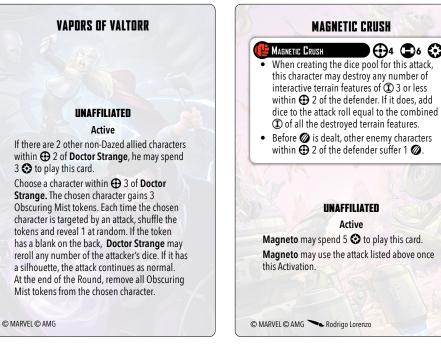
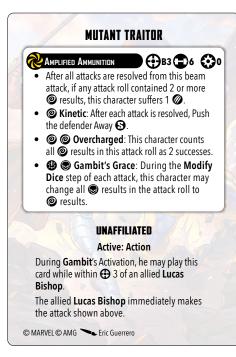
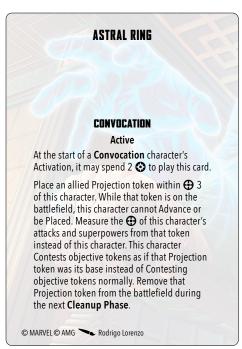


May 2025 Updated Cards

SEVEN SUNS OF CINNIBUS SEVEN SUNS OF CINNIBUS B5 🗗 8 🙌 0 After each attack is resolved, if that attack dealt @, the target character gains the Incinerate special condition. UNAFFILIATED Active: Action If it is **Doctor Strange's** Activation and there are 2 other non-Dazed allied characters within ⊕ 2 of him, he may spend 3 � to play this card. Doctor Strange makes the Seven Suns of Cinnibus attack shown above. © MARVEL © AMG Scott Cohn and Mohammed Agbadi







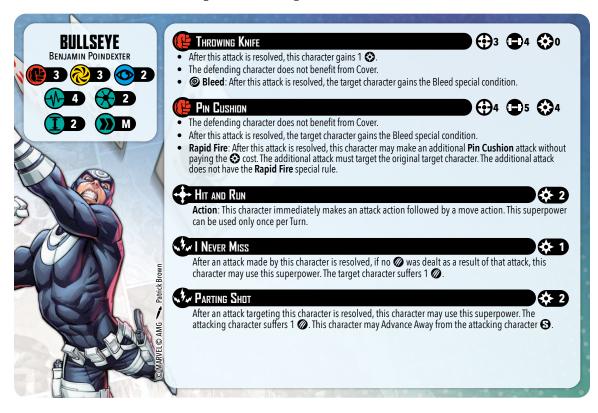


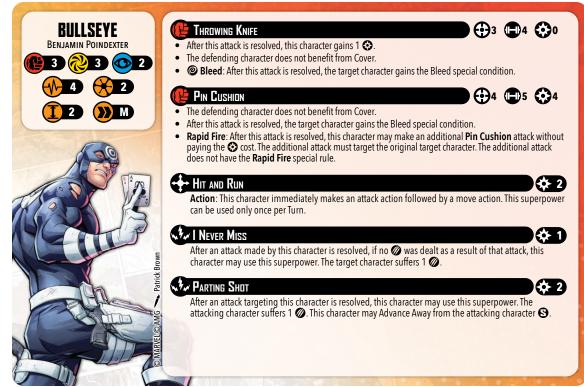


●4 🕒6 🚱0



May 2025 Updated Cards









1995 County Road B2 W, Roseville, MN, 55113, USA, 1-651-639-1905.



May 2025 Updated Cards



BOLTS OF BEDEVILMENT







- After this attack is resolved, this character gains 😵 equal to the 🕢 dealt. After this attack is resolved, if it dealt **(20)**, this character may Push the target character **(S**).
- Pierce: Change 1 of the defender's , or results to a Blank.

🕒 Crimson Bands of Cyttorak









- After this attack is resolved, the target character gains the Stagger special condition.
- **49 Mystic Binding**: After this attack is resolved, instead of inflicting the Stagger special condition, if the target character does not have an Activated token, this character may give it an Activated token.

JUDGMENT OF THE VISHANTI (AFFILIATION: DEFENDERS)

Once per Turn, after an attack made by an allied character is resolved, if that attack dealt @ or if the target character has a \otimes of 5 or more, the attacking character may use this Leadership ability. If they do, the target character gains the Hex special condition.

· Oshtur's Refuge



This character or an allied character within 😝 3 of this character removes up to 3 🕢. This superpower

can be used only once per Turn.



When this character or an allied character within 🕀 3 is targeted by an attack or would make a dodge roll, this character may use this superpower. This character adds 2 dice to the defense or dodge roll.

This character can modify and reroll results. When this character is attacking, defending, or dodging, it may reroll all of its dice.

∝ Shield of the Seraphim

Whenever this character rolls dice, after the effect is resolved, it gains 1 🚱 if it rolled at least 1 🕲

\sub Flight, Gem Bearer [Soul, Time]

DOCTOR STRANGE

















ROLTS OF BEDEVILMENT







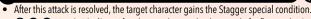
- After this attack is resolved, this character gains 😵 equal to the 🕢 dealt.
- Pierce: Change 1 of the defender's , or results to a Blank.

CRIMSON BANDS OF CYTTORAK









 Mystic Binding: After this attack is resolved, instead of inflicting the Stagger special condition, if the target character does not have an Activated token, this character may give it an Activated token.

JUDGMENT OF THE VISHANTI (AFFILIATION: DEFENDERS)

Once per Turn, after an attack made by an allied character is resolved, if that attack dealt **@** or if the target character has a 🏵 of 5 or more, the attacking character may use this Leadership ability. If they do, the target character gains the Hex special condition.

→ Oshtur's Refuge



This character or an allied character within 🔀 3 of this character removes up to 3 🕢. This superpower can be used only once per Turn.

🎶 HOGGOTH'S HOARY WISDOM



When this character or an allied character within

3 is targeted by an attack or would make a dodge roll, this character may use this superpower. This character adds 2 dice to the defense or dodge roll.

This character can modify and reroll results. When this character is attacking, defending, or dodging, it may reroll all of its dice.

Shield of the Seraphim

Whenever this character rolls dice, after the effect is resolved, it gains 1 😵 if it rolled at least 1 🕞

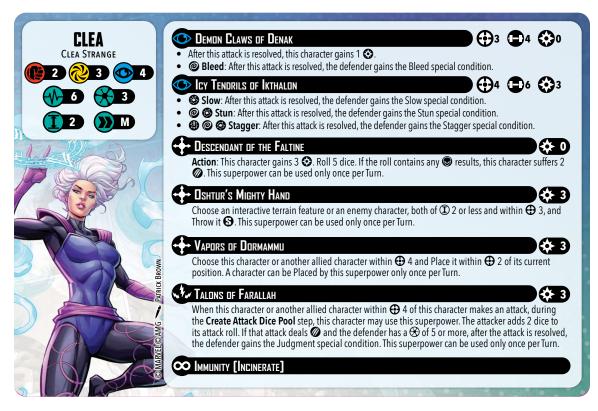
∞ Flight, Gem Bearer [Soul, Time]

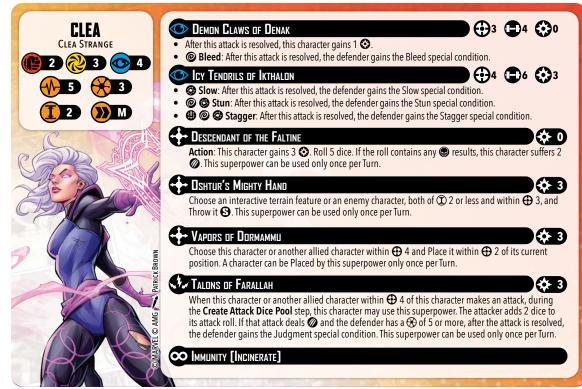






May 2025 Updated Cards



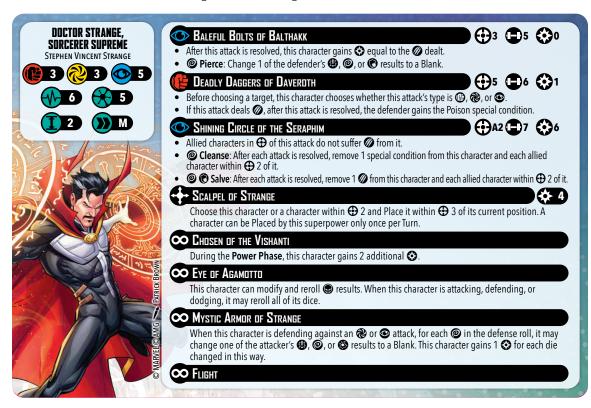






1995 County Road B2 W, Roseville, MN, 55113, USA, 1-651-639-1905.



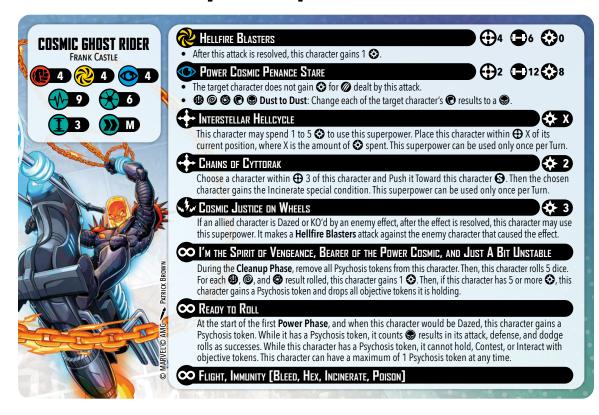






















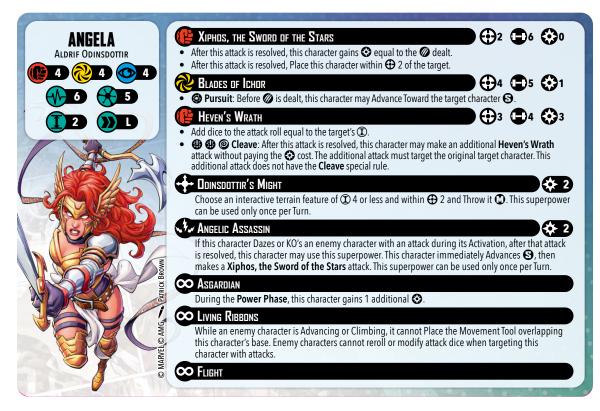


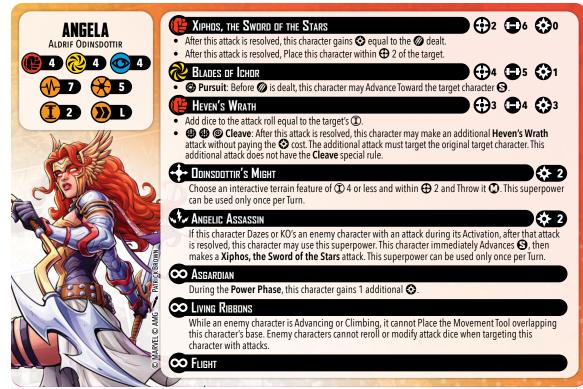






May 2025 Updated Cards





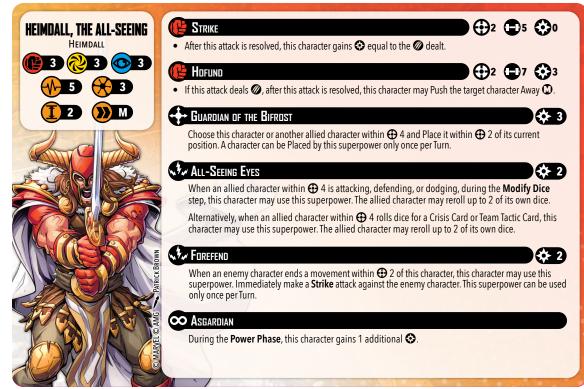




1995 County Road B2 W, Roseville, MN, 55113, USA, 1-651-639-1905.





















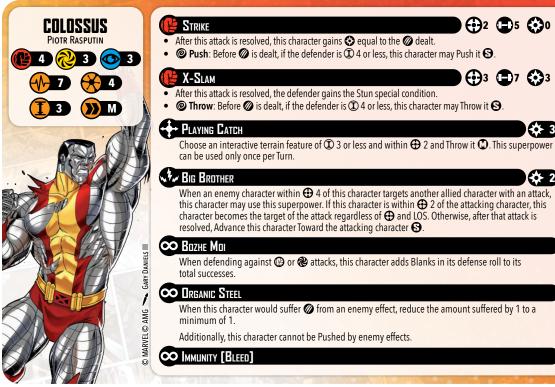


MINIATURES

May 2025 Updated Cards

⊕2 **⊕**5 **♦**0























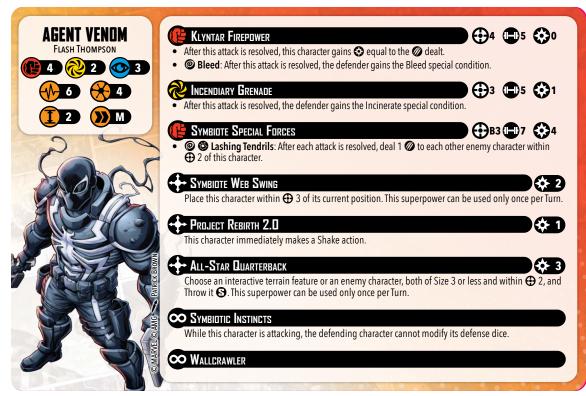






























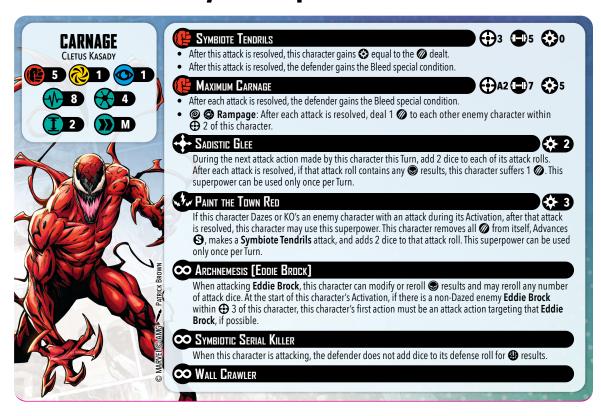








May 2025 Updated Cards



After this attack is resolved, this character gains 😵 equal to the 🕢 dealt. After this attack is resolved, the defender gains the Bleed special condition.



SYMBIOTE TENDRILS

MAXIMUM CARNAGE

2 of this character.



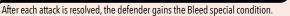
















SADISTIC GLEE

During the next attack action made by this character this Turn, add 2 dice to each of its attack rolls. After each attack is resolved, if that attack roll contains any results, this character suffers 1 . This superpower can be used only once per Turn.

Rampage: After each attack is resolved, deal 1 to each other enemy character within

PAINT THE TOWN RED

If this character Dazes or KO's an enemy character with an attack during its Activation, after that attack is resolved, this character may use this superpower. This character removes all @ from itself, Advances (a), makes a **Symbiote Tendrils** attack, and adds 2 dice to that attack roll. This superpower can be used only once per Turn.

∞ Archnemesis [Eddie Brock]

When attacking **Eddie Brock**, this character can modify or reroll **s** results and may reroll any number of attack dice. At the start of this character's Activation, if there is a non-Dazed enemy Eddie Brock within 3 of this character, this character's first action must be an attack action targeting that Eddie Brock, if possible.

SYMBIOTIC SERIAL KILLER

When this character is attacking, the defender does not add dice to its defense roll for 49 results.

Wall Crawler



