

# MARVEL

## CHAMPIONS

THE CARD GAME

### SP//DR HERO PACK

*After her father's mysterious death, Peni Parker became the pilot of the SP//dr suit. Along with her arachnid co-pilot with whom she is psychogenetically linked, SP//dr defends the citizens of New York City from attacks big and small, and sometimes even travels across the multiverse to aid fellow Spider-heroes in saving existence itself.*

#### New Rule: Separated Identity Card

SP//dr has a unique mechanic where each side of her identity is split between two separate cards. One card represents the human pilot, Peni Parker, while the other represents the robotic SP//dr Suit.

Start the game with the Peni Parker alter-ego in play and, following her **"Setup"** instructions, put the **INACTIVE** support side of the SP//dr Suit card into play. While in alter-ego form, to change to hero form, flip Peni Parker from her alter-ego side to her SP//dr upgrade side and flip the SP//dr Suit card from its **INACTIVE** support side to its **ACTIVE** hero side. While in hero form, to change to alter-ego form, flip the SP//dr Suit card from its **ACTIVE** hero side to its **INACTIVE** support side and flip the SP//dr upgrade side to its Peni Parker alter-ego side.

Both identity cards share a single hit point dial, with damage persisting on the dial between forms. Additionally, if one form is defeated, both forms are considered to be defeated simultaneously and the player is eliminated from the game.

#### New Keyword: Patrol

While any minions with the patrol keyword are engaged with a player, that player cannot thwart the main scheme.

#### New Keyword: Permanent

A card with the permanent keyword cannot leave play

#### New Keyword: Steady

A character with the steady keyword 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.

### SP//DR / PROTECTION

SP//dr's main focus is powering up her SP//dr Suit through **INTERFACE** upgrades. Ask Aunt May & Uncle Ben for assistance in building the Suit, or use All Systems Go to search for the missing pieces. Once the Suit is primed and ready, utilize **Sync Ratio** to stun and damage an enemy with a Web-Trap, or jump into the action with Rapid Deployment and remove threat from multiple schemes.

With the Protection aspect, call upon the mysterious Daredevil to take down minions, deploy a well-timed Forcefield Generator to stop powerful attacks, or Repurpose the Forcefield Generator for an explosive turn.

### CREDITS

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### MARVEL

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

### PLAYTESTERS

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