

***X-Men* Frequently Asked Questions**

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GENERAL MECHANICS

1. Mutants and Traits

A Mutant is a character with the word “Mutant” printed on a new tab at the bottom of its picture, followed by one of three “traits”: Mental, Energy, or Physical. There are no Mutants in earlier expansions, and not every character in this expansion is a Mutant. Characters that aren’t Mutants can become Mutants, and Mutants can gain traits in addition to their printed ones.

Example: District X reads, “At the start of the combat phase, choose a Mutant trait. Characters you control, as well as character cards in your hand, deck, and KO'd pile are Mutants and have the chosen trait this turn.” Jean Grey, Red is a Mental Mutant. Longshot, Hero of Mojoworld is not a Mutant. You control District X, Jean Grey, and Longshot. If you choose the Energy trait at the start of the combat phase, Longshot becomes an Energy Mutant and Jean Grey has both the Mental and Energy traits this turn.

1.1 A Mutant’s trait is not printed in its text box

As a result, even while a Mutant is stunned, it’s still a Mutant and it keeps its trait(s). Like willpower, traits don’t do anything by themselves, but they are referenced by other cards.

Example: Emma Frost, Friend or Foe reads, “Recruit Emma Frost only if you control a Mental character. Discard a Mental card >>> Turn target face-up resource you control face down.” Emma Frost is a Mental Mutant, like Tarot and Jean Grey, Red. You control only Tarot, with only Emma Frost and Jean Grey in your hand. You may recruit Emma Frost even if Tarot is stunned. You may then discard Jean Grey to use Emma Frost’s payment power.

Example: Kidney Punch reads, “Target attacker you control gets +2 ATK this attack. If that attacker is a Physical character, it gets an additional +2 DEF this attack.” You team attack with Jean Grey, Red and Colossus, Organic Steel. If you target Jean Grey with Kidney Punch, she gets +2 ATK this attack. If you target Colossus, he gets +2 ATK / +2 DEF because he is a Physical Mutant.

1.2 Three plot twist cards have a trait in your hand, deck, and KO’d pile

Three plot twist cards (Pack Tactics, Phase Shift, and Psychic Armor) have a trait in your hand, deck, and KO’d pile. They don’t have a trait in your resource row. They never gain additional traits.

Example: Psychic Armor is a plot twist that reads, “Psychic Armor has the Mental trait in your hand, deck, and KO'd pile.” Tarot reads, “At the start of the combat phase, reveal the top card of your deck. If it is a Mental card, put it into your hand.” Emma Frost, Friend or Foe reads, “Discard a Mental card >>> Turn target face-up resource you control face down.” You control Tarot and Emma Frost. If you reveal Psychic Armor with Tarot, you put it into your hand. You may then discard it to use Emma Frost’s payment power.

2. Team-Ups

2.1 Crossover

If a card you control says to “crossover” two or more team affiliations, it means to team-up those affiliations on characters you control and character cards you own in all zones. A “character card you own” is defined as a character card that started the game in your deck. Crossover applies to:

- Characters you control (including any owned by an opponent);
- Character cards you own in your hand, deck, and KO’d pile;
- Character cards you own that are on the chain or have been removed from the game;
- Character cards you own in any resource row; and
- Character cards you own that are controlled by an opponent.

*Example: Above and Below reads, “**Ongoing:** Crossover X-Men and Morlocks.” If Above and Below is face up in your resource row, characters you control and character cards you own in all zones that have either affiliation have both of them.*

Two cards have received errata effective when the X-Men set becomes legal:

Underground Sentinel Base, Location, 5

*Activate >>> Reveal a face-down Army character card with the **printed** Sentinel affiliation from your resource row and move it face up to your front or support row. Use this power only during your recruit step.*

Fifth Dimension, Location, 4

*Activate >>> Remove target non-stunned character you control from the game. At the start of the next draw phase, if that card has the **printed** Revenge Squad affiliation, put it into your front row.*

2.2 As an additional cost to play [me], choose team affiliation(s) among characters you control

Starting with this expansion, some Team-Up cards require you to choose one or more team affiliations as an additional cost to play the card. As a result:

- The Team-Up’s ongoing power applies as soon as the Team-Up’s effect goes on the chain;
- Since the choice is a cost, you can’t play the Team-Up unless you can pay the cost; and
- An opponent can’t “disrupt” the Team-Up by removing from play all the characters you control of a certain affiliation in response to you playing the Team-Up.

*Example: Planet X reads, “Play Planet X only if you control a Brotherhood character. <p> As an additional cost to play Planet X, choose a team affiliation among characters you control. <p> **Ongoing:** Crossover Brotherhood and the chosen affiliation.” Mutopia reads, “As an additional cost to play Mutopia, choose two or more different team affiliations among characters you control that share the same Mutant trait.” You control only Feral (Morlocks, Physical) and Chrome (Brotherhood, Energy). You can’t play Mutopia because you can’t pay its cost. You can play Planet X though, and you do, choosing Morlocks as an additional cost and putting a “blank effect” on the chain. Planet X’s ongoing power applies as soon as you turn it face up, before even its blank effect resolves. It will continue to apply even if your opponent removes Feral from play in response to the blank effect.*

3. More terminology

3.1 X-Corp

Two cards (Archangel, Angel; and X-Corp: Paris) refer to “X-Corp cards” and “X-Corp locations,” respectively. An X-Corp card is a card with the version “X-Corp.” As a result, the location named X-Corporation (MOR-039) is *not* an X-Corp card.

Example: *X-Corp: Paris* reads, “Activate >>> Look at the top *X* cards of your deck, where *X* is the number of X-Corp locations you control. Put any number of those cards on the bottom of your deck and the rest on the top of your deck in any order.” You control three locations (*X-Corporation*; *X-Corp: Paris*; and *Worthington Industries*). If you activate *X-Corp: Paris*, you only look at the top two cards of your deck, because *X-Corporation* is not an X-Corp location.

3.2 Character (cards) with concealed

Some cards refer to a “character (card) with concealed.” A character with either the “Concealed” or “Concealed—Optional” keywords will satisfy such a reference.

Example: *The Hellfire Club* reads, “Activate >>> Move target *Hellfire Club* character with concealed you control to your hidden or visible area.” You control *Selene* (*Hellfire Club*, *Concealed*) and *Viper* (*Hellfire Club*, *Concealed—Optional*). You may target either character with *The Hellfire Club*’s activated effect.

3.3 Acolytes, Hellions, and Freedom Force (Oh My!)

Many characters have one of these versions. Like willpower, these versions don’t do anything by themselves, but they are referenced by other cards.

Example: *Acolyte Body Armor* reads, “Discard *Acolyte Body Armor* >>> Target *Acolyte* attacker you control gets +5 DEF this attack.” *Freedom Force* reads, “**Ongoing:** *Freedom Force* characters you control get +1 ATK.” These cards refer to an attacker you control with version “*Acolyte*” and characters you control with version “*Freedom Force*,” respectively.

4. Recovery phase

4.1 Whenever a character recovers

Some cards have a power that triggers whenever a character recovers. Such a power only triggers when a character recovers from being stunned. In other words, only stunned characters can recover.

Example: *Electric Eve* reads, “**Evasion** <p> Whenever *Electric Eve* recovers, target opponent loses 1 endurance.” Her power triggers only when she recovers from being stunned. If she evades and is then recovered by some effect during the combat phase, that recovery will trigger her power. However, the triggered effect at the start of the recovery phase later that turn will not trigger her power a second time if she is not stunned when it resolves.

4.2 Pay 0 endurance >>> Use this power only once per turn and only during the recovery phase

Six characters have a power with this text. You can only use such a power during the recovery phase, before wrap-up (because no player gets priority during wrap-up). You can use such a power even if you have less than 1 endurance.

Example: Xorn reads, "Pay 0 endurance >>> Recover target stunned character you control." Jubilee reads, "Pay 0 endurance >>> Target opponent loses 2 endurance." Colossus, Organic Steel reads, "Pay 0 endurance >>> Put three +1 ATK / +1 DEF counters on Colossus." All three cards read, "Use this power only once per turn and only during the recovery phase." At the start of the recovery phase, you control a non-stunned Xorn, a stunned Jubilee, and a stunned Colossus. You have -2 endurance and your opponent has 0. You can use Xorn's power to recover Jubilee, then use Jubilee's power to burn your opponent and tie endurance totals before wrap-up. After successive passes on an empty chain, you may recover Colossus during wrap-up, but you can't use his power this turn because you don't get priority until the next turn's draw phase.

5. Breakthrough

Two cards (Good Samaritan; and The Beautiful Dreamer, Dreamweaver) can replace the breakthrough a character would cause with "3 less breakthrough." Another card (Wundagore Citadel) can replace the breakthrough a character would cause with "3 additional breakthrough." In each case, simply add or subtract 3 from the amount of breakthrough the character would cause.

If the breakthrough a character would cause is reduced below 1 by such a modifier, it's treated as 0 for all purposes except further raising and lowering by such modifiers. However, if an attack doesn't cause breakthrough to begin with (because the defender's DEF was greater than or equal to the attacker's ATK, for example), then such *absence* of breakthrough can't be increased (or decreased) by such modifiers, because there's nothing to replace.

Some cards have powers that trigger whenever a character causes breakthrough (or causes 3 or more breakthrough in a single attack). Such powers will not trigger if the breakthrough a character would cause is ultimately reduced below 1 (or below 3, respectively).

Example: The Beautiful Dreamer reads, "Whenever The Beautiful Dreamer becomes stunned, if target character would cause breakthrough while attacking a character this turn, instead, it causes 3 less breakthrough." Wundagore Citadel reads, "Activate >>> If target Brotherhood character you control would cause breakthrough this turn, instead, it causes 3 additional breakthrough." Pyro, Freedom Force (Brotherhood) reads, "Whenever Pyro causes 3 or more breakthrough while attacking a character, target opponent loses 3 endurance." An opponent controls The Beautiful Dreamer and you control Pyro. The Beautiful Dreamer becomes stunned during attack conclusion. Her triggered effect goes on the chain after that attack concludes, targeting Pyro. Later that turn, you activate Wundagore Citadel targeting Pyro, and then you attack a character with him. If Pyro would cause 4 breakthrough, then after applying both replacement modifiers (3 less and 3 additional, regardless of order), Pyro causes 4 breakthrough, so his power triggers. Alternately, if you don't activate Wundagore Citadel, then Pyro causes only 1 breakthrough (4 minus 3), so his power doesn't trigger.

6. You may KO

6.1 You may KO [me] and [do something else]

Six characters (Catseye; Changeling; Empath; Jetstream; Postman; and Firestar, Hellion) have a power with this text. When such an effect resolves, you may choose to KO the character and [do something else], even if the character can't be KO'd or is no longer in play.

Example: Firestar, Hellion reads, "Whenever Firestar becomes stunned, you may KO her and have target opponent lose 5 endurance." Henrietta Hunter reads, "KO a non-Army character adjacent to Henrietta Hunter >>> Draw a card." You control both characters and they are adjacent to each other. Firestar becomes stunned during attack conclusion, triggering her power. The effect goes on the chain after that attack concludes. In response, you may use Henrietta's power to KO Firestar and draw a card. When Firestar's effect resolves, you may choose to KO her (which fails) and burn your opponent (which succeeds), even though Firestar is no longer in play.

6.2 You may KO [an object]. If you do, [do something else]

Four cards (Go Down Fighting; Krakoa; Masque; and Raising Hell) have this text. When such an effect resolves, you may only [do something else] if you successfully KO [an object].

Example: Masque reads, "Whenever a character adjacent to Masque becomes stunned during the combat phase, you may KO that adjacent character. If you do, put a +1 ATK / +1 DEF counter on each other character adjacent to Masque." Henrietta Hunter reads, "KO a non-Army character adjacent to Henrietta Hunter >>> Draw a card." You control both characters, a third non-Army character adjacent to both, and a fourth character adjacent to Masque. The third character becomes stunned during attack conclusion, triggering Masque's power. The effect goes on the chain after that attack concludes. In response, you may use Henrietta's power to KO the third character and draw a card. When Masque's effect resolves, you can no longer KO the third character, so you can't put a counter on the fourth character.

SPECIFIC CARDS

Alter Density

Plot Twist

If you control four or more face-down resources, target attacker or defender you control gets +2 DEF this attack.

You count face-down resources you control and apply the DEF bonus once only, on resolution.

Backs Against the Wall

Plot Twist

Play Backs Against the Wall only if you control a Morlocks defender.

If two or more characters you control have become stunned this attack, remove all attackers from this attack.

You count characters stunned this attack once only, on resolution. Such characters will most likely have become stunned by evading. You need not control a defender with evasion, but if you do, you may play this card and then evade the defender in response to have it count as a character stunned this attack. An attack that concludes with no attackers does nothing. You can't play this card after the defender you control has become stunned during attack conclusion (because neither player gets priority during attack conclusion).

MXM-208

Black Panther, King of Wakanda

Character, Marvel Knights

Concealed—Optional

When Black Panther comes into play, search your deck for an equipment card with cost 1 or less, equip it to Black Panther, and shuffle your deck.

You may search for an equipment card that can't be equipped to Black Panther, but if you do, it gets shuffled back into your deck. If he comes into play in the hidden area, he can be equipped only by an equipment with concealed or concealed—optional, such as Mindtap Mechanism, or by an equipment that says you can equip it to a hidden character, such as Medallion of Power.

Blow Hard, Windbag

Character, Morlocks

Mutant—Energy

Whenever Blow Hard attacks a character, that character's controller moves all characters he controls to his support row.

If the defender is protecting a character, that character can reinforce the defender before Blow Hard's effect resolves. The controller moves all of his or her characters at once (including those already in his or her support row) and arranges them as he or she wishes. That player can't move characters between his or her visible and hidden areas.

Chill Out!**Plot Twist**

Play Chill Out! only if you control an Energy character.

Whenever target visible character attacks this turn, it cannot ready during the recovery phase this turn.

Ongoing: Your opponents cannot use a character's payment power if it has already been used this turn.

The target's visibility is checked on announcement and resolution, but it is *not* re-checked whenever that character attacks this turn. The ongoing power effectively adds "Use this power only once per turn" to payment powers on characters your opponents control. If any such powers were used earlier in the turn you play this card, they can't be used again that turn once this card is face up in your resource row.

Crimson Commando, Freedom Force**Character, Brotherhood****Mutant—Physical**

Whenever Crimson Commando causes 3 or more breakthrough while attacking a character, you may put a +1 ATK / +1 DEF counter on each character you control.

If you decide to put a counter on characters you control, then Crimson Commando himself gets a counter, as do any stunned characters you control. His triggered effect doesn't go on the chain until after that attack concludes, so it doesn't increase the breakthrough he did in that attack.

Deadly Game**Plot Twist**

Move target hidden Hellfire Club character you control to your visible area. If you do, move a visible Hellfire Club character you control to your hidden area.

You only target the hidden character. You choose the visible character on resolution, after moving the target. Moving the target is not optional. If you successfully move the target, you must then move a visible Hellfire Club character you control. If the target is the only such character, you must move that character back to your hidden area.

District X**Location**

At the start of the combat phase, choose a Mutant trait. Characters you control, as well as *character* cards in your hand, deck, and KO'd pile are Mutants and have the chosen trait this turn.

The power above updates the printed card text. Only character cards are affected. In particular, for the cycle of plot twists in which each has a trait in your hand, deck, and KO'd pile, those cards do *not* gain any additional traits.

Eminent Domain**Plot Twist**

As an additional cost to play Eminent Domain, discard a Hellfire Club character card with concealed.

Choose a face-up non-Team-Up resource you control and one an opponent controls. Exchange the positions of those resources, then turn them face down.

You can play Eminent Domain whether or not any player controls a face-up non-Team-Up resource. Neither resource is a target; you choose both on resolution. Players can play effects to turn down resources in response (before you make your choices). If you can choose two applicable resources on resolution, you must do so. If you can't choose two applicable resources on resolution, nothing happens. You can't use this card to gain a resource without also losing one (and vice versa).

Enemy of My Enemy**Plot Twist**

As an additional cost to play Enemy of My Enemy, discard a character card.

Search your deck for an affiliated character card that does not share a printed affiliation with the card you discarded.

Reveal that card, put it into your hand, and shuffle your deck.

You compare only the printed affiliations of the two cards. If you discard a character card with no printed affiliations, you may search for any affiliated character card. If you discard a character card with one or two printed affiliations, you may search for any affiliated character card whose printed affiliation(s) include none of the printed affiliations of the card you discarded.

Fabian Cortez, Acolyte

Character, Brotherhood

Mutant—Energy

Reservist

Leader: Whenever a character adjacent to Fabian Cortez causes breakthrough while attacking a character, that character's controller loses endurance equal to that character's cost.

The defender's controller loses endurance equal to the defender's cost.

Go Down Fighting**Plot Twist**

Target character you control gets +1 ATK this attack.

Reveal Go Down Fighting from your hand or resource row >>> Whenever a Brotherhood character you control becomes stunned this turn, you may KO a resource you control. If you do, put that character card face down into your resource row.

Go Down Fighting must be face down in your resource row (or in your hand) for you to pay the cost of revealing it. You need not choose a character; the modifier triggers each time *any* Brotherhood character you control becomes stunned this turn. You may reveal it multiple times if you want to KO more than one resource per stun.

Healer, Life Giver
Character, Morlocks
Mutant—Energy
Evasion

Whenever another character you control recovers, gain 1 endurance.

Pay 1 resource point >>> At the start of the recovery phase this turn, recover target character you control. Use this power only once per turn.

You choose the target when you use the ability, not at the start of the recovery phase. Recovering the target will trigger Healer's other power, but Healer's own recovery will not.

Hump, Servant of Masque
Character, Morlocks
Mutant—Physical
Evasion

As an additional cost to recruit Hump, discard a Physical card.

While you control exactly one non-stunned character, Hump gets +2 ATK / +2 DEF.

Hump's ATK/DEF bonus can only apply to himself, and only if you control no other non-stunned characters.

James Proudstar <> Thunderbird, Hellion
Character, Hellfire Club
Mutant—Physical
Reservist

Whenever James Proudstar becomes stunned, return each stunned character to its owner's hand.

Whenever James Proudstar becomes stunned during attack conclusion, his triggered effect doesn't go on the chain until after that attack concludes. On resolution of the effect, return to its owner's hand each stunned character controlled by each player, including James Proudstar himself and any other characters stunned at the same time (unless he or they were recovered in response).

Jean Grey, Red
Character, X-Men
Mutant—Mental

Discard a Mental card >>> Replace any number of face-up resources you control. Use this power only once per turn.

You choose the number of resources to replace on resolution and replace them all at the same time. As always, "any number" can be zero if you simply want to discard a Mental card.

Juggernaut, The Unstoppable

Character, X-Men

Whenever Juggernaut stuns a front row defender, you may stun target support row character in the same column as that defender.

Whenever Juggernaut stuns a front row defender during attack conclusion, his triggered effect doesn't go on the chain until after that attack concludes. If on resolution of the effect, the target is no longer behind the character Juggernaut stunned, the effect is negated. If on announcement of the effect, there is no applicable character to target, the effect is removed from the chain.

Lady Lark, Skylark

Character, Squadron Supreme

Reservist

Whenever Lady Lark becomes stunned, if you have no cards in hand, you may recover her at the start of the recovery phase this turn.

Cards in hand are counted on announcement and resolution of the triggered effect, but they are *not* re-counted at the start of the turn's recovery phase.

Leech, Inhibitor

Character, Morlocks

Mutant—Energy

Evasion

Whenever Leech becomes stunned, you may discard a card. If you do, negate target character payment *effect*.

The triggered power above updates the printed card text. If Leech becomes stunned during attack conclusion (or any other time when there are no character payment effects to target), his triggered effect is removed from the chain on announcement. If Leech evades during the recovery phase, his “evasion” delayed triggered modifier will never trigger. If he does that, he can still be recovered during wrap-up as usual.

Magneto, Ruler of Avalon

Character, Brotherhood

Mutant—Energy

Reservist

Leader: Whenever a character adjacent to Magneto stuns a character, target opponent loses 1 endurance for each face-down resource you control.

You count face-down resources on resolution. Evading characters stun themselves, so Magneto's power also triggers whenever an adjacent character evades.

Mind Control**Plot Twist**

Play Mind Control only if you control a Mental character.

Target character cannot cause breakthrough while attacking a character this turn.

A character that cannot cause breakthrough can't have any breakthrough it would cause replaced. For example, Wundagore Citadel can't increase the breakthrough the target would cause while attacking a character this turn because the target cannot cause any breakthrough.

Mindtap Mechanism**Equipment****Concealed—Optional**

Equipped character gets +3 ATK.

At the start of the recovery phase, put a +1 ATK / +1 DEF counter on equipped character.

This is the first equipment with concealed—optional. This card:

- *can* be equipped to a hidden character (or to a visible character, as usual);
- is *not* put into your KO'd pile as the equipped character moves between areas; and
- *can* be transferred from a visible character to a hidden character (or vice versa), if you have some way to transfer it.

Mutant Massacre**Plot Twist**

As an additional cost to play Mutant Massacre, exhaust a Mutant you control.

Remove target stunned character from the game.

Ongoing: Your opponents cannot recruit non-Army character cards with the same name and version as the character you removed.

The "cannot recruit" modifier applies only to non-Army character cards with *both* the same name and version as the removed card. If Mutant Massacre is turned down and then flipped up, it "forgets" the previous character it removed and must target a new one. (The previous character stays removed from the game.)

Neutralized**Plot Twist**

As an additional cost to play Neutralized, exhaust a Morlocks character you control.

Choose a stunned character.

Ongoing: The chosen character cannot be recovered. <p>

The chosen character cannot be KO'd during the recovery phase.

You choose a stunned character controlled by any player on resolution (so you can, for example, exhaust a character with evasion to pay the additional cost, evade in response, and then choose that stunned character). While Neutralized remains face up, the chosen character stays in play stunned (unless it's KO'd outside the recovery phase or otherwise leaves play). That character can still be selected for recovery during wrap-up, but nothing will happen.

Power Play**Plot Twist**

Play Power Play only if you control three or more hidden Hellfire Club characters.

At the start of the next phase, gain control of the initiative.

You cannot play plot twists this game.

After Power Play resolves, you cannot play plot twists for the rest of the game. After you gain the initiative at the start of the next phase, you keep it until it passes clockwise at the end of the turn as usual.

Psi-Link**Plot Twist**

Play Psi-Link only if you control a Mental character.

As an additional cost to play Psi-Link, choose a Mutant trait.

Ongoing: Characters you control, as well as *character* cards in your hand, deck, and KO'd pile that have either the Mental or the chosen trait are Mutants and have both traits.

The ongoing power above updates the printed card text. Only character cards are affected. In particular, for the cycle of plot twists in which each has a trait in your hand, deck, and KO'd pile, those cards do *not* gain any additional traits.

Sabretooth, Savage Killer**Character, Brotherhood****Mutant—Physical****Reservist**

Whenever a character causes breakthrough, Sabretooth cannot be stunned while attacking this turn.

Pay 2 endurance >>> Target character you control can attack hidden characters this turn.

Sabretooth's power triggers whenever a character controlled by *any* player causes breakthrough. If Sabretooth himself causes breakthrough, his triggered effect doesn't go on the chain until after that attack concludes, so it won't save him from becoming stunned in that attack (but *will* save him if he manages to attack again that turn). He can target himself with his payment power.

Senyaka, Acolyte**Character, Brotherhood****Mutant—Energy****Reservist**

Whenever you recruit a non-Army character from your resource row, target opponent loses 2 endurance.

Boost 1: Senyaka gets +1 ATK for each face-down resource you control.

Recruiting Senyaka from your resource row doesn't trigger his own power, because he only has that power while face up in play. His boost power calculates his ATK bonus continuously, but only during the turn the boost was paid and only while he is non-stunned.

Sewer System

Location

Activate >>> Target character you control can attack hidden characters and protected characters this turn.

Activate >>> Move target Morlocks character with concealed you control to your hidden area.

The target of the first power can attack protected characters whether or not they are hidden, and hidden characters whether or not they are protected. The target does not gain flight this turn, nor can it attack characters that cannot be attacked. The target of the second power need not be visible.

Shake, Rattle, and Roll

Plot Twist

Play Shake, Rattle, and Roll only if you control a Brotherhood character.

As an additional cost to play Shake, Rattle, and Roll, replace a face-up resource you control.

Replace target location.

You may replace Shake, Rattle, and Roll itself as an additional cost if you play it from your resource row. Alternately, you may target a location you control and then replace that location as an additional cost. If you do the latter, the effect will be negated on resolution because all of its targets are illegal.

Shaw Industries

Location

While you control exactly one visible character, that character gets +1 ATK / +1 DEF. While you control two or more hidden Hellfire Club characters, that character gets an additional +1 ATK / +1 DEF.

While you control exactly one visible character, it gets +2 ATK / +2 DEF while you control two or more hidden Hellfire Club characters, or +1 ATK / +1 DEF while you control less than two hidden Hellfire Club characters.

Silver Sabre, Freedom Force

Character, Brotherhood

Mutant—Physical

Whenever Silver Sabre causes 3 or more breakthrough while attacking a character, you may recover and ready Silver Sabre, *and* he cannot cause breakthrough this turn.

The triggered power above updates the printed card text. Whenever his triggered effect resolves, he can't cause breakthrough this turn, whether or not you choose to recover and ready him. That effect doesn't go on the chain until after that attack concludes, so it doesn't undo any breakthrough already caused. If he's non-stunned on resolution, you may choose simply to ready him (but whether or not you do, he can't cause any more breakthrough this turn).

Stonewall, Freedom Force

Character, Brotherhood

Mutant—Physical

Whenever Stonewall causes 3 or more breakthrough while attacking a character, characters you control get +3 ATK this turn.

Whenever Stonewall's power triggers, the effect doesn't go on the chain until after that attack concludes. Even though Stonewall gets the ATK bonus along with any other characters you control, it doesn't increase the breakthrough he did in that attack.

Sub-Mariner, Namor

Character, Avengers

Reservist

Leader: Characters adjacent to Sub-Mariner get +1 ATK.

Whenever a character adjacent to Sub-Mariner stuns a character during the combat phase, you may replace a resource you control.

Evading characters stun themselves, so Sub-Mariner's power also triggers whenever an adjacent character evades during the combat phase.

The Alley

Location

Whenever a Morlocks character you control recovers, target opponent loses 1 endurance.

Activate >>> Stunned characters you control cannot be KO'd by effects your opponents control during the combat phase this turn.

After the activated effect resolves, opponents can still play effects to KO stunned characters you control during the combat phase this turn, but those effects will fail to do so on resolution. If you activate The Alley during the combat phase, effects your opponents control *can* KO stunned characters you control before The Alley's activated effect resolves.

Unuscione, Acolyte

Character, Brotherhood

Mutant—Mental

Reservist

Activate, discard an Energy card >>> Exhaust target character with cost 3 or less. Draw a card.

The target need not be ready on announcement or resolution. You draw a card even if the target is already exhausted (or stunned) on resolution. You don't draw a card if the target is illegal on resolution (because the entire effect is negated).

Witch Woman, Linda Littletrees

Character, Underworld

Remove two character cards in your KO'd pile from the game >>> Target opponent cannot play more than one plot twist during the combat phase this turn.

If you play Witch Woman's payment effect during the combat phase, the target opponent can respond by playing any number of plot twists. If that opponent has already played one or more plot twists during the combat phase when her effect resolves, he or she can't play any more plot twists that phase.

Wolverine, The Best at What He Does

Character, X-Men

Mutant—Physical

Whenever Wolverine becomes stunned, recover him at the start of the recovery phase this turn.

Like a character with evasion, if Wolverine becomes stunned during the recovery phase, his delayed triggered modifier will never trigger. In that case, he can still be recovered during wrap-up as usual.

X-Corp: Hong Kong, X-Corp

Location

Activate >>> Target X-Men character you control and all other characters you control with the same cost get +1 ATK this turn.

Only characters you control with the same cost as the target get the ATK bonus.

X-Treme Maneuver

Plot Twist

Play X-Treme Maneuver only during your attack step.

As an additional cost to play X-Treme Maneuver, exhaust two X-Men characters you control.

Exhaust target character. That character cannot ready this turn, and its controller loses endurance equal to its cost.

The target need not be ready on announcement or resolution. Its controller loses endurance even if the target is already exhausted (or stunned) on resolution. He or she doesn't lose endurance if the target is illegal on resolution (because the entire effect is negated).