

DAILY 17 BUGLE

ALIEN SHIP CRASHES IN DOWNTOWN!

SETUP	SCORING
Place 3 Power Core tokens (Asset) as shown on Map C.	Players score 1 VP for each character they control that is holding a Power Core during the Cleanup Phase.

Interact (Power Core): Pick up this Power Core. A character can hold only 1 Power Core at a time.

During the **Cleanup Phase**, each character with 3 or more \oplus holding a Power Core rolls 3 dice. For each \ominus and \otimes in the result, the character holding the Power Core and all characters within \oplus 2 of it suffer 1 \ominus .

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DAILY 19 BUGLE

DEADLY LEGACY VIRUS CURED?

SETUP	SCORING
Place 3 Legacy Cure tokens (Asset) as shown on Map C.	Players score 1 VP for each Legacy Cure held by a character they control during the Cleanup Phase.

Interact (Legacy Cure): Pick up this Legacy Cure. A character must spend 1 \oplus per Legacy Cure it is holding before using this Interact.

During the **Cleanup Phase**, if a non-Grunt character is holding all 3 Legacy Cures, its controlling player does not score VPs from this Crisis as normal. Instead, remove all Legacy Cures from the game. Then the character is KO'd and its controlling player scores 6 VPs.

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FEAR GRIPS WORLD AS "WORTHY" TERRORIZE CITIES

SETUP	SCORING
Place 4 Celestial Hammer tokens (Asset) as shown on Map D.	Players score 1 VP for each Celestial Hammer held by a character they control during the Cleanup Phase.

Interact (Celestial Hammer): Pick up this Celestial Hammer.

Characters add 1 die to their attack rolls for each Celestial Hammer they are holding. Characters holding one or more Celestial Hammers must pay 1 \oplus before playing a Team Tactic Card.

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MUTANT EXTREMISTS TARGET U.S. SENATORS!

SETUP	SCORING
Place 6 Senator tokens (Civilian) as shown on Map L.	Players score 1 VP per character they control holding a Senator during the Cleanup Phase.

Interact (Senator): Pick up this Senator. A character can hold only 1 Senator at a time.

A character holding a Senator can make only 1 move action per turn.

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PARANOIA PUMMELS POPULACE!

SETUP	SCORING
Place 4 Disturbance tokens (Asset) as shown on Map K.	Players score 1 VP for each Disturbance a character they control is holding during the Cleanup Phase.

Interact (Disturbance): Pick up this Disturbance. A character can hold only 1 Disturbance at a time.

When a character picks up a Disturbance, if there is not another allied character within \oplus 2 of it, it suffers 1 \ominus .

During the **Cleanup Phase**, if one or more characters holding a Disturbance are within \oplus 2 of another allied character, those characters' controlling player scores 1 VP.

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DAILY 15 BUGLE

RESEARCH STATION ATTACKED!

SETUP	SCORING
Place 1 Researcher token (Civilian) onto the central point on Map E. Place 2 Evac Point tokens (Asset) onto the other points on Map E.	A player scores 2 VPs if they are securing the Researcher during the Cleanup Phase. Then they score 1 additional VP if the Researcher is within \oplus 1 of their Evac Point.

During the **Power Phase**, the Researcher may move. If a player is securing the Researcher, they may Place it within \oplus 2 of its current location.

The Evac Point farthest from a player's battlefield edge is their Evac Point.

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DAILY 20 BUGLE

SKRULLS INFILTRATE WORLD LEADERSHIP

SETUP	SCORING
Place 4 Skrull Agent tokens (Civilian) as shown on Map J.	Players score 1 VP for each Skrull Agent held by a character they control during the Cleanup Phase.

Interact (Skrull Agent): Pick up this Skrull Agent. A character can hold only 1 Skrull Agent at a time. Then roll dice equal to this character's \ominus defense. If the result does not contain one or more \oplus or \otimes results, the opposing player Pushes this character \ominus .

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SPIDER-INFECTED INVADE MANHATTAN

SETUP	SCORING
Place 5 Spider-Infected tokens (Civilian) as shown on Map F.	Players score 1 VP for each Spider-Infected held by a character they control during the Cleanup Phase.

Interact (Spider-Infected): Pick up this Spider-Infected. A character can hold only 1 Spider-Infected at a time.

During the **Power Phase**, starting with the player with Priority, players roll 1 die for each character they control holding a Spider-Infected. If the result is a \oplus , \otimes , or \ominus , that character Advances \ominus before rolling for the next character. The opposing player resolves this Advance.

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STRUGGLE FOR THE CUBE CONTINUES

SETUP	SCORING
Place 5 Cosmic Cube Fragment tokens (Asset) as shown on Map F.	Players score 1 VP for each Cosmic Cube Fragment held by a character they control during the Cleanup Phase.

Interact (Cosmic Cube Fragment): Pick up this Cosmic Cube Fragment.

During the **Cleanup Phase**, each character suffers 1 \ominus for each Cosmic Cube Fragment it is holding. Characters gain 1 \oplus for each \ominus they suffered this way.

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THE MONTESI FORMULA FOUND

SETUP	SCORING
Place 3 Spellbook tokens (Asset) as shown on Map E.	Players score 1 VP for each Spellbook held by a character they control during the Cleanup Phase .



Interact (Spellbook): Pick up this Spellbook. A character can hold only 1 Spellbook at a time.

A character holding a Spellbook may use the attack shown above once per turn. It cannot add additional dice to this attack or modify its dice during this attack.

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COSMIC INVASION! BLACK ORDER DESCENDS ON EARTH

SETUP	SCORING
Place 4 Cosmic Vault tokens (Point of Interest) as shown on Map D.	Players score 1 VP for each Cosmic Vault they are Securing during the Cleanup Phase .

During the **Power Phase**, some Cosmic Vaults will radiate cosmic energy. Starting with the player with Priority, players roll 1 die for each character they control within $\oplus 1$ of a Cosmic Vault. If the result is a \oplus or \ominus , that character gains 2 \oplus and is Pushed \ominus . The opposing player resolves this Push.

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DEADLY METEORS MUTATE CIVILIANS

SETUP	SCORING
Place 3 Origin Bomb tokens (Point of Interest) as shown on Map I.	Players score 1 VP for each Origin Bomb they Control during the Cleanup Phase .

Interact (Origin Bomb): Roll dice equal to this character's \ominus Defense. If the roll contains more \oplus , \ominus , and $\omin�$ results than the number of Healthy enemy characters Contesting this Origin Bomb, this character's controlling player now Controls this Origin Bomb. If the roll contains at least 1 $\omin�$, this character suffers 1 $\omin�$.

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DEMONS DOWNTOWN! HAS OUR COMEUPPANCE COME DUE?

SETUP	SCORING
Place 3 Flaming Portal tokens (Point of Interest) as shown on Map E.	Players score 1 VP for each Flaming Portal they are Securing during the Cleanup Phase .

During the **Power Phase**, characters within $\oplus 1$ of a Flaming Portal gain the Incinerate special condition.

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GAMMA WAVE SWEEPS ACROSS MIDWEST

SETUP	SCORING
Place 3 Gamma Shelter tokens (Point of Interest) as shown on Map E.	Players score 1 VP for Securing their Close, 1 VP for the Mid, and 2 VPs for Securing their Far Gamma Shelter during the Cleanup Phase .

During the **Cleanup Phase**, each character that is not within $\oplus 2$ of a Gamma Shelter suffers 1 $\omin�$.

The Gamma Shelter closest to a player's battlefield edge is their Close Shelter. The Gamma Shelter in the center is both players' Mid Shelter. The Gamma Shelter farthest from a player's battlefield edge is their Far Shelter.

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INFINITY FORMULA GOES MISSING!

SETUP	SCORING
Place 4 Serum Canister tokens (Point of Interest) as shown on Map B.	Players score 1 VP for each Serum Canister they Secure during the Cleanup Phase .

During the **Power Phase**, characters Contesting a Serum Canister gain 1 \oplus .

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INTRUSIONS OPEN ACROSS CITY AS SEALS COLLAPSE

SETUP	SCORING
Place 3 Dark Portal tokens (Point of Interest) as shown on Map C.	Players score 1 VP for each Dark Portal they Secure during the Cleanup Phase .

Interact (Dark Portal): This character drops all objective tokens it is holding. Then roll 1 die. If the result is a \oplus , \ominus , $\omin�$, or $\omin�$, Place this character within $\oplus 1$ of another Dark Portal. Otherwise, the opposing player Places this character within $\oplus 1$ of another Dark Portal.

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MAYOR FISK VOWS TO FIND MISSING WITNESSES

SETUP	SCORING
Place 2 Witness tokens (Target of Opportunity) as shown on the Map H.	Players score 2 VPs for each Witness they Secure during the Cleanup Phase .

During the **Cleanup Phase**, each of the Witnesses may flee. Starting with the player with priority, each player Places all Witnesses Secured by their opponent within $\oplus 2$ of their current position. Each Witness may be Placed this way only once per Round.

After a Witness is Placed, each character within $\oplus 1$ of it suffers 1 $\omin�$ and gains the Stun special condition.

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MUTANT MADMAN TURNS CITY INTO LETHAL AMUSEMENT PARK

SETUP	SCORING
Place 4 Trap tokens (Point of Interest) as shown on Map B.	Players score 1 VP for each Trap they are Controlling during the Cleanup Phase .

Interact (Trap): Roll dice equal to this character's \ominus Defense. If the roll contains more \oplus , $\omin�$, and $\omin�$ results than the number of Healthy enemy characters Contesting this Trap, this character's controlling player now Controls this Trap.

During the **Cleanup Phase**, each player Controlling a Trap chooses an enemy character within $\oplus 2$ of each Trap they Control. The chosen character suffers 1 $\omin�$ and gains 1 \oplus . Resolve each Trap completely before resolving the next.

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PORTALS OVERRUN CITY WITH SPIDER-PEOPLE!

SETUP	SCORING
Place 4 Inheritor Portals (Point of Interest) as shown on Map D.	Players score 1 VP for each Inheritor Portal they Control during the Cleanup Phase.

Interact (Inheritor Portal): Roll dice equal to this character's Defense. If the roll contains more , , and results than the number of Healthy enemy characters Contesting this Inheritor Portal, this character's controlling player now Controls this Inheritor Portal. If the roll contains at least 1 , this character is Placed within $\oplus 2$ of its current position. The opposing player resolves this Place.

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RIOTS SPARK OVER EXTREMIS 3.0

SETUP	SCORING
Place 4 Extremis Console tokens (Point of Interest) as shown on Map D.	Players score 1 VP for each Extremis Console they Control during the Cleanup Phase.

Interact (Extremis Console): Remove 1 from a non-Dazed character within $\oplus 2$ of this Extremis Console.

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DAILY 20 BUGLE

SUPER-POWERED SCOUNDRELS FORM SINISTER SYNDICATE

SETUP	SCORING
Place 5 Ambush tokens (Point of Interest) as shown on Map F.	Players score 1 VP for each Ambush they Secure during the Cleanup Phase.

Characters Contesting an Ambush have Cover from characters not Contesting the same Ambush.

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DAILY 15 BUGLE

S.W.O.R.D. ESTABLISHES BASE ON MOON'S BLUE AREA

SETUP	SCORING
Place 4 Console tokens (Point of Interest) as shown on Map G.	Players score 1 VP for each Console they Control during the Cleanup Phase.

Interact (Console): If no enemy characters are Contesting this Console, this character's controlling player now Controls this Console. Otherwise roll 1 die. If the result is a , , or , this character's controlling player now Controls this Console.

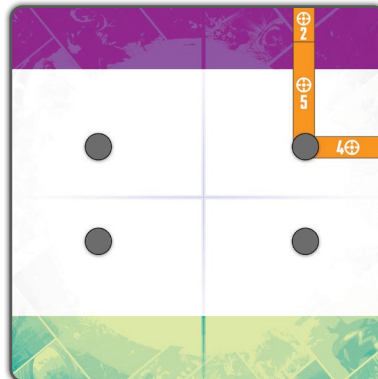
During the **Power Phase**, if a player Controls more Consoles than their opponent, they command the base's security system and may choose an enemy character. The chosen character is Pushed . The opposing player resolves this Push.

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Crisis Maps:
All Crisis tokens are 1" diameter circles

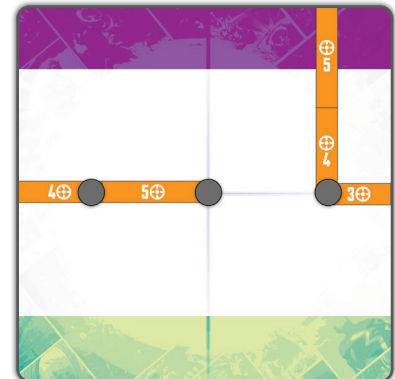
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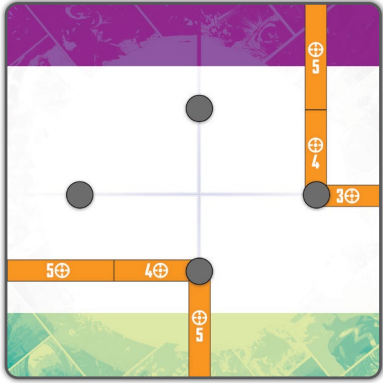
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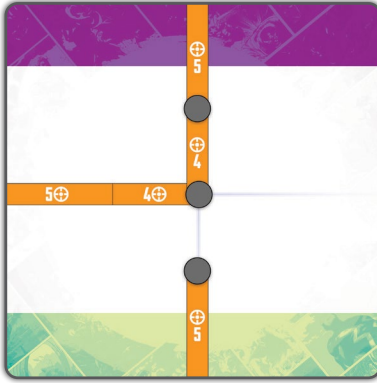
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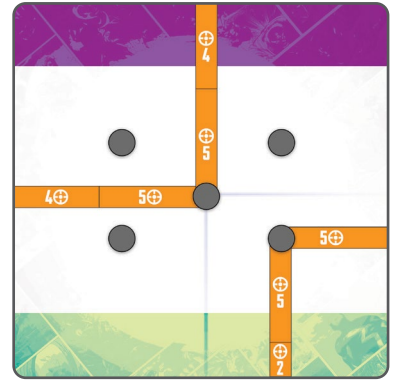
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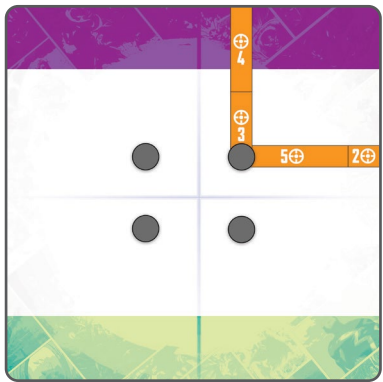
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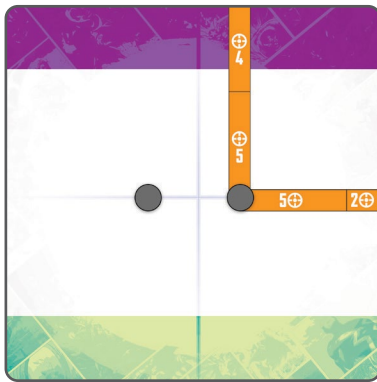
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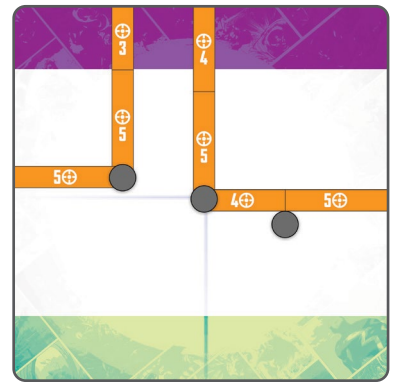
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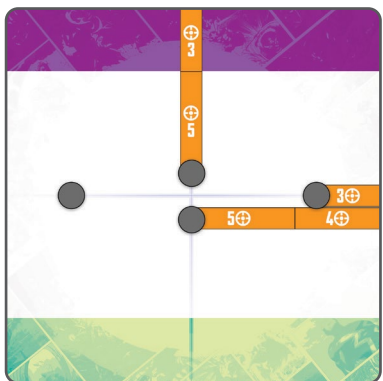
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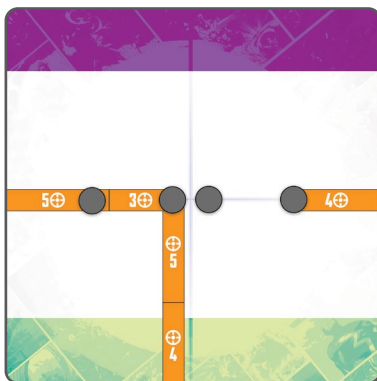
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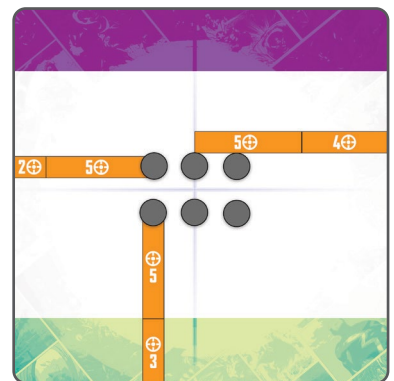
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