



Assemble Arc

This 3-Issue Arc is our second foray into cards featuring the Marvel Cinematic Universe (MCU). This Issue focuses on the awesome female characters in the MCU like Captain Marvel and Black Widow. The previous two Issues focused on mighty characters who hail from Earth, like Killmonger, Hawkeye and Nick Fury, as well as intergalactic characters such as Groot, Talos, and Thanos and his children.

Ghost Main Character

Invisible means that enemy players can ignore Ghost for the purposes of attacking back row characters on Ghost's side and she can ignore enemy front row characters for the same purpose.



Scarlet Witch and Quicksilver

You start the game with both Main Characters and are only out of the game once both are KO'd.

I Looked In Your Head and Saw Annihilation prevents enemy characters from using a Super Power more than one more time for the rest of the game. This includes Main Characters that have Super Powers. Once Scarlet Witch uses that power, it will last the whole game, even after she is KO'd.



Increased Metabolism and Improved Thermal Homeostasis lets you have multiple Quicksilver characters in play at once. (This represents that he's moving so fast it seems like there are more than one of him.) When your Main Character Quicksilver gets KO'd, the Supporting Character versions remain in play.



Shuri Head of the Wakandan Design Group

Group does not count cards drawn in players' opening hands. It only starts counting on the first turn of the game.



Valkyrie

Scrapper #142 doesn't care how a card enters a KO pile. It could be a KO'd Equipment or character, a discarded character, or even an effect that puts a card directly from your deck to your KO pile.

If **The Famed Sword of the Valkyrie** is used to remove an enemy Main Character from the game, that player will lose the game (unless they have any other Main Characters on their side).



Captain Marvel Higher, Further, Faster

Higher, Further, Faster lets Captain Marvel ignore  on enemy front row characters in order to attack a back row character. (Characters with **Grab** will still get in her way though.)



Goose

When you recruit Goose, you'll pay 1 or more recruit points. When Goose appears, she will swallow up an enemy character or Equipment with that cost. When Goose leaves play, that card will go back to its owner's hand.

If an effect needs to know Goose's cost, treat it as 0 (regardless of how many recruit points you paid).

Note: If Goose appears without getting recruited, her **Internal Pocket Dimension** can only remove a Supporting Character or Equipment with 0 cost.



Checklist

Main Characters

- Black Widow (Levels 1-2)
- Captain Marvel (Levels 1-3)
- Gamora (Levels 1-2)
- Ghost (Levels 1-2)
- Quicksilver (Levels 1-2)
- Scarlet Witch (Levels 1-2)
- Shuri (Levels 1-2)
- Valkyrie (Levels 1-2)
- Wasp (Levels 1-2)

Supporting Characters

- 4 Shuri
- 4 Wasp
- 4 Okoye
- 4 Proxima Midnight
- 4 Ayesha
- 4 Ghost
- 4 Valkyrie
- 4 Captain Marvel
- 4 Goose

Select Keywords

Berserker: When this character attacks, put a +1/+1 counter on it.

Dodge: This character can't be ranged attacked.

Ferocious: While in melee combat, this character strikes before characters without **Ferocious**.

Swarm: You can have any number of characters with this name on your side. This power can't be turned off.

Credits

Game Design: Ben Cichoski and Danny Mandel (Super Awesome Games)

Brand Manager: Travis Rhea

Assoc. Brand Manager:

Corinne Deng

Director of Game Development:

Bobby Johanson

Assoc. Product Manager:

Mark Shaunessy

Project Managers:

Louise Bateman, Tonya Lashley

Graphic Design:

Krista Timberlake

Rules Management:

Chad Daniel (lead),

Garry Hewitt

Additional Development:

Chad Daniel, Garry Hewitt

Director of

Creative Services:

Mike Eggleston

V.P. of Operations:

Suzanne Lombardi

President,

Upper Deck Company:

Jason Masherah



©2019 UDC. 5830 El Camino Real,
Carlsbad, CA 92008.
All rights reserved. Printed in the USA.

