



## Cosmic Power Arc

Our first two Issues looked at when the Fantastic Four (temporarily) split during the superhero Civil War and some Frightful Foes in new forms. This final Issue features the Future Foundation, a group created by Reed Richards to solve scientific challenges

## Chosen by...

Medusa's power **Chosen by the Invisible Woman** lets you pay 1 less to recruit her if Invisible Woman is on your side OR if you reveal an Invisible Woman character in your hand as you recruit Medusa. It works the same way for ★Ant-Man★ and She-Hulk with Mister Fantastic and Thing respectively.



## Sandman Frightful Forearms

lets Sandman strike one or two characters he could attack. But he can't use this power to strike the same character twice.



## A Secret Threat

This is the latest in a series of Story Mode cards introduced in Crossover Vol. 3. But this time around it's a Boss Battle Story Mode! A Boss will play against a pair of

## ★Ant-Man★

Starting on your 4th turn **Uh-Oh** allows you to reveal your hand during your Build Phase. If you reveal at least one Human Torch, Invisible Woman, Mister Fantastic, and Thing character, you will put ALL characters with those names from your hand on the bottom of your deck.

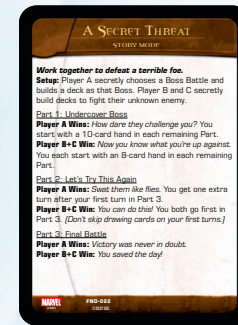


Example: ★Ant-Man★ is Level 1. It's your 5th turn's Build Phase. You have one Invisible Woman, two Mister Fantastic, three Things, and two Human Torches (one of which is Invisible Boy AKA Human Torch). You reveal your hand and put all 8 of those cards on the bottom of your deck. Then you draw 8 cards, shuffle your deck, and ★Ant-Man★ gains 1 XP.

## The Fantastic Four Are Missing's

effect goes away once **The Fantastic Four Return** happens. So after that you can have individual Human Torch, Invisible Woman, etc. characters appear on your side.

teammates through a series of three games (called Parts) with the same decks, gaining an advantage for each game they win. Whoever wins Part 3 wins the Story!



**Note:** Boss Battles cards were introduced in Crossover Vol. 3 and the previous Issue, Frightful Foes, added three new Boss Battles cards and includes the rules to that game mode.

**Setup:** Determine which player will be the Boss. They are Player A. The other players are B and C and are teammates. Follow the setup instructions on A Secret Threat.

**Story Complexity** (from least to most complex): Death of a Loved One, A Symbiote Story, Epic Quest, Time Traveler, Galactic Game, Assassination Plot, A Secret Threat (Boss Battle Story Mode)

**Rules:** Follow the Boss Battles rules with Player A going first in each Part (unless the Story Mode card says otherwise). After each Part is over, follow the directions on the Story Mode card for whichever side wins.



## Select Keywords

**Immobile:** This character can't move during your Formation Step.

**Passive:** This character can't attack or strike.



## Credits

**Game Design:** Ben Cichoski and Danny Mandel  
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## Checklist

### Main Characters

- Jennifer Walters (Level 1)
- She-Hulk (Level 2)
- ★Ant-Man★ (Level 1-2)
- Sub-Mariner (Level 1-2)
- Thor (Level 1-2)

### Supporting Characters

- 4 Spider-Man
- 4 She-Hulk
- 4 ★Ant-Man★
- 4 Medusa
- 4 Dragon Man
- 4 Crystal
- 4 ★Carnage★
- 4 Destroyer
- 4 Thor

**Senior Project Managers:**  
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**Sr. V.P. of Production and Logistics:**

Suzanne Lombardi

**President, Upper Deck**

**Company:**

Jason Masheraff

**Playtesters:**

Cody Banks, Roland Christy,  
David Robbins

- 4 Madame Medusa
- 4 Sandman

### Equipment

- 1 Power Siphon

### Plot Twists

- 1 Anti-Gravity Discs

### Story Mode

- 1 A Secret Threat



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