

MARVEL CHAMPIONS

THE CARD GAME

PLAYER PHASE

Each player takes their turn in player order. **After** each player has taken their turn, players can discard any number of cards. Players then discard or draw cards up to their hand size (**depends on the side of the identity card**). Then all players simultaneously ready their cards.

PLAYER TURN

During their turn players can perform actions in **any order** and as **many times** as they want if they can pay the cost. **Exception** : “**Changing form**” can only be performed **once** each turn.

I: Changing Form :

You flip your identity card to the other side. You can do this only **once** per turn and only on **your** turn. Your card stays ready or exhausted.

II: Playing a card :

Play a card by paying its energy cost. You can use a card's resource ability or discard cards with resource icons. Allies, upgrades or support cards enter play ready. Event cards are resolved and discarded. **Ally limit** : 3. You can discard an ally in play to replace it.

III: Using a basic power :

To use a **basic power** you have to be in the form that has that power! You **exhaust** your identity card when you have used the basic power of one side, you can still flip your card to use the other side's **ability** but not its basic powers!

- **REC** : Basic Recovery : **Exhaust** to heal that amount of hitpoints.
- **THW** : Basic Thwart : **Exhaust** to remove that amount of threat from a scheme card.
- **ATK** : Basic Attack : **Exhaust** to deal that amount of damage to a villain or minion.
- **DEF** : Basic Defence : When attacked **exhaust** to prevent that amount of damage. You can defend yourself or any other hero. The defending hero takes damage that exceeds their DEF value.

IV: Ask for help :

Ask another player to trigger an **Action ability** on a card in play they control or to play an event card from their hand. Players can always offer to activate an action ability to aid the active player.

V: Using an ally :

During your turn you may **exhaust** any number of allies to **ATK** or **THW**. If there is a damage symbol under their basic power, deal that amount of damage to the ally.

VI: Triggering an action ability :

You can trigger abilities from cards in play you control, event cards played from your hand or encounter cards (villain deck) in play that have that ability preceded by “**action**”.

- If there is a cost (energy, exhausting cards) pay it, then resolve the ability.
- If an ability is preceded by **HERO** or **ALTER-EGO**, you must be in that form to trigger it!
- If an ability is preceded by **FORCED**, you must perform it!

Other triggered abilities during your turn : (**Optional** unless preceded by “Forced”)

- “**Resource**” ability : use anytime the controlling player is generating resources to pay.
- “**Interrupt**” ability : use anytime **BEFORE** the specified condition occurs.
- “**Response**” ability : use anytime **AFTER** the specified condition resolves or occurs.

EMPTY player deck : Shuffle your discard pile & deal yourself a card from the **encounter deck**.

EMPTY encounter deck: Shuffle the encounter deck & place an **acceleration token** next to the main scheme.

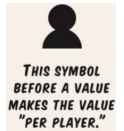


VILLAIN PHASE

I: Place Threat:



Place threat on the **Main Scheme** according to the acceleration field (look at amount/ player).
If side schemes show an **acceleration icon**, modify the amount of threat.



II: Villain and Minion activations:

The villain activates once against each player in turn order. After a villain activates against a player, each minion engaged with that player also activates. How they activate depends on which side the identity card of that player shows.

ALTER-EGO form: Enemies **SCHEME** :



- Give the villain a **facedown** card from the encounter deck (=Boost card)
- Flip the boost card **face up** , each **boost icon** gives villain **+1 SCH** , if there is a **star** in the boost field it indicates that the card has an associated ability that activates when flipped up. Then discard the boost card.
- Place threat on the main scheme according to villain's modified SCH value.
- Minions** engaged with the player scheme and add threat without a boost card.

HERO FORM: Enemies **ATTACK** :

- Give the villain a **facedown** Boost card.
- The attacked player **chooses** if he wants to defend (exhaust their hero OR an ally). If the attacked player does not defend, any other player may defend against the attack (exhausting a hero or ally they control).
- Turn the Boost card **face up** , a **boost icon** or **star** adds to attack or activates when flipped up. Then discard the boost card.
- Deal **damage** according to villain's modified ATK. If a **hero** is defending, reduce by DEF. If an **ally** is defending ALL damage is dealt to ally. If **nobody** defends, all damage is dealt to activating hero.
- **Minions** engaged with the player attack the player without a boost card.

!! When you draw your **Obligation card** as a Boost card you only use the boost symbols and then discard the obligation card!!

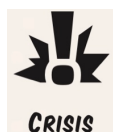
III: Deal encounter cards:

Deal one card from the encounter deck facedown to each player in player order.

IV: Reveal encounter cards:

One at a time and in player order.

- **Minion** card: Enters play engaged with player who revealed it.
- **Treachery** card: Resolve the effect and discard the card.
- **Attachment** card: Attach the card to the villain.
- **Side Scheme** card: Play it near the main scheme, it enters play with threat on it. If you see a **Crisis Icon**, you must remove threat from this card before the main Scheme. **Acceleration icon** : see place threat. **Hazard icon** : for each such icon deal an extra encounter card in phase III. Additional cards are dealt in player order.
- If a player reveals an **Obligation card**, immediately give it to the player controlling the character indicated by the obligation. That player follows the instructions on the obligation card.



V: Pass the first player token and end the round: