

PLAYER PERKS!

INSTRUCTIONS: For each Perk Point (PP) you earn, fill in a circle below that is less than or equal to the Mission's difficulty that awarded the PP. Once all circles for a specific perk are filled in, you unlock that perk! This applies to all future Missions, regardless of which hero or friends you play with. **All perks are cumulative.**

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PLAYER NAME



MOMENTUM

FREE
Start each game with a Level 1 Momentum Card



Replace your Level 1 Momentum Card with Level 2



Replace your Level 2 Momentum Card with Level 3



Replace your Level 3 Momentum Card with Level 4



Replace your Level 4 Momentum Card with Level 5




GRIT

Increase your starting Health:



Increase your starting Health:



Increase your starting Health:



Increase your starting Health:



At game start, a chosen hero gains 2 Flight




LEADERSHIP

At game start, a chosen enemy is inflicted with Focus Fire



At game start, a chosen hero gains Damage Bonus



At game start, you may sell a card and then draw a new card to replace it



At game start, recruit an Ally for free



At game start, a chosen hero gains 2 Shield




HEROISM

At game start, gain 1 Momentum



At game start, gain 1 CP



At game start, gain 2 Momentum



At game start, draw 1 card



At game start, gain 1 CP and draw 1 card




FEATS

At game start, place a plot token on each unlocked Feat. Remove this token to activate its effect.

Re-roll an enemy die 



Roll 1  and add the value to your Attack dmg



Your Attack becomes undefendable



Reduce the spaces Crisis Clock would move by one



Use an ally's Exhaust ability without discarding them

Can't use same ability twice in one turn




NEW GAME+

Step 1: If you Perfect side 1 of a mission and also complete side 2 of that Mission, fill in the circle of its matching difficulty level below:



Perfect & Complete!

Step 2: After filling in all circles in Step 1 above, you may begin a "New Game+" by starting a new blank Perk Sheet.

On the new sheet, add a "+" next to your name (as a badge of honor) for each time you have achieved "New Game+."

MYTHIC CARDS

A player who has completed Step 1 above or has at least one + at the end of their name may start each game with one of the 4 Mythic cards included in this game (or with their Hero's unique Mythic card if you have the promo pack).

mythic.dicethrone.com

COMPLETE & PERFECT TRACKER!

INSTRUCTIONS: 1) Fill in the  circle next to a mission the first time you play it. 2) When you complete both sides, fill in the "COMPLETE"  circle. 3) When you PERFECT complete it, fill in the "PERFECT"  circle and gain 1 PP.

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TUTORIAL
🎮 DICK KNOCKS KNOX
 COMPLETE  PERFECT
GAIN 1 PP

🎮 SAURON'S HUNGER
 COMPLETE  PERFECT
GAIN 1 PP

🎮 EXECUTIVE CRISIS
 COMPLETE  PERFECT
GAIN 1 PP

🎮 REVENGE ON AVENGERS
 COMPLETE  PERFECT
GAIN 1 PP

🎮 THE MIND STONE
 COMPLETE  PERFECT
GAIN 1 PP

🎮 MORLOCK MASSACRE
 COMPLETE  PERFECT
GAIN 1 PP

🎮 NUCLEAR ASSAULT
 COMPLETE  PERFECT
GAIN 1 PP

🎮 SAVAGE SENTINELS
 COMPLETE  PERFECT
GAIN 1 PP

🎮 COSMIC CLASH
 COMPLETE  PERFECT
GAIN 1 PP

🎮 DEMON DISASTER
 COMPLETE  PERFECT
GAIN 1 PP

🎮 THE MAGGIA
 COMPLETE  PERFECT
GAIN 1 PP

🎮 GOBLIN SURPRISE
 COMPLETE  PERFECT
GAIN 1 PP

🎮 FROM HEL
 COMPLETE  PERFECT
GAIN 1 PP

🎮 DARKNESS FALLS
 COMPLETE  PERFECT
GAIN 1 PP

🎮 VIBRANIUM WARS
 COMPLETE  PERFECT
GAIN 1 PP

🎮 ASTEROID ATTACK
 COMPLETE  PERFECT
GAIN 1 PP

🎮 ONSLAUGHT'S CITADEL
 COMPLETE  PERFECT
GAIN 1 PP

🎮 HULK'S LEGACY
 COMPLETE  PERFECT
GAIN 1 PP

🎮 U.N. CATASTROPHE
 COMPLETE  PERFECT
GAIN 1 PP

🎮 SHIELD COMPROMISED
 COMPLETE  PERFECT
GAIN 1 PP