

DISTRACTING FLY BY

SIDE SCHEME

I'm somewhat of a DISTRACTION myself!

Hinder 1

When Revealed: Discard your hand and draw 4 cards.

Forced Response: After step 1 of the villain phase, place 1 threat on the main scheme equal to the amount of threat here.

2

A NEW STANDARD (1/7)

CON OF HEROES PROMO SET 1 - Illustrated by Parker Simpson



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2

A NEW STANDARD (2/7)

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SWEEPING STRIKE

TREACHERY

When Revealed: Discard a random card from hand. The villain attacks your hero. That attack deals indirect damage. If the discarded card's printed resource has:

- The villain heals 1 damage for each character damaged by that attack.
- Place 1 threat on the main scheme for each character damaged by that attack.
- The villain gets +2 ATK for that attack.
- All of the above. Draw 1 card.

A NEW STANDARD (3/7)

CON OF HEROES PROMO SET 1 - Illustrated by Parker Simpson



SWEEPING STRIKE

TREACHERY



When Revealed: Discard a random card from hand. The villain attacks your hero. That attack deals indirect damage. If the discarded card's printed resource has:

- The villain heals 1 damage for each character damaged by that attack.
- Place 1 threat on the main scheme for each character damaged by that attack.
- The villain gets +2 ATK for that attack.
- All of the above. Draw 1 card.

A NEW STANDARD (4/7)

CON OF HEROES PROMO SET 1 - Illustrated by Parker Simpson

CHAIN REACTION

TREACHERY



When Revealed: Discard an ally, upgrade, or support you control. Then, discard each card in your hand with a cost equal to or greater than the discarded card.

Boost: Discard 1 random card from your hand.

A NEW STANDARD (5/7)

CON OF HEROES PROMO SET 1 - Illustrated by Parker Simpson

JOIN FORCES!

TREACHERY



When Revealed: Discard cards from the top of the encounter deck until you discard a minion. Reveal that minion. Discard a card from your hand for each minion engaged with you. The villain attacks your hero.

Boost: Discard 1 random card from your hand if you are engaged with a minion.

A NEW STANDARD (6/7)

CON OF HEROES PROMO SET 1 - Illustrated by Parker Simpson

BRINGING IN NEW TALENT

TREACHERY



Surge.

When Revealed: Shuffle your set-aside nemesis set into the encounter deck. If no cards were shuffled in this way, discard a random card from your hand.

Boost: After this activation, shuffle this card into the encounter deck.

A NEW STANDARD (7/7)

CON OF HEROES PROMO SET 1 - Illustrated by Parker Simpson

SKRULL SPY OVERSEER

MINION



2 SCH

X ATK

6

ELITE. SKRULL. SPY.

X is equal to the number of friendly characters in play.

When Revealed: Discard the ally with the lowest printed cost.

"They could be anyone—even our friends..."
—Black Widow

SKRULL INFILTRATION (1/7)

CON OF HEROES PROMO SET 2 - Illustrated by Parker Simpson

SKRULL SLEEPER AGENT

MINION



1 SCH

1 ATK

4

SKRULL. SPY.

When Revealed: Remove an ally you control from the game. If no ally is removed this way, this card gains surge.

Boost: After this activation, shuffle this card into the encounter deck.

SKRULL INFILTRATION (2/7)

CON OF HEROES PROMO SET 2 - Illustrated by Parker Simpson

MARVEL

MARVEL

MARVEL

MARVEL

MARVEL

MARVEL

MARVEL

MARVEL

MARVEL

SKRULL SLEEPER AGENT

MINION

1 SCH
1 ATK



4

SKRULL. SPY.

When Revealed: Remove an ally you control from the game. If no ally is removed this way, this card gains surge.

★ **Boost:** After this activation, shuffle this card into the encounter deck.

SKRULL INFILTRATION (3/7)

CON OF HEROES PROMO SET 2 Illustrated by Parker Simpson

PARANOIA

TREACHERY



When Revealed: The two allies with the highest ATK simultaneously deal damage to each other equal to their ATK. If no allies were defeated this way, this card gains surge.

★ **Boost:** Deal 1 damage to each ally you control.

SKRULL INFILTRATION (4/7)

CON OF HEROES PROMO SET 2 Illustrated by Parker Simpson

PARANOIA

TREACHERY



When Revealed: The two allies with the highest ATK simultaneously deal damage to each other equal to their ATK. If no allies were defeated this way, this card gains surge.

★ **Boost:** Deal 1 damage to each ally you control.

SKRULL INFILTRATION (5/7)

CON OF HEROES PROMO SET 2 Illustrated by Parker Simpson



ATTACHMENT

SECRET INTENT

CONDITION.

Treat attached ally as a **SKRULL** minion with a blank text box. Attached minion's SCH is equal to its printed THW and it does not take consequential damage.

When Revealed: Attach to the ally with the highest ATK. Attached ally engages its controller. Otherwise, this card gains surge.

"Why would Gwen steal from us?" —Miles

SKRULL INFILTRATION (6/7)

CON OF HEROES PROMO SET 2 Illustrated by Parker Simpson

+1 ATK

Campaign Setup: Each player must construct a deck (using normal deck-building rules) that contains anywhere from 5 to 10 allies. Then, create a side deck of 10 cards using basic cards and cards from your chosen aspect that are not already included in your player deck. You may want to include a few allies in this side deck as well.

Scenario 1 - Red Skull Runs Rampant: Red Skull (I) and Red Skull (II) (Red Skull (II) and Red Skull (III) for expert), Red Skull, Galactic Antitrac, Hydra Patrol, Power Stone, and Standard encounter sets. When the game is setup, proceed to Con of Heroes Campaign 1B.



SCENARIO 1 - SETUP

CON OF HEROES CAMPAIGN

1A

SKRULL INFILTRATION

SIDE SCHEME

They could be anyone!

Each player's ally limit is decreased by 1.

When Revealed: Place 1 additional threat here for each friendly character in play.



2 SKRULL INFILTRATION (7/7)

CON OF HEROES PROMO SET 2 Illustrated by Parker Simpson

SCENARIO 4 - SETUP

CON OF HEROES CAMPAIGN

Upon landing the final blow, Thanos' face shifts into that of an unconscious Skrull! The roar of a landing quinjet suddenly grabs everyone's attention. Time to Investigate!

Rewards: Build a new 40-card deck using the available cards from your deck and side deck. Then, add any previous campaign rewards, and a Basic Hydra Campaign upgrade from The Rise of Red Skull.

Scenario 4 - Meanwhile, Back in New York...: Venom Goblin (I) and Venom Goblin (II) (Venom Goblin (II) and Venom Goblin (III) for expert), Venom Goblin, A New Standard, Skrull Infiltration, Symbiotic Strength, and Standard encounter sets. When set up, proceed to Con of Heroes Campaign 4B.



SCENARIO 3 - SETUP

CON OF HEROES CAMPAIGN

2A

As Drang falls, Thanos emerges from a portal, and snaps his unglazed fingers, grinning. You look around as your former allies morph into Skrull secret agents!

Rewards: Remove each ally from your deck and reconstruct your deck using cards from your side deck. Then, add one **CAPTIVE** ally and 1 copy of the Shawarma resource (from The Rise of Red Skull) and Mad Titan's Shadow expansions) to your deck.

Scenario 3 - Unlikely Alliance: Thanos (I) and Thanos (II) (Thanos (II) and Thanos (III) for expert), Thanos, A New Standard, Infinity Gauntlet, Skrull Infiltration, Symbiotic Strength, and Standard encounter sets. When the game is setup, proceed to Con of Heroes Campaign 3B.



SCENARIO 2 - SETUP

CON OF HEROES CAMPAIGN

2A

Rewards: Each player chooses a Hydra Campaign **TECH** upgrade from The Rise of Red Skull expansion and adds it to their deck. If the players won the last scenario, the first player begins this scenario with the Power Stone under their control. Otherwise, give it to the villain.

Scenario 2 - Badoon Strike Force: Drang (I) and Drang (II), Brotherhood of Badoon, A New Standard, Black Order, Children of Thanos, Ship Command, Power Stone, and Standard encounter sets. Set the Reality Stone environment (from the Infinity Gauntlet set in the Mad Titan's Shadow expansion) into play next to Drang. Proceed to Con of Heroes Campaign 2B.





MARVEL



MARVEL

RED SKULL RUNS RAMPANT



CON OF HEROES CAMPAIGN

"Listen up, heroes! The Red Skull is at it again. This is Nick Fury: S.H.I.E.L.D. needs your assistance. It seems as though he's gathered artifacts and tech from all over the universe. Get in here and shut this down before it gets out of control! Over and out."

As a team, engage the Red Skull in battle! After the scenario is won or lost, proceed to Con of Heroes Campaign 2A and begin your next mission.



MARVEL



MARVEL

BADOON STRIKE FORCE



CON OF HEROES CAMPAIGN

Momenta after Red Skull is defeated, a Badoon trooper grabs a satchel from the villain's side and immediately teleports back to the Badoon Assault Cruiser overhead. "Alright, things seem to have gone from bad to worse... first Hydra, now aliens?"

Special Rule: Each time the Charge Up ability removes barrage counters from the Badoon Ship environment, resolve the first sentence of the "Special" ability on the Reality Stone environment.

As a team, engage Drang in battle! After the scenario is won or lost, proceed to Con of Heroes Campaign 3A and begin your next mission.



UNLIKELY ALLIANCE



CON OF HEROES CAMPAIGN

You engage in battle with the Mad Titan himself who has ditched his typical Black Order flunkies for an unlikely alliance between the sneaky shapeshifting Skrull forces and the unpredictable and aggressive Klyntar symbiotes!

Special Rule: After you defeat a minion, shuffle an ally from your pile of allies you removed during setup back into your deck.

As a team, engage Thanos in battle! After the scenario is won or lost, proceed to Con of Heroes Campaign 4A and begin your final mission.



MEANWHILE, BACK IN NEW YORK...



CON OF HEROES CAMPAIGN

The Quinjet is filled with the allies who had been replaced with Skrull sleeper agents! "They had us all pinned down--turns out this was all a distraction to get us off Earth so they could invade New York! We're enroute now, but some of you look pretty beat--you might want to see Fury about getting some basic improvements for this battle."

Special Rule: If your team lost the previous scenario, each player on your team may flip their Basic Hydra Campaign upgrade to its Improved side.

As a team, engage the Venom Goblin in battle! After the scenario is won or lost, report your results and celebrate your true (or moral!) victory!

