

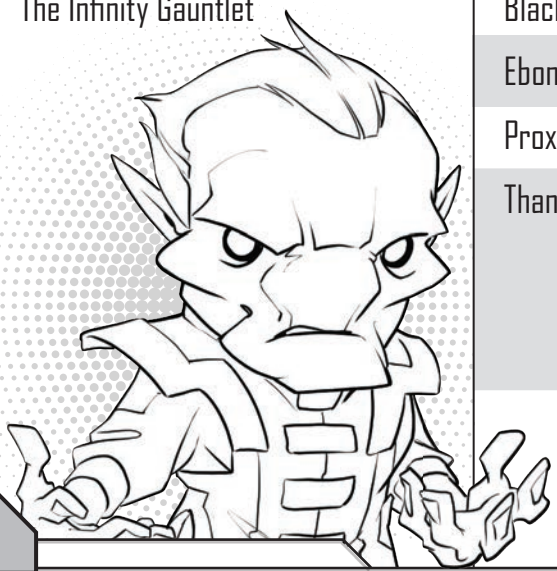
SUPER VILLAIN MODE

Super Villain Mode can be used with most classic elements, though a couple special rules must apply:

- Any effect that allows the Villain to play an additional faceup Master Plan card (outside the Master Plan card they played on their normal turn) only allows the Super Villain to add a facedown Master Plan card in the Storyline instead.
- The End of Turn effect of **Stark Labs** and **Hala** is changed to the same as the Sentinel Space Station: **You may discard 1 card from your hand to the bottom of your deck to swap a card from your hand with one of your faceup cards in the Storyline.**

Below you have a listing of the Action tokens Heroes start with when facing the classic Villains in Super Villain Mode, as well as any special rules required, and indications of which are not compatible with Super Villain Mode.

BOX	VILLAIN	HEROES' STARTING TOKENS
Marvel United Core Box	Red Skull	2 2
	Taskmaster	4
	Ultron	2
Rise of the Black Panther	Killmonger	2
Enter the Spider-Verse	Green Goblin	4 2 2
Tales of Asgard	Loki	2
Guardians of the Galaxy Remix	Ronan	2 2
The Infinity Gauntlet	Black Dwarf	2 2
	Ebony Maw	4
	Proxima Midnight	2 2
	Thanos	2 2 2 Play a standalone game, with no Infinity Stones and no Power Ups.



BOX

VILLAIN

HEROES' STARTING TOKENS

Return of the Sinister Six



Doctor Octopus

1 1

Electro

NOT COMPATIBLE

Kraven

2 2

Mysterio

2 2 2

Sandman

4 4

Vulture

4

Regardless of the number of Heroes, they lose if Vulture obtains 12 Spoils.

Sinister Six Mode

NOT COMPATIBLE

United Promos



Baron Zemo

2

Bullseye

4 2

The **Misdirection** Super Villain card must be removed from the deck during Setup.

Carnage

2 2

Corvus Glaive

2 2

Dormammu

2 3 3

Hela

2 4

Kang

NOT COMPATIBLE

Kingpin

2 2

M.O.D.O.K.

2 2

Rhino

2 2

Venom

2