



Perhaps it required someone with an intellect as towering as Doctor Otto Octavius to conclude that heroes are much stronger and more effective working as a group, and villains should therefore adopt the same tactics. Naturally, villains are mistrustful of each other, and therein lies the problem. But with someone like Doc Ock in charge, and by executing successful plan after successful plan, even the most misanthropic villain can see the advantages of teamwork.

Enter: The Sinister Six! Doctor Octopus has called together the most dangerous villains in New York City, united by their hatred of Spider-Man. Between Electro's raw power, Sandman's incredible strength, Vulture's tech savvy, Kraven's savage cunning, and Mysterio's mind-bending illusions, Doctor Octopus has the makings of an Avengers-level threat! With the Six working together, even Earth's mightiest heroes will fall before their collective villainy!

Bringing the Six to justice will require coordination, planning, quick thinking, and teamwork the likes of which the evil Six can only dream of. Let us show the Sinister Six that even villains working in concert are no match for heroes that stand united!

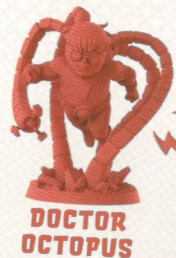
RETURN OF THE SINISTER SIX

OVERVIEW

This expansion contains a set of six new Villains that players can face individually by simply choosing one and using the basic game rules.

Alternatively, players can take on the ultimate challenge of the Sinister Six Mode. In this unique game mode, players face all six of the Villains contained in this expansion at once! The Villains work together, each bringing their own special effects to bear. The Heroes must find their weak spots and take them out one by one until they are all vanquished.

COMPONENTS



DOCTOR OCTOPUS



ELECTRO



KRAVEN



VULTURE



MYSTERIO



SANDMAN



72 MASTER PLAN CARDS
(12 for each Villain)



16 SINISTER SIX
MASTER PLAN CARDS



6 VILLAIN DASHBOARDS



6 WEAK SPOT CARDS



1 SINISTER SIX
DASHBOARD



36 THREAT CARDS
(6 for each Villain)

SINISTER SIX MODE

When playing against the Sinister Six all at once, follow all the standard rules from the Core Box, with the following changes or additions.

SETUP

- 1 Do not use the **Mission Guide** nor the Mission cards for this game.
- 2 Do not pick any Villain Dashboard. Instead, place the large Sinister Six Dashboard at the center of the table. Each of the 6 Villains has their own Health pile that must be filled with tokens according to the number of Heroes, as usual.
- 4 No Threat cards are used in this game. Leave the Location slots empty. Instead, place a Weak Spot card on the corresponding slot of each Villain around the Sinister Six Dashboard.
- 6 Take the Sinister Six Master Plan deck, shuffle it, and place it facedown next to a random Location. Randomly, place 2 of the Villains' game pieces in that Location, 2 on the Location to the right of it, and 2 on the Location to the left of it. In this game mode, the Villains must always be placed on top of the Locations' End of Turn effect slot.

- 7 The Heroes are placed on the Location opposite to the central Villain Location, so they are not adjacent to any Villain.



MARVEL

2

UNITED

GAMEPLAY

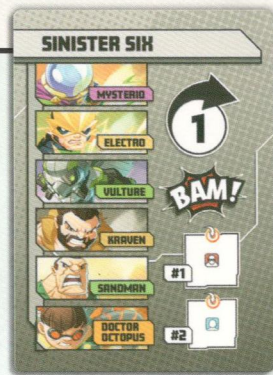
Villain Turn

The Villains already start the game Under Pressure, which means from the beginning, they play a Master Plan card on the Storyline after every TWO Hero turns.

Each Master Plan card shows all of the Sinister Six in a column, in different orders. When a card is played, activate in descending order the 2 topmost Villains listed that have not been defeated yet. If one of the topmost Villains has already been defeated, move on to the Villain listed under them, and so on.

- The top Villain moves clockwise the number of Locations indicated on the card, activates their BAM! effect as listed on the Sinister Six Dashboard, and then adds 1 Thug token to their Location.
- The next Villain also moves clockwise the number of Locations indicated on the card, activates their BAM! effect, and then adds 1 Civilian token to their Location.

NOTE: When there is only one Villain left, they perform both activations every Villain turn.



Example: When this card is played, Mysterio moves clockwise 1 Location, activates his BAM! (giving 1 Crisis token to each Hero in his Location) and adds  to his Location. Then Electro would be activated, but he's already been defeated, so Vulture moves 1 Location, activates his BAM! (moving all  and  from his Location to his dashboard) and adds  to his Location.

Defeating the Sinister Six

While players don't need to complete Missions in this mode, each Villain can only take damage once their Weak Spot has been found. Each Villain has a Weak Spot card on their section of the dashboard, showing a different combination of 3 actions. During their turn, a Hero in the same Location as a Villain may use actions in order to place the same token on a corresponding slot of that Villain's Weak Spot card (they may also use Wild symbols, action tokens, or Special Effects that grant actions to do so). Once all slots of a Villain's Weak Spot card have been filled, the card is removed, and that Villain can now be damaged.

Once a Villain is defeated, place their character piece on their section of the dashboard. They are ignored on the Master Plan cards, and any special rules related to them are no longer in effect (once Mysterio is defeated, Heroes with Crisis tokens no longer play their cards randomly).

Winning & Losing

HEROES WIN if they defeat all 6 Villains. To be able to damage a Villain, Heroes must first clear their corresponding Weak Spot card.

HEROES LOSE if the Villains must draw a Master Plan card but their deck is empty. They also lose if any Hero starts their turn with no cards both in their deck and in their hand.



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