character, Sinister Syndicate, Recruit 2
0/2

Silvermane gets +1 ATK for each resource you control. Boost 5: When Silvermane comes into play, he gets +1 ATK this turn for each resource controlled by target opponent.

The first power is continuous, so Silvermane's ATK goes up and down along with your resources. Count opponent's resources on resolution of the second power.

Sinister Six
Plot Twist, Threshold 2
Play Sinister Six only if you control a Sinister Syndicate character.
Ongoing: Affiliated characters you control, as well as affiliated cards in your deck, hand, and KO'd pile have the Sinister Syndicate team affiliation. (This is in addition to other team affiliations.)

Any character or character card with any affiliation at all gets the new affiliation.

This updated card text is different from what's printed on the card.

Smoke Screen
Equipment, Recruit 1
KO Smoke Screen >>> Target attacker cannot be stunned this attack.

Smoke Screen can be used on any target attacker, including your opponent's, and is not limited to the character equipped with Smoke Screen.

Sonic Gun
Equipment, Recruit 0
Whenever equipped character attacks a defender, exhaust that defender. Equipped character has "Activate >>> Remove all +1 ATK / +1 DEF counters from target character."

Mimic can steal this ability, since the character is given it by the equipment.

If the defender is already exhausted, nothing additional happens to it.

Speed Demon, James Sanders

Character, Sinister Syndicate, Recruit 1

1/1

Evasion. Speed Demon cannot be equipped. Pay 1 endurance >>>> Ready Speed Demon. He cannot attack this turn. Use this power only once per turn.

Speed Demon is an illegal target for recruiting equipment and can't have equipment moved onto him, transferred onto him, or put into play onto him from another zone somehow.

If Speed Demon is already attacking, using the second power does not remove him from that attack, it just stops him from being included in any future proposed attacks this turn.

Spider Slayers

Plot Twist, Threshold 2

Choose a character name. Sinister Syndicate characters you control get +2 ATK while attacking a character with that name this turn.

Ongoing: At the start of your resource step, you may pay 4 endurance. If you do, turn Spider Slayers face down.

The name is chosen just before the modifier gets applied. Unlike Kraven the Hunter, previously chosen names don't "carry over" between turns. You can use this plot twist before your resource step, turn it face down during that step, then use it again afterwards to get "double bonuses" or give bonuses for two different names this turn. The second power is triggered, and triggers once as your resource step starts, so you only get to turn it face down once.

Spider-Man, Alien Symbiote

Character, Spider-Friends, Recruit 5

9/9

Evasion. If Spider-Man would become powered-up, you may put a +1 ATK / +1 DEF counter on him instead. Whenever Spider-Man becomes stunned by a character an opponent controls, remove all counters from Spider-Man.

If you put the counter on him, it replaces becoming powered-up, so ESU Science Lab won't trigger in that case.

Spider-Man, Cosmic Spider-Man

Character, Spider-Friends, Recruit 8

17/17

Spider-Friends attackers you control cannot be stunned. At the start of the combat phase, Spider-Man gets +1 ATK and +1 DEF this turn for each non-stunned character target opponent controls.

Count non-stunned characters on resolution of the triggered power's effect. Spider-Man gets the bonus before anyone can declare an attack.

This updated card text is different from what's printed on the card.

Spider-Tracer

Plot Twist, Threshold 1

Play Spider-Tracer only if you control a Spider-Friends character and only during the build phase. Choose a character an opponent controls.

Ongoing: The chosen character cannot be the target of plot twist or payment effects its controller controls.

You don't choose the character until the plot twist effect resolves off the chain, so the characters won't be untargetable until then.

Sucker Punch

Plot Twist, Threshold 1

Characters you control cannot be stunned while attacking exhausted defenders this turn.

Characters affected by Sucker Punch can't be stunned by any effect while attacking an exhausted defender; it's not limited to "stunned by results of combat."

Supernova

Plot Twist, Threshold 3

As an additional cost to play Supernova, discard two cards from your hand unless you discard a Fantastic Four character card from your hand. Target character you control gets +6 ATK and -6 DEF and causes no breakthrough this attack.

You can discard two Fantastic Four character cards, or a Fantastic Four character card and another card, if you want.

Termination Sequence

Plot Twist, Threshold 2

Play Termination Sequence only during your attack step. KO a non-stunned army Sentinel character you control. If you do, KO target character if its cost is less than the cost of the army Sentinel character you KO'd this way.

Termination Sequence can target any character. You don't pick a non-stunned Army

Sentinel character to KO until resolution; if you have none when this plot twist resolves, the plot twist has no further effect. The target character is chosen on announcement, not after you KO the Sentinel.

Terrax, Tyros

Character, Doom, Recruit 8

19/19

At the start of the combat phase, each player KO's all locations he controls. Then, each player puts the top card of his deck into his resource row for each location he KO'd this way. KO all characters in play with a cost less than or equal to the number of locations KO'd this way.

This counts the total number of locations; it does not compare the number of locations each player KO'd to the costs of that player's characters. Terrax's power is not optional.

The Rose, Richard Fisk

Character, Sinister Syndicate, Recruit 2

2/3

Locations cost your opponents 3 more to flip.

This is an additional cost, paid after revealing the location but before turning it face up and having its text turn on.

Thinking Outside the Box

Plot Twist, Threshold 1

Ongoing: You draw cards from the bottom of your deck.

This doesn't affect any other card positions; for example, you still reveal the top four cards for Twist of Fate or Ace Reporter, not the bottom four. This only affects where you draw from.

Time Platform

Equipment, Recruit 2

Unique. Transferable. KO Time Platform >>> Negate target non-ongoing plot twist effect.

Time Platform can only negate an effect from a plot twist that does not have the ongoing icon.

Tinkerer, Phineas Mason

Character, Sinister Syndicate, Recruit 1

1/1

At the start of the recovery phase, if you control more non-stunned characters than each of your opponents, put a +1 ATK / +1 DEF counter on target character you control.

Tinkerer's power is a conditional trigger. This will not trigger unless at the start of the recovery phase you control more non-stunned characters than each of your opponents.

If on resolution, you no longer control more non-stunned characters than each of your opponents, the effect does nothing and puts no counter on the target character.

Tombstone, Lonnie Lincoln

Character, Sinister Syndicate, Recruit 1

3/4

At the start of your recruit step, KO Tombstone unless you discard a Sinister Syndicate character card from your hand.

If you have no Sinister Syndicate character card to discard, you must KO Tombstone if he's still in play on resolution.

Tri-Sentinel, Super Sentinel

Character, Sentinel, Recruit 7

13/13

Whenever an army Sentinel character you control becomes stunned, target opponent loses endurance equal to that character's cost. Boost 1: When Tri-Sentinel comes into play, return all army Sentinel character cards in your KO'd pile to your hand.

Tri-Sentinel is not an Army Sentinel character or character card.

When an Army Sentinel character you control becomes stunned, you will still take stun endurance loss from the stun yourself, and do so before opponent loses any endurance.

Twist of Fate

Plot Twist, Threshold 1

As an additional cost to play Twist of Fate, discard a Spider-Friends character card from your hand. Reveal the top four cards of your deck. Choose one character card from among them and put it into your hand. Put the remaining cards on the bottom of your deck in any order.

If there are no character cards among them, put all four on the bottom in any order. If you have three or fewer cards in your deck, reveal all of them and proceed from there.

Unexpected Mutation

Plot Twist, Threshold 1

Put the top card of your deck into your KO'd pile. Target Spider-Friends attacker you control gets +X ATK and -X DEF this attack, where X is the cost of the card put into your KO'd pile this way.

If your deck is empty, you are unable to put the top card of your deck into your KO'd pile and the attacker gets no changes to its ATK or DEF.

Unmasked

Plot Twist, Threshold 1

Characters cannot become powered-up this turn. Ongoing: At the start of your resource step you may pay 2 endurance. If you do, turn Unmasked face down.

ESU Science Lab and cards of that type can't trigger while this modifier is in effect. Players can discard cards to power-up their characters in response to Unmasked if it's played during an attack.

The triggered power triggers only once as your resource step starts, resolves once, and lets you either pay 2 endurance and turn Unmasked face down, or pay nothing. It does not say, "pay 2 endurance as many times as you like."

Venom, Alien Symbiote

Character, Sinister Syndicate, Recruit 4

7/7

Evasion. When Venom comes into play, you may KO a Sinister Syndicate character you control. If you do, put X +1 ATK / +1 DEF counters on Venom, where X is the cost of the character you KO'd.

You may KO Venom himself, but if you do, the counters don't get put anywhere.

Volcanic Base

Location, Threshold 1

At the start of the recovery phase, if you have no cards in hand, draw a card. If you control a Brotherhood character, draw an additional card, then discard a card from your hand.

This is a conditional triggered power; it won't trigger unless your hand is empty as the recovery phase starts, and it will have no effect unless your hand is empty on resolution. You may discard either of the cards you drew, if the second part applies.

Vulture, Adrian Toomes

Character, Sinister Syndicate, Recruit 1

2/1

As an additional cost to recruit Vulture, reveal another Sinister Syndicate character card from your hand. Whenever Vulture causes breakthrough, you gain that much endurance.

If Vulture participates in a team attack, the amount of endurance you gain will be equal to the ATK Vulture contributed to the team attack. See rule 602.8c.