COMBO

Unique Status Effect   *Stack limit:* **1**

Perform another *Offensive Roll Phase*:

If your *Offensive Roll Phase* resulted in an *Attack*, you may spend this token at the conclusion of your opponent's *Defensive Roll Phase*. If spent, immediately target the same opponent with an additional *Offensive Roll Phase*. Can only spend once per turn.

This token may not be transferred by any means *(but can be removed)***.**

WEBBED

Negative Status Effect   *Stack limit:* **1**
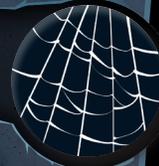
Next incoming *Attack* is *undefendable*:

When this token is inflicted deal ② **as an isolated source of *undefendable* dmg.**

The next time a player afflicted with this token is *Attacked* with *normal* damage, the damage type becomes *undefendable* instead and this token is immediately removed.

INVISIBILITY

Unique Status Effect   *Stack limit:* **1**

Roll defense against an *undefendable* *Attack*:

When a player with this token is *Attacked* with an *undefendable Attack*, they may choose to spend this token to activate a *Defensive Ability*.

This token may not be transferred by any means *(but can be removed)***.**

1	👆	THWIP
2	👆	THWIP
3	👆	THWIP
4	🕸	WEB
5	🕸	WEB
6	🕷	SPIDER

V2

MILES MORALES: SPIDER-MAN

Complexity:

Weapon of choice: Web Shooters

Bio: After being bit by a radioactive spider, Miles Morales decided to follow in the footsteps of his hero, Spider-Man. With similar powers as the original Spider-Man, plus the ability to turn invisible, Miles patrols the streets of Brooklyn while still trying to graduate high school!

Credits: Design and development by Nate Chatellier, Gavan Brown, and Manny Trembley.
Illustrations by Manny Trembley and Nick Malara.
Graphic design by Gavan Brown and Gui Landgraf.

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RULES CLARIFICATIONS

Using *Invisibility* 🕷: **You can spend it against *pure* damage** (since *pure* damage still counts as an *Attack*). **However, you cannot spend it against *collateral* damage** (since *collateral* dmg does not count as an *Attack*). **If you are able to spend 2 *Invisibility* 🕷 in one turn, you may not activate a *Defensive Ability* twice.**

***Webbed* 🕸 : If you activate ENSNARE** (small / large straight) **against an opponent that is already inflicted with *Webbed* 🕸, the previous one would immediately activate** (making the dmg *undefendable*) **and then the new one would be inflicted after dmg calculations** (dealing an additional ② as an isolated source of *undefendable* dmg)**.**

If, however, you activate ENSNARE against an opponent that is not already inflicted with *Webbed* 🕸, the effect of turning normal damage into *undefendable* does not occur during this *Attack* (since damage calculation has already resolved, due to the key word "then")**.**

If you activate VENOM SHOCK WAVE (Ultimate Ability) **against an opponent that is already inflicted with *Webbed* 🕸, the new *Webbed* 🕸 is not applied due to Stack Limit rules.**

***Webbed* 🕸 and *Invisibility* 🕷: If you have *Invisibility* 🕷 and are inflicted by *Webbed* 🕸, you may spend *Invisibility* 🕷** (since the damage became *undefendable*)**.**

***Combo* 🕷 and *Knockdown* 🕷: If you become inflicted with *Knockdown* 🕷 as you are about to spend *Combo* 🕷, you must pay ②** or skip your additional *Offensive Roll Phase*.

COMPONENTS

Dice × 5 • Health Dial × 1 • Combat Point (CP) Dial × 1 • Hero Board × 1 • Hero Leaflet × 1 • Hero Cards × 32
Turn Order Card × 1 • Combo 🕷 × 2 • Webbed 🕸 × 3 • Invisibility 🕷 × 1 • Bonus Hero Token × 1

GUARD BREAK

Positive Status Effect   **Stack limit: 2**

Attack becomes *undefendable* on 4-5:

If a player concludes their *Offensive Roll Phase* with an *Attack*, they may spend this token and roll 1 🎲. If the outcome is 4-5, the *Attack* becomes *undefendable*.

ELECTROKINESIS

Positive Status Effect   **Stack limit: 4**

Boost abilities or spend to draw 1️⃣:

Once per turn, a player may spend 4 *Electrokinesis* ⚡ during their *Main Phase* to draw 1️⃣.

MJÖLNIR

Companion

Throw or Retrieve to gain bonuses:

Begin the game with *Mjölnir* on your Hero Board.

- You may **Throw** or **Retrieve** *Mjölnir* at any time by discarding a card. If an ability tells you to **Throw** or **Retrieve** it, you do not need to discard a card.
- When you **Throw** *Mjölnir*, place it on a chosen opponent and deal 🔴1 as an isolated source of *undefendable* dmg.
- When you **Retrieve** *Mjölnir*, place it back on your Hero Board and gain *Electrokinesis* ⚡.
- You cannot **Throw** *Mjölnir* at an opponent unless it is on your Hero Board. You cannot **Retrieve** *Mjölnir* if it is already on your Hero Board.
- In a multiplayer game, if an opponent who has *Mjölnir* is defeated, **Retrieve** it.

1	HAMMER
2	HAMMER
3	HAMMER
4	WORTHY
5	WORTHY
6	THUNDER

V2

THOR

Complexity: ⬛ 🎲 🎲🎲 🎲🎲🎲

Weapon of choice: Mjölnir

Bio: *Whosoever holds this hammer, if they be worthy, shall possess the power of Thor.* These were the words Odin inscribed on the mythic hammer Mjölnir before casting it and his son Thor into the realm of mortals, Midgard. Upon retrieval of the hammer, Thor regained all his powers as God of Thunder and uses them to protect all of the Nine Realms.

Credits: Design and development by Gavan Brown, Nate Chatellier, and Manny Trembley.
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RULES CLARIFICATIONS

Spending *Guard Break* ⚡: More than 1 token can be spent in a turn. However, if you already have 2 tokens and gain another, you cannot spend one before receiving the new one (since the token cannot be spent until the conclusion of their *Offensive Roll Phase*).

Gaining *Electrokinesis* 👤: When at Stack Limit for *Electrokinesis* 👤 and about to gain more, you may spend 4 to draw a card before adding the new tokens (since spending status effects counts as an Instant Action).

Throwing and Retrieving *Mjölnir* 🔨: There is no limit to how many times it can be Thrown or Retrieved in a single turn.

Damage from *Mjölnir* 🔨: Isolated damage is dealt immediately and counts as a separate instance of damage regardless of any other damage that is dealt within the same phase.

Opponent defeated while having *Mjölnir* 🔨: When an opponent that has *Mjölnir* 🔨 is defeated, Retrieve it

COMPONENTS

Dice × 5 • Health Dial × 1 • Combat Point (CP) Dial × 1 • Hero Board × 1 • Hero Leaflet × 1 • Hero Cards × 33
Turn Order Card × 1 • Guard Break ⚡ × 3 • Electrokinesis 👤 × 4 • Mjölnir 🔨 × 1 • Bonus Hero Token × 1