

MARVEL

CHAMPIONS

THE CARD GAME

FALCON HERO PACK

Sam Wilson—a.k.a. the Falcon—soars into battle on high-tech wings of vibranium. He uses his aerial vantage and his empathic connection with birds, especially his sidekick Redwing, to provide his fellow Avengers a powerful tactical advantage. A long-time partner of Captain America, Sam has even taken on the shield and title of Captain America to serve as a soaring symbol of truth.

Featured Rule: Per Player (P) Costs

This expansion includes player cards with per player costs, indicated by the P icon in a card's cost. The cost to play these cards is the numeric value multiplied by the number of players who started the scenario.

Example: Sam plays the upgrade card Draw Their Fire (P11), which has a cost of 1P. Three players began the scenario, so Sam must pay three resources to play Draw Their Fire.

Featured Keyword: Alliance

When a player declares their intention to play an alliance card, any player may help pay the costs for that card.

Featured Term: Find

When you are instructed to find a card, search each area where the card could be found (play area, set-aside area, player deck, discard pile, encounter deck, etc).

Featured Keyword: Linked (Card Title)

Cards with the linked keyword cannot be included in a player's deck. Instead, they are set aside at the start of the game if any player's deck includes the card that brings the linked cards into play (indicated in the parentheses following the keyword). Linked cards do not count toward the minimum or maximum deck size.

Featured Term: Tuck

When an ability tells you to tuck a card under another card, place the tucked card faceup under the other card. The tucked card is not in play. When a card leaves play, any cards tucked under it are discarded.

Featured Keyword: Victory X

When a card with the victory X keyword is defeated or has its last all-purpose counter removed from it, 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.

FALCON / LEADERSHIP

Falcon's hero ability allows you to play with the top card of the encounter deck faceup during the player phase. Many of Falcon's identity-specific cards gain bonuses based on the number of icons in the boost area of that card, and his "Eagle-Eyed" hero ability allows you to clear a low-boost card to set up one of Falcon's abilities, or discard a high-boost card in preparation for the villain phase. (Note that "Eagle-Eyed" triggers after you completely resolve an AERIAL card's effects, so "Eagle-Eyed" cannot be used to change the resolution of that AERIAL card.) Use Aerial Recon to choose your encounter card for the round, or to help out a teammate who is under pressure.

With the Leadership aspect, assemble your AERIAL allies into a Flight Squadron and boost their THW or ATK with Cloud 9 and Aero. Give them each a Wingman to watch their six and prevent them from taking consequential damage. Take on the TITLE of Captain America to equip Cap's iconic shield and then bounce it back to your hand to throw damage around the board.

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Special thanks to Michael Boggs and José Guzmán.

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

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