

## STARTER DECKS

These preconstructed decks and character introductions are intended for the player who wants to play the game immediately without customizing their own deck.

### NICK FURY / JUSTICE

Equipped with a multifunction suit, Nick Fury is a potent asset as an agent of S.H.I.E.L.D. His play style focuses on collecting intel, represented by threat tokens on his suit form upgrade. In Stealth suit form, Nick disappears into the shadows, avoiding attacks and siphoning threat onto his suit form upgrade. Nick loves to have minions engaged with him, especially those with a SCH value of 1, because he can use them to collect threat on his suit without being attacked and placing little or no threat on the main scheme. When you are loaded up with threat, *Break Cover* and use your Assault suit form to power up your attacks.

Nick's Justice cards allow him to remain in Stealth suit form longer. Under Surveillance gives you more of a buffer on the main scheme to work with, while Informant will have an unsuspecting minion remove threat rather than add it when they scheme. (If you are in Stealth suit form, you still place one of that threat on your suit form upgrade.) The team of Fitz and Simmons helps you find and pay for your critical **TECH** cards like Fury's Flying Car and Fury's Watch.

**Nick Fury cards:** Assault / Stealth, Maria Hill, Concentrated Fire (x2), Covert Surveillance (x3), Spray Fire (x2), Fury's Flying Car, Safe House #221, EM Shield, Eyepatch Camera, Fury's Watch, Intelligence Analysis, Secret Agent

**Justice cards:** Agent Coulson, Quake, Global Logistics (x3), Informant (x3), Intelligence (x3), Prism Dust (x3), Under Surveillance (x3)

**Basic cards:** Nick Fury, Sr., Super Spies, Jemma Simmons, Leo Fitz, Sky-Destroyer, Practiced Plan (x3)

**Nemesis set:** Orion, Acquire Infinity Formula, Leviathan Soldier (x2), Cold Storage

**Obligation:** Discovered

### MARIA HILL / LEADERSHIP

As the Director of S.H.I.E.L.D., Maria Hill has the vast resources of the world's foremost security apparatus at her disposal. Her hero cards focus on establishing a suite of **S.H.I.E.L.D.** supports and letting them do the heavy lifting. Her alter-ego abilities allow her to use **S.H.I.E.L.D.** supports from any aspect in her deck and search her deck for the one she needs. Her flagship helicarrier, The Iliad, is the centerpiece of her strategy, providing the damage, threat removal, and healing she needs to secure the battlefield.

Maria's Support Staff and Special Funding help her get her high-cost supports into play, while her ally Nick Fury and title as S.H.I.E.L.D. Director keep those supports fueled with all-purpose counters. Maria's "*Reassignment*" hero ability allows you to move all-purpose counters from cheap supports to high-value ones. If the situation gets out of hand, you can make The Hard Call and sacrifice one of your helicarriers to do massive damage across the board.

Maria's aspect cards center on big helicarrier supports, supplemented with a variety of **S.H.I.E.L.D.** allies. Organizational Support helps get the helicarriers into play, while Front Organization protects them from being discarded by encounter card effects.

**Maria Hill cards:** Nick Fury, All-Points Bulletin (x2), On the Double (x2), Reinforcements (x3), The Hard Call, Special Funding (x2), Support Staff, The Iliad, Life Model Decoy, S.H.I.E.L.D. Director

**Leadership cards:** Victoria Hand, Slingshot, Organizational Support (x3), Agents of S.H.I.E.L.D. (x3), Command Team (x3), The Circe

**Aggression card:** The Bellerophon

**Justice card:** The Douglass

**Protection card:** The Pericles

**Basic cards:** Dum Dum Dugan, Grant Ward, Melinda May, Super Spies, Energy, Genius, Strength, Front Organization (x3)

**Nemesis set:** Controller, Army of the Controlled, Controlled Innocents, Diabolical Discs (x2)

**Obligation:** Press Conference