

MARVEL

SKIRMISH!

IN NEW YORK

**FOR 2
PLAYERS**

**PLAYING TIME:
30 MINUTES**

**AGES
10 AND UP**

A GAME BY MATTHIAS CRAMER



OBJECT OF THE GAME

Old friends and enemies meet in the streets of New York. An epic battle of good versus evil erupts. Who will prevail? Doctor Strange and Hulk, or Ultron and Loki?

Take the side of the Heroes or Villains and claim control of the city. Play your cards wisely. Exploit the weaknesses of your opponent's cards to your advantage. Gather valuable artifacts and seize strategically important locations.

Win the game!



COMPONENTS

120 cards



8 battleground cards



56 Hero cards



(48 main characters and 8 side characters each)



56 Villain cards

12 artifact tiles



1 game board (with the 3 locations)



Manhattan

Sanctum Sanctorum

Avengers Tower

20 damage tokens



12 civilian markers
(3 each of red, yellow, green, and blue)

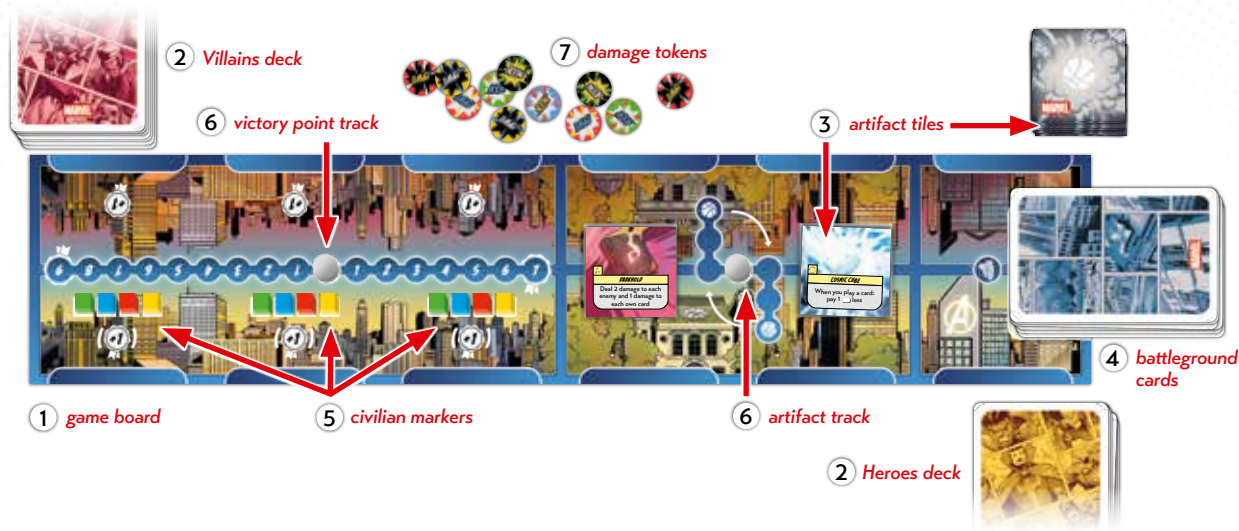
1 artifact marker



1 victory point marker



SETUP



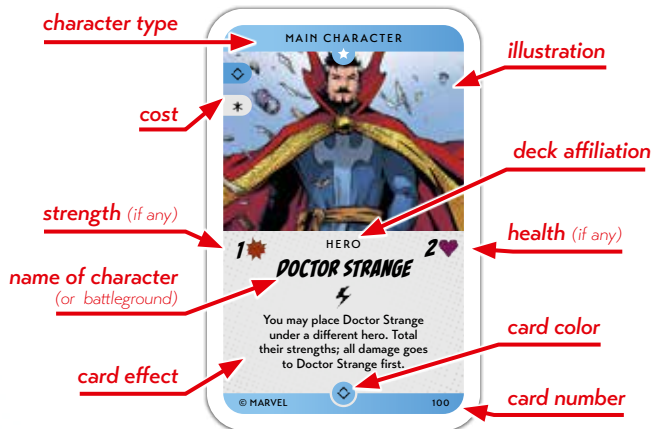
1. Place the **game board** in the middle of the play area and sit down opposite of each other. The side of the game board facing you determines your faction: **Heroes** (light side) or **Villains** (dark side).
2. Each player takes the deck of cards corresponding to their faction, shuffles it, then returns 15 cards from their deck to the game box unseen.
3. Shuffle the **artifact tiles** and place them in a face-down stack next to the game board. Draw two tiles from the stack and place them face up on the designated spaces of **Sanctum Sanctorum**.
4. Shuffle the **battleground cards** and place them face down on the designated space at the **Avengers Tower**.
5. In each of the three areas in **Manhattan**, place one set of 4 **civilian markers** of different colors (red, yellow, green, and blue) on the designated spaces.
6. Place the **victory point marker** on the "0" space of the victory point track and the **artifact marker** on the central space of the artifact track.
7. Place the **damage tokens** next to the game board.
8. The Villains player starts the game, drawing 5 cards from their deck into their hand; the Heroes player draws 7 cards from their deck.

ABOUT THE CARDS

There are three types of cards:

- **Main characters** ★ make up the largest part of your deck, with 4 copies each of 12 main characters: two copies show a **standard** version of that character; the other two copies show an **empowered** version.
- **Side characters** (*S.H.I.E.L.D. Agents for the Heroes, Hydra Agents for the Villains*) make up the rest of your deck; they are cheaper than the main characters but not as strongly powered.
- **Battlegrounds** are not part of your deck; they can be obtained from the game board as the game progresses (see page 10).

All cards follow the same layout:



Card effects trigger at different points in the game:



Immediate effects trigger only once, when the card is played.



Permanent effects stay active until the game ends; the text specifies when they trigger.



Attack effects trigger once per Attack phase.

COURSE OF PLAY

Players alternate taking turns until the game end is triggered. On your turn, carry out the following phases:

I: Recruitment (optional) — to play cards

II: Attack — to attack your opponent

III: Draw — to get new cards

PHASE I: RECRUITMENT (OPTIONAL)

On your turn, you can first **play any number of cards** from your hand, one after the other. If you cannot afford, or do not want to play any cards, immediately proceed with the Attack Phase.

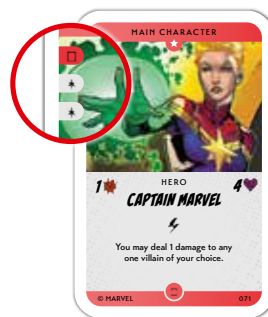
PLAYING A CARD

To play a card, you must first pay its **cost** by placing **other** cards from your hand on your personal discard pile, matching the colors specified by the cost. * **symbols** may be paid with any card, including a battleground card.

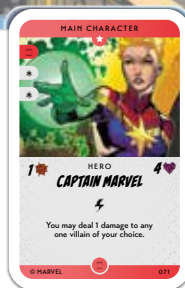
Note: Some side characters do not have a cost and are, therefore, free to play.

As the Heroes player, you may also pay a cost partially or completely with **civilian markers** of a matching color; if you do, return the paid civilian markers to the game box. (See page 9 on how to obtain civilian markers.) * **symbols** may be paid with civilian markers of any color.

Example: To play Captain Marvel, you must pay a total of 3 cards: one red card and two cards of any color. You pay by discarding a red, a yellow, and a battleground card. As the Heroes player, you could have discarded the red civilian marker that you have instead of a red card or any one of the other cards.



After you pay the cost, place the card in an **empty card slot** on your side of the game board. Each slot can hold only one card.



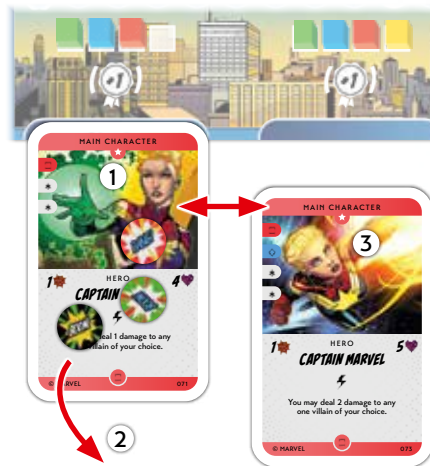
REPLACING A MAIN CHARACTER

If you play another copy of a **main character** already in play, you must replace the previous copy.

There can never be more than one copy of the same main character in play! This does not apply to side characters—you can have any number of copies of the same side character in play.

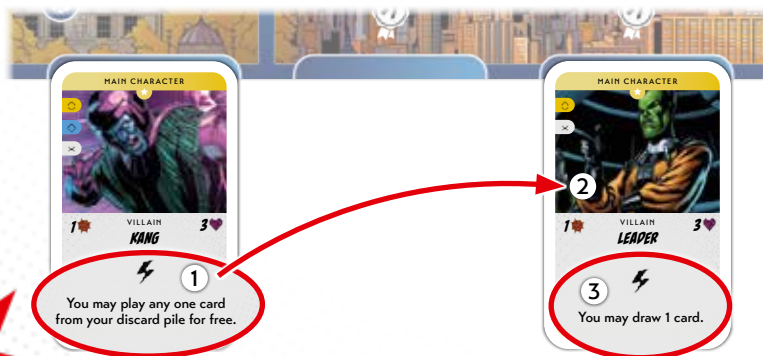
Replacing a main character is always **free**, so ignore the cost of the new version. It does not matter which version you replace (i.e., any of the four combinations is possible: standard for standard, empowered for empowered, standard for empowered, or empowered for standard). When replacing, remove all damage tokens from the previous copy, place it in your discard pile, and place the new copy from your hand in its slot.

Example: You have a version of Captain Marvel in play (①) and another one in your hand. To play Captain Marvel from hand, you must first discard the Captain Marvel in play, together with its damage tokens (②), and replace her with the version you have in hand (③). You do not need to pay the cost of 1 red, 1 blue, and any 2 cards, because replacing is always free.



USING AN IMMEDIATE EFFECT

If you play a card with an **immediate effect** ⚡, carry it out right after you place the card in a slot. If this brings another card with an immediate effect into play, also carry out that effect immediately after you place that card.

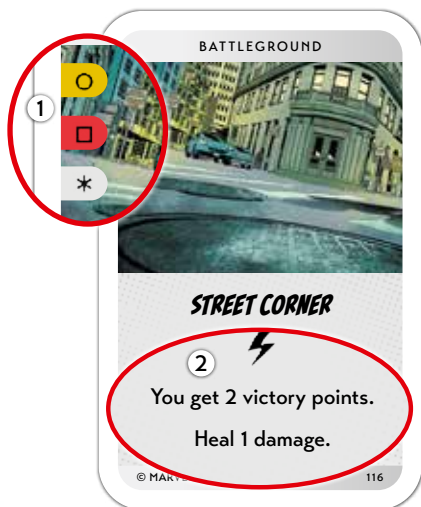


Example: You play Kang, which brings a card from your discard pile back into play (①): you choose Leader (②), which immediately lets you draw 1 card (③).

BATTLEGROUND CARDS

The bonus of the Avengers Tower (see page 10) lets you draw battleground cards **into your hand**. Just like any other card, on a future turn, you can either use the battleground card to pay for another card, or play it for its effect by paying the printed cost.

- **Using a battleground card as payment:** When paying for another card, you can discard a battleground card from hand to pay for a * symbol. If you do, return the battleground card to the **bottom** of the battleground cards stack.
- **Playing the battleground card:** Pay the card's cost as normal and advance the victory point marker in your direction by its victory point value. Then carry out its effect and place the card face down at the bottom of the battleground cards stack.



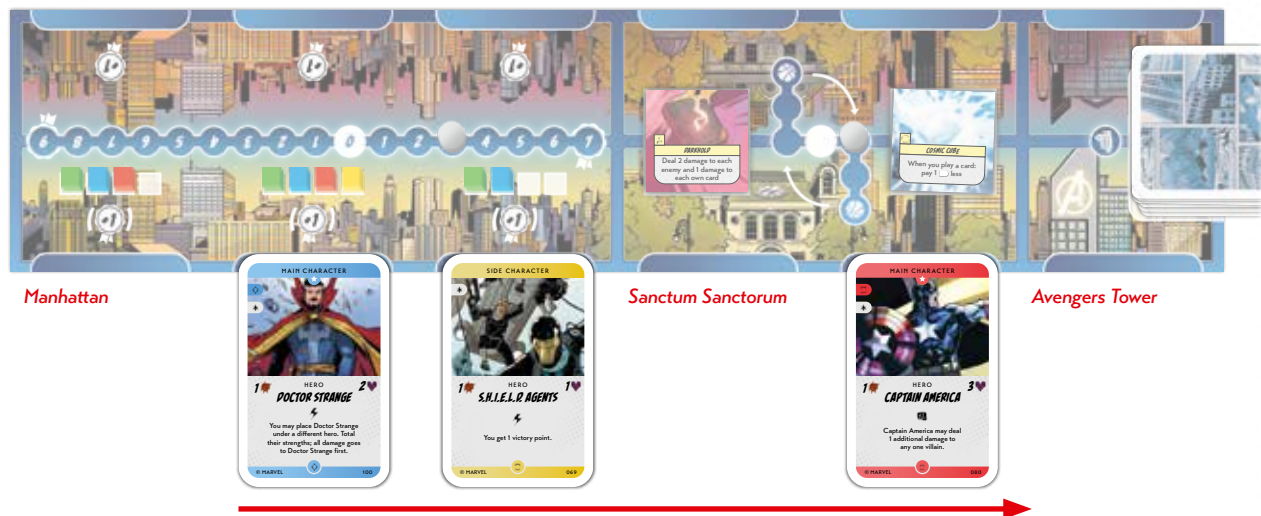
Example: You pay a yellow, red, and blue card to play the Street Corner (1), immediately gaining 2 victory points and healing 1 damage from one of your cards (2).



Battleground cards are never placed in a card slot!

PHASE II: ATTACK

In this phase, you attack with all cards **on your side of the game board** that have a **strength of 1 or more**. Carry out the attacks one after the other, starting with the card closest to the Manhattan edge of the game board, and then proceeding slot by slot to the card at the Avengers Tower edge, if any.



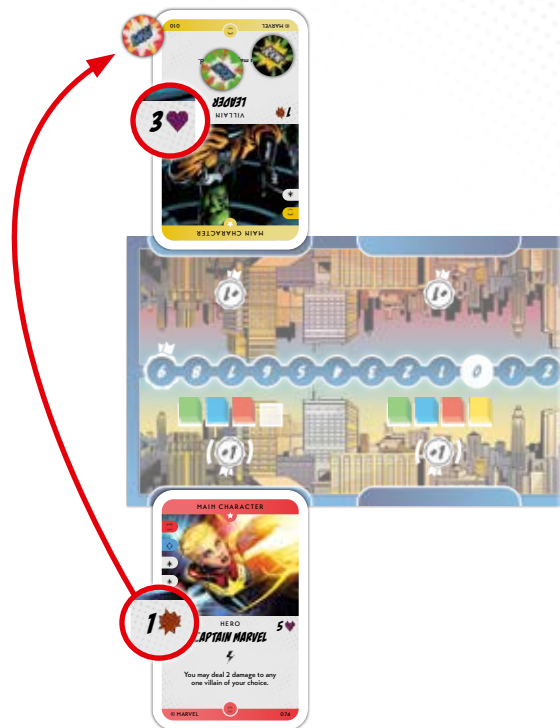
Before each attack, always check if there is a card in the slot opposite the attacking card (i.e., a “defender”).

There is a defender: You deal **damage** to that card **equal to the strength of your card**, i.e., you take that number of damage tokens from the supply and place them on the defender.

If the total of damage tokens on a card is ever equal to or greater than its health, that card is defeated, i.e., the owner of that card must place it in their discard pile and return the damage tokens to the supply. Otherwise, the damage tokens remain on the card.



Example: Captain Marvel attacks and deals 1 damage to Leader. Because Leader has already taken 2 damage in previous rounds, he is now defeated and placed in your opponent's discard pile.



There is no defender: You activate the **location bonus**.

Manhattan: As the **Villain** player, you get **1 victory point**, i.e., advance the victory point marker one space in your direction. As the **Hero** player, you free a civilian by taking any of the remaining **civilian markers** in that card slot and placing it in front of you. If there are no civilian markers left, you get 1 victory point instead.



As the Hero player, you can use the **civilian markers** that you collect to pay for cards. Each civilian marker **replaces one card of the corresponding color or a *** symbol. Once used, return the civilian markers to the game box.

Sanctum Sanctorum: Advance the **artifact marker one space** in your direction. If the marker reaches the last space of the track, take one of the two face-up **artifact tiles** and place it in front of you; return the other one face down to the bottom of the stack. Then reveal two new artifact tiles and move the artifact marker to the space on your opponent's side marked by the arrow.



Artifact tiles provide either a permanent or a one-time effect.



Permanent effects stay active until the game ends; the text on the tile specifies when its effect triggers.



One-time effects trigger only once, but you decide when (*during this or a future turn*); after you use the effect, return the tile to the game box.

Avengers Tower: Draw a **battleground card** from the top of the stack into your hand.



Example:

You attack at the Avengers Tower, but there is no opponent on the other side; so you draw a battle-ground card.

USING AN ATTACK EFFECT

If the attacking card has an **attack effect** , carry it out now. Some **permanent effects**  can also affect the attack.

Example: You attack with Zola so you can also use his attack effect, healing 1 damage from him.



PHASE III: DRAW

After you complete the Attack phase, draw two cards from your deck into your hand. You can have any number of cards in hand — there is no limit.

GAME END

The game ends immediately ...

- when the **Heroes score 7 victory points**—they win.
- when the **Villains score 9 victory points**—they win.
- when there are (at most) **2 civilian markers left in Manhattan**—the Heroes win.
- at the end of the turn in which a player draws the **last card from their deck**—the player who has more victory points wins.

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MARVEL

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We would like to thank the Marvel Comic Artists whose extraordinary work we were able to use for this product.

Check out our digital appendix
for detailed effect descriptions!



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SHORT OVERVIEW

Course of Play:

Phase I: Recruitment *(optional)*

Play any number of cards from your hand and use their immediate effect, if any.

Phase II: Attack

All your cards at the game board attack one after the other (*starting in Manhattan*). Use their attack effect (*if any*) and consider any permanent effects.

- There is a defender: the defender takes damage.
- There is no defender: you get the location bonus.

Manhattan: civilian marker or victory points.

Sanctum Sanctorum: advance on the artifact track and gain an artifact tile (*if applicable*).

Avengers Tower: draw a battleground card.

Phase III: Draw

Draw two cards from your deck.

Symbols:

 **Immediate effects** trigger only once when they are played.

 **One-time effects** trigger only once, but you decide when—during this or a future turn of yours; after you use the effect, return the tile to the game box.

 **Permanent effects** stay active until the game ends; the text on the card or tile specifies when its effect triggers.

 **Attack effects** trigger once per Attack phase.

Artifacts:

Casket of Ancient Winters: : When you use the Casket, both players must immediately discard all of their cards from hand.

The Norn Stones: : In the Draw phase of your turn, draw 3 cards (*instead of 2*).

Cosmic Cube: : When playing a card, you can ignore one  symbol in the cost of the card.

Darkhold: : When you use the Darkhold, immediately deal 2 damage to each of your opponent's cards and 1 damage to each of your own cards.

Ebony Blade: : In the Recruitment phase of your turn, you can deal 1 damage to an opponent's card of your choice.

Eye of Agamotto: : When you use the Eye, you can immediately remove one of your opponent's artifacts from play.

Eternal Flame: : When one of your cards is defeated, you can deal 1 damage to an opponent's card of your choice.

Lifeline Tablet: : In the Recruitment phase of your turn, you can heal 1 damage from one of your cards.

The Ten Rings: : Battleground cards cost you one less card of any type and you get 1 additional victory point.

Tactigon: : When you use the Tactigon, immediately deal 1 damage to each of your opponent's cards.

Warlock's Eye: : When you play a main character, your opponent must discard one card of their choice from hand.

Wand of Watoomb: : At the start of the Recruitment phase of your turn, if you have at least 3 cards in play, you get 1 victory point.