

EVENT DECK

SETUP:

- ADD 2 EVENT TRIGGER CARDS TO THE INITIATIVE DECK DURING THE SETUP PHASE.
- BUILD THE EVENT DECK
 1. BASE DECK (GREY)
 2. HERO DECK (GREEN)
 3. 3X VILLAIN DECKS
 - A) MINIONS (RED)
 - B) MINIONS (BLUE)
 - C) LEADER (PURPLE)
 - D) MINION OR LEADER (YELLOW)
 - E) ANY OF THE ABOVE DECKS MAY BE SUBSTITUTED FOR A VILLAIN FACTION DECK INCLUDING: FOOT CLAN, PURPLE DRAGONS, STOCKGEN AND MUTANIMALS.

GAMEPLAY:

- EACH TIME AN EVENT TRIGGER CARD IS DRAWN FROM THE INITIATIVE DECK, PLAYERS DRAW AN EVENT CARD AND PLACE IT ONTO THE FIRST SLOT OF THE QUEUE.
- THE QUEUE HAS 4 SLOTS JUST LIKE THE COMPETITIVE MODE QUEUE. EACH TIME A NEW EVENT CARD IS DRAWN IT WILL PUSH ALL CARDS CURRENTLY IN PLAY ACROSS TO MAKE SPACE. IF A CARD FALLS OFF THE QUEUE, IT IS DISCARDED.
- EVENT CARDS HAVE SIMILAR ACTIVATION CRITERIA AS COMPETITIVE MODE CARDS INCLUDING; WHEN PLAYED, WHEN DISCARDED AND WHILE ACTIVE.
- SOME EVENT CARDS ARE NOT PLACED ONTO THE QUEUE, INSTEAD THEY ARE PLACED ONTO OTHER PARTS OF THE PLAY AREA LIKE CHARACTER SHEETS, THESE CARDS MUST BE REMOVED BY THE HERO DIRECTLY.
- HEROES CAN CHOOSE TO REMOVE AN EVENT CARD FROM PLAY BY MAKING A FOCUS CHECK. THE DIFFICULTY OF THE FOCUS CHECK IS DICTATED BY THE SLOT/AREA THE EVENT CARD CURRENTLY IS IN.

SLOT 1 OR NON-QUEUE	= DIFFICULTY 4
SLOT 2	= DIFFICULTY 3
SLOT 3	= DIFFICULTY 2
SLOT 4	= DIFFICULTY 1