

Legendary Keywords

Abomination

This keyword ability is used by Villains that are twisted genetic experiments of HYDRA scientists. It means "This Villain gets + equal to the printed of the Hero in the HQ space under this Villain's city space."

- Likewise, "Ultimate Abomination" means "This Mastermind gets + equal to the total printed of all the Heroes in the HQ."

Artifacts

This set also contains powerful new "Artifact" cards that players can use for permanent advantages. Some Hero cards are also Artifacts. (They still count as Hero cards too.) When you gain a Hero Artifact, put it in your discard pile like any other Hero card. When you draw the Artifact later in the game, you may play it in front of you and use its effects, usually once on each of your turns. This means you "control" that Artifact. At the end of your turn, when you discard all the cards you played that turn, the Artifacts you control stay in.

Berserk

This keyword represents some X-Men going into a berserker rage of unpredictable violence.

- "Berserk" means "Discard the top card of your deck. You get + equal to the discarded card's printed ." (So, if the discarded card gives "2+ , you just count 2.)

Bribe

You can fight villains with the keyword "Bribe" by spending any combination of Attack and/or Recruit points. For example, you may play two S.H.I.E.L.D. Agents and two S.H.I.E.L.D. Troopers to fight the +4 Maggia Goons.

Burrow

Subterranean Villains use the new Burrow keyword. This allows them to retreat by digging to safety when they are attacked.

"Burrow" means:

"Fight: If the Streets were empty, put this Villain back into the Streets."

Charge

"Ambush: Charge one space" means "(After this villain enters the Sewers,) it charges forward an extra space, pushing other Villains forward."

Cheering Crowds

This keyword represents the Champions being inspired to redouble their efforts by adoring fans.

- Several Hero cards say "Cheering Crowds." This means "You may play this card twice in a row if you return a Bystander from your Victory Pile to the bottom of the Bystander Stack."

Circle of Kung-Fu (and Quack-Fu)

"5th Circle of Kung-Fu" means "During your turn, this Villain has +5 unless you reveal a Hero that costs 5 or more."

Coordinate

Coordinating allows you to let another player "borrow" one of your cards. It is a critical way to help other players defeat tough enemies. During another player's turn, you can Coordinate with them like this:

- Discard a Coordinate card from your hand and then draw a new card to replace it.
- That player can now play a copy of the card you coordinated with them. (A copy counts as playing the exact same card including its , ★, special abilities, and Hero Class symbol.)

Cosmic Threat

Galactus and his Heralds use the new Cosmic Threat keyword. This gives them incredibly high Attack values with a special vulnerability. If an enemy has Cosmic Threat: that means: "Once per turn, for each card you reveal, this Enemy gets -3 this turn."

Cross-Dimensional Rampage

As different Hulks storm across parallel realities, only another Hulk can stop them! "Cross-Dimensional Hulk Rampage" means "Each player reveals one of their Hulk Heroes or a Hulk card in their Victory Pile or gains a Wound."

Danger Sense

This keyword represents Spider-Man using his famous "Spider-Sense" superpower to detect danger and evade it. It also covers, Tony Stark, Happy Hogan, and Vulture watching for threats and rapidly reacting to them

- Some cards say things like "Danger Sense 2." This means "Reveal the top 2 cards of the Villain Deck. You get +1 for each Villain you revealed. Put the cards back on top in any order."

Demolish

This keyword represents the Heroes being devastated by enchanted weapons.

- "Demolish each player" means "Reveal the top card of the Hero/Ally Deck, notes its cost, and puts it on the bottom of the Hero/Ally Deck. Each player reveals their hand and discards a card with that cost."

Dodge

"Dodge" means "During your turn, you may discard this card from your hand to draw another card".

Dominate

This keyword represents Villains using telepathy, sorcery, or illusions to twist Heroes' minds to evil.

- Some Villains and Masterminds say they "Dominate" Hero cards from various places. This means "Put those Heroes under this enemy. This enemy gets +1 for each Hero it's Dominating."

Elusive

"Elusive 6" means "You can only fight this Villain/Adversary if you have made at least 6 ★ this turn

Fateful Resurrection

On a Villain card, Fight: Fateful Resurrection" means "Fight: Reveal the top card of the Villain Deck. If it's a Scheme Twist or Master Strike, this Villain reenters the city."

Feast

The new Mastermind Carnage and his "Maximum Carnage" followers use the gruesome new Feast keyword. "Feast" states that when you fight a Villain or Mastermind with this ability you treat it as a fight effect. IE:

"Feast"="Fight: KO the top card of your deck."

Fortify

The keyword represents Villains setting up nasty traps for the players.

- Some Villains say things like "Escape: Fortify the Mastermind. While it's fortified, the Mastermind can't be fought."

Hidden Witnesses

In a world of Noir, conspiracies are hard to unravel, betrayal is commonplace, and it's hard to determine who the real Villains are.

- This keyword represents Villains and Masterminds hiding behind layers of informants, victims, and stooges. To find these Villains, you must track down and interview Hidden Witnesses who know their locations.
- Some Villains say things like "Ambush: This Villain captures 2 Hidden Witnesses." This means the Villain captures the top 2 cards of the Bystander Stack, face-down, as Hidden Witnesses. You can't fight a Villain while it has a Hidden Witness.
- During your turn, you can pay 2 ★ to rescue a Hidden Witness any number of times and put it in your Victory Pile.

Human Shields

This keyword represents enemies hiding behind innocent people to prevent Heroes' attacks.

- "Ambush: This Villain captures 2 Human Shields" means the Villain captures the top 2 cards of the Bystander Stack face-down. You can't fight a Villain while it has any Human Shields. During your turn, any number of times, you can pay equal to that Villain's value to rescue one of its Human Shields at random and put it in your Victory Pile. (The ★ on their is a reminder.)

Investigate

This keyword represents hard-bitten Noir detectives investigating mysteries and searching for evidence and allies.

- Some cards say things like "Investigate for a card." That means "Look at the top two cards of your deck. Reveal a card from among them and draw it. Put the rest of those cards back on the top and/or bottom of your deck in any order."

Lightshow

This keyword represents X-Men using fireworks and blinding bursts in spectacular combinations.

- Some Heroes say things like **"Lightshow: you get +3 🎆."**
Once per turn, if you played at least two Lightshow cards this turn, you can use a single Lightshow ability from any of those cards.

Man (and Woman) Out of Time

Heroes from 1941 use this keyword ability to represent fighting in both the past and the present. It means "After you use this card's abilities, set it aside. At the beginning of your next turn, play this card a second time and then discard it."

Patrol

Some cards have abilities like "Patrol the Sewers: If it's empty, rescue a Bystander." When you play that card, you can use that ability only if that city space has no cards in it.

Piercing Energy

This keyword represents X-Men using psychic knives & sonic screams to pierce enemy defenses.

- Some Heroes give you a new kind of points called "Piercing Energy," using the 🗡️ icon. **You can fight a Villain or Mastermind by spending 🗡️ points equal to that enemy's printed Victory Points value (🗡️).** You ignore that enemy's 🗡️ and any 🗡️ modifiers.

Phasing

This keyword represents Heroes becoming insubstantial and moving through solid objects.

- During your turn, if a card with Phasing is in your hand, **you may swap it with the top card of your deck.**

Revenge

This means: "This Villain gets +1 🗡️ for each 'Deadpool's Friends' Villain in your Victory Pile."

Rise of the Living Dead

"Rise of the Living Dead" means "Each player checks the top card of their Victory Pile. If that card is a Villain with a "Rise of the Living Dead" ability, that Villain reenters the city."

Savior

This keyword ability on Heroes and Villains rewards you for saving the innocent. It means "Use this ability if you have at least 3 Bystanders in your Victory Pile."

S.H.I.E.L.D. Clearance

This keyword represents pro-registration S.H.I.E.L.D. forces that can only be defeated with the help of S.H.I.E.L.D. information.

- If a Villain says "S.H.I.E.L.D. Clearance," **then you must discard a 🗡️ Hero as an additional cost to fight that Villain.**

Size-Changing

This keyword represents Heroes and Villains using superpowers to stretch or massively change their size. It's also used by characters that can change the size of a weapon, technology, or energy.

- Some Hero cards say things like, **"Size-Changing: 🗡️."**
This means **"You can recruit this card for 2 🌟 less if you played a 🗡️ card this turn."**
- Likewise, some Villain cards say things like, "Size-Changing: 🗡️." This means **"You can fight this villain for 2 🗡️ less if you played any 🗡️ card this turn."**

Soaring Flight

This ability represents X-Men flying into action as rapid reinforcements.

- "Soaring Flight" means **"When you recruit this Hero, set it aside. At the end of this turn, add it to your new hand as an extra card."**

Spectrum

Some cards have abilities like "Spectrum: Draw a card." You can use a card's Spectrum abilities only if you have at least 3 classes of Hero. (e.g. 🗡️, 🗡️ and 🗡️).

Striker

This keyword represents Villains and Masterminds that get more confident and powerful as the Mastermind smashes Heroes. It means **"This gets +1 🗡️ for each Master Strike in the KO pile and/or stacked next to the Mastermind."**

Teleport

Instead of playing, you may set aside a card with the keyword "Teleport". If you do, add it to your new hand at the end of your turn as an extra card.

Uru-Enchanted Weapons

When you try to fight an enemy that has some number of Uru-Enchanted Weapons, reveal that many cards from the top of the Adversary Deck. That Enemy immediately gains +2 🗡️ equal to the Total Victory Points of all the cards you revealed. If you have enough Attack points to match the enemy's improved 🗡️, use them and defeat the enemy as normal. If you don't have enough Attack points, you don't defeat this enemy, you lose all your Attack points, and you can't fight anymore this turn.

Versatile

This keyword represents Heroes who think quickly on their feet to react perfectly to any situation.

- "Versatile 2" means **"You get +2 🌟 or +2 🗡️."** Other cards use different numbers.

Wall-Crawl

The new **"Wall-Crawl!"** keyword lets Heroes set up powerful combos by placing cards at the top of their decks.

"Wall-Crawl!" means:

"When you recruit this Hero, you may put it on top of your deck."

X-Gene

This keyword represents X-Men combining unique mutant powers with their signature teamwork.

- Some Heroes say things like **"X-Gene 🗡️: You get +2 🗡️."**
This means "if you have a 🗡️ card in your discard pile, you get a +2 🗡️." **You can use a card's X-Gene ability only if you have the specified kind of card in your discard pile.**

X-Treme Attack

"X-Treme Attack" means "This Villain/Adversary gets +1 🗡️ for each other Villain/Adversary in the city with X-Treme Attack." This ability shows how X-Men are especially powerful when they work as a team. Some "ex X-Men" in the Uncanny Avengers use the ability as well, cooperating with their old X-Men colleagues.