





The Grandmaster and the Challenger have stolen the Earth to use as a cosmic playing board. The Lethal Legion and the Black Order are their chess pieces, and they're fighting to claim Pyramoids, which wreak elemental havoc on their surroundings. Most of the world's heroes and villains have been trapped in stasis to limit the number of "designated obstacles," leaving behind only a handful of Avengers as the planet's last line of defense.

With the title of "Grandmaster" on the line, the two competitors are pulling out all the stops to secure the final Pyramoid. The Challenger has unleashed his resurrected Hulk, but the Grandmaster had the game rigged from the start: Voyager, the lost founding Avenger who brought Earth's heroes so much hope, is his daughter, and has been using her false identity to tip the odds in her father's favor.

But Voyager is tired of doing the Grandmaster's bidding, and she teleported the last Pyramoid into the vault of the Avengers Auxiliary Headquarters and locked herself inside, hoping to turn the tables on her father—but the Hulk followed her, and cut a swath through the handful of reserve and injured Avengers who tried to hold him off. The only Avenger who could get to the base in time to help was Wonder Man. But what can a pacifist do to stop the Immortal Hulk?

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