

MARVEL

CHAMPIONS

THE CARD GAME

WINTER SOLDIER HERO PACK

As a young man during World War 2, James "Bucky" Barnes served as the loyal sidekick to Captain America. When an explosion took Bucky's arm and left him on the brink of death, Bucky was captured by Soviet soldiers, fit with a cybernetic arm, and brainwashed into serving as an assassin. Decades later, Captain America helped Bucky to remember his past, and now Bucky seeks to atone for the horrors he was forced to commit as the Winter Soldier!

Featured Keyword: Piercing

An attack with piercing discards any tough status cards from the target of the attack before dealing damage.

Featured Keyword: Ranged

An attack with ranged ignores the retaliate keyword.

Featured Keyword: Steady

A character with steady can have one additional stunned status card and one additional confused status card. That character is not stunned unless they have two stunned status cards, and is not confused unless they have two confused status cards. After that character's activation is replaced by a status card effect, remove all status cards of that type from that character.

Featured Keyword: Team-Up

The team-up keyword names two characters. To include a card with the team-up keyword in your deck, your chosen identity must match one of the named characters. Additionally, a card with team-up cannot be played unless both of the named characters (identity or ally) are in play.

Featured Keyword: Victory X

When a card with the victory X keyword is defeated, place it in the victory display instead of its owner's discard pile.

Featured Keyword: Villainous

When a minion with villainous activates, give it a facedown boost card from the top of the encounter deck. When you resolve that minion's activation, turn the boost card faceup, resolve any boost ability on that card, and apply its boost icons to the minion's stats for this activation. Discard the boost card after the activation.

WINTER SOLDIER / AGGRESSION

Winter Soldier's Cybernetic Arm is central to his strategy. Use it to pay for and power up any of his many attack events, each of which gain added benefits from using his arm.

With the Aggression aspect, load up on weapons like Bambino and the S.H.I.E.L.D. Sidearm, then use Cybernetic Arm to pay for Firepower to deal 4 damage for each weapon you exhaust.

Winter Soldier benefits greatly from defeating minions. If the encounter deck is not forthcoming with them, use Safe House #30 or Spoiling for a Fight to find your next target. When you do find a minion, Aggressive Stance can find you the perfect attack event and Man on the Wall will reduce that event's cost. When you defeat that minion, you can remove threat from the main scheme with Winter Soldier's "Lethal Protector" ability, then ready up and confuse an enemy with Silent Infiltration.

CREDITS

Expansion Design and Development: Caleb Grace

Additional Development: Frank Brooks and Tony Fanchi

Producer: Molly Glover

Editing: B.D. Flory

Proofreading: Jeremy Gustafson

Games Rules Specialist: Alex Werner

Product Line Manager: Gavin Duffy

Game Design Manager: Paul Klecker with Kate Morgan

Expansion Graphic Design: Joseph D. Olson

Graphic Design Manager: Mercedes Opheim

Art Direction: Tim Flanders, Jeff Lee Johnson, and Kate Swazee

Managing Art Director: Tony Bradt

Quality Assurance Specialist: Zach Tewalthomas

Licensing Coordinator: Kira Hartke

Licensing Approvals Manager: Kaitlin Souza

Head of Licensing, North America: Ariel Didier

Production Management: Justin Anger and Austin Litzler

Visual Creative Director: Brian Schomburg

Director of Studio Operations: John Franz-Wichlacz

VP of Strategy: Jim Cartwright

Executive Game Designer: Nate French

Head of Studio: Chris Gerber

Special thanks to Michael Boggs and José Guzmán.

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Licensing Approvals: Amanda Barker

To the Marvel Comics artists whose amazing work is featured in this game: Thank you, thank you, thank you.

PLAYTESTERS

James Anderson, Simon Roger Bryan Andrews, Ricky Bachmann, Chet Banger, Tanner Barth, Kurt Beekmans, Matthew Beyer, Brian Blair, Alec Bollig, Andrew Brown, Jason Brown, Thomas Brygmann, Alex Burte, Mike Butz, Paul Carlson, Colby Chappell, Keely Chappell, Ryan Clapp, Scott Clapp, Patrick Collette, David Comerford, Kimberly Ezeama, Julio Wankenobi Fernandez, Eric Fersten, Mattison Froese, Calvin M. Green, Jeff Gum, Matthew Herdman, Nelson Hernandez, Doug Hester, Christopher Hughston, Nathan Huttner, Sean Illg, Angel Juncal, Chris Leeper, Craig Lincoln, Litus, Jubilee Locke, Shea Locke, Gonzalo Owen Lopez, Stephen Majka, Nathan Meehan, Danielle Mendus, Philip Metcalf, Luke Muench, Paul Mulder, Shane Michael Murphy, Samir Nathwani, Carson Nelson, Jeffrey Northman, Michael Pelfrey, James Phillips, Sam Pigden, Leonardo Ponce Pinazo, Richard Pufky, Anthony Rando, Roscoe Rea, Stephen Redman, Lakeisha T. Robinson, Mike Rodger, Brandt Sanderson, Phil Schadt, Caroline Seabrook, Caitlin Smith, Jess Souder, Samantha Tano, Derek Tellier, Chris Thompson, Rusty Thompson, Jared Townsend, Brian Vassalo, David Drago Velasco, Gregory Walsh, Ben Waxman, Berit Wickland, Kevin Wickland, Neal Witt, Rollin Wonnell, and Scott Woodward



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