

MARVEL

CHAMPIONS

THE CARD GAME

HERCULES HERO PACK

A man known by many names: born Alcaeus, renamed Herakles, then—to distance himself from Hera—he was renamed Hercules. Now, his friends call him Herc. This son of Zeus has had a tumultuous relationship with Olympus. Sometimes he is their glory, other times their disgrace. But, no matter what, there are few problems that he doesn't first try to solve with his immense, godlike strength.

The Gift and Labor Decks

Hercules Panhellenios, the demigod son of Zeus, is constantly compelled to prove himself either through a personal challenge or as a form of appeasement to another Greek god. To represent these constant herculean tasks, he begins each game with two special 3-card decks.

To create the **GIFT** and **LABOR** decks, shuffle the three **GIFT** cards together to form the **GIFT** deck and the three **LABOR** cards to form the **LABOR** deck. Then, place both of these decks facedown in your play area.

During the game, while in alter-ego form you may use Hercules's "New Labors of Hercules" action to reveal the top card of the **LABOR** deck. After a **LABOR** card enters the victory display while in hero form, you may use Hercules's "Atonement" ability to put the top card of the **GIFT** deck into play. These cards allow you to draw cards on the turn they enter play, minor permanent bonuses, and a benefit to many of Hercules's hero cards based on how many **GIFT** cards you have in play.

Alternate Player & Encounter Card Backs

This product contains a variation on the standard player and encounter card backs. These card backs allow players to differentiate these cards from other cards of the same type as the rules for these cards prevent them from entering a deck, a discard pile, or a player's hand.

Featured Terms

The following terms have appeared in previously released products. See the Rules Reference by scanning the QR code below or visiting: fantasyflightgames.com/marvel-champions-rules

- ▶ Assault
- ▶ Find
- ▶ Permanent
- ▶ Piercing
- ▶ Player Side Scheme
- ▶ Steady
- ▶ Temporary
- ▶ Victory X



HERCULES / LEADERSHIP

Hercules's goal is to complete his "herculean" labors, acquire his gifts, and become nearly unstoppable. Although obtaining all three gifts makes him truly godlike, don't take on more than you can handle. One or two may be all that you need.

Note that the word "find" allows you to search all in- and out-of-play areas except facedown encounter cards, the victory display, and any cards that have been removed from the game. Use this to your advantage to find the perfect minion or side scheme for your situation. For example, the Lernean Hydra is always a potential target for Defeat the Hydra.

CREDITS

Expansion Design and Development: Frank Brooks

Additional Development: Tony Fanchi and Caleb Grace

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 and 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

Bret Banger, Chet Banger, Tanner Barth, Sterling Beck, Gilles Belhassen, Stéphanie Belhassen, Brian Blair, Andrew Brown, Jason Brown, Alex Burte, Carlos Camerena, Hervé Chauveau, Patrick Collette, Brian De Castro, Alice Ding, Kyle Duerst, Eric Fersten, Ryan Fralich, Mattison Froese, David Gildea, Josh Grace, Elliott Griesheim, Grégory Henriques, Nelson Rafael Hernandez, Christopher Hughston, Nathan Huttner, Sean Illg, Chris Kowall, Craig Lincoln, Kaitlyn Lujan, Steve Majka, Daniel McGregor, Nathan Meehan, Danielle Mendus, Philip Metcalf, Luke Muench, Paul Mulder, Carson Nelson, Jeffrey Northman, Michael Pelfrey, James Phillips, Richard Pufky, Roscoe Rea, Stephen Redman, Emily Rice, Nic Rice, Dan Roettgen, Will Rubenstein, Brandt Sanderson, Phil Schadt, Yordi Schaecken, Vincent Schwartz, Caroline Seabrook, John Senior, Bjorn Smeekens, Derek Tellier, Fu Thao, Chris Thompson, Giannis Tiliias, Jared Townsend, Mike Turner, Brian Vassalo, Rollin Wonnell, and Scott Woodward



