

MARVEL

CHAMPIONS

THE CARD GAME

ANT-MAN HERO PACK

Overcoming his criminal past, ex-con Scott Lang follows in the small-but-mighty footsteps of his predecessor. Using high-tech equipment and the miraculous Pym Particles to shrink to insect-size or grow to colossal proportions, Ant-Man fights injustice to make the world a better place for his daughter, Cassie.

Foldable Cards

Scott Lang/Ant-Man's identity card is a foldable, "three-sided" card. One side is his alter-ego form, one side is his **TINY** hero form, and the inside of the card is his **GIANT** hero form. Changing form with a three-sided card follows the standard rules for changing form found in the Rules Reference.

New 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 the team-up keyword cannot be played unless both of the named characters (hero or ally) are in play.

Rules Clarifications

Q: How does changing between three forms work?

A: Scott Lang/Ant-Man can change from alter-ego form to either hero form, from either hero form to alter-ego form, or from one hero form to the other hero form.

Q: Does the Resize event prevent Scott Lang/Ant-Man from using his once-per-round form change?

A: No. If a card ability causes a player to change form, it does not count against the one voluntary form change the player is permitted during their turn that round.

ANT-MAN / LEADERSHIP

Ant-Man has the exciting ability to shrink to **TINY** hero form or grow to **GIANT** hero form, using his size alteration capabilities to keep enemies on their toes. Changing to **TINY** hero form allows Ant-Man to remove threat from a scheme, while changing to **GIANT** hero form lets Ant-Man deal some easy damage. Many of Ant-Man's cards, such as Giant Stomp or Hive Mind, can only be played in one hero form or another, meaning that changing between forms often and optimizing the use of these effects is the key to Ant-Man's success.

With the Leadership aspect, Call for Aid to recruit allies like Giant-Man or Ronin to the fight against evil, then augment their abilities using a Reinforced Suit and Power Gloves. And using a little bit of Moxie, empower Ant-Man after changing form for an action-packed turn!

CREDITS

Expansion Design and Development: Michael Boggs with Caleb Grace

Additional Development: Jeremy Zwirn

Producer: Molly Glover

Editing: Joshua Yearsley

Card Game Manager: Jim Cartwright

Graphic Design: Mercedes Opheim with Chris Beck

Graphic Design Coordinator: Joseph D. Olson

Graphic Design Manager: Christopher Hosch

Art Direction: Tim Flanders, Deborah Garcia, and Jeff Lee Johnson

Managing Art Director: Tony Bradt

QA Coordination: Andrew Janeba and Zach Tewalthomas

Licensing Coordinator: Sherry Anisi

Director of Licensing: Simone Elliott

Production Management: Justin Anger and Jason Glawe

Visual Creative Director: Brian Schomburg

Senior Project Manager: John Franz-Wichlacz

VP of Product Development: Chris Gerber

Executive Game Designer: Nate French

Head of Studio: Andrew Navaro

Special thanks to José Guzmán.

MARVEL

Licensing Approvals: Brian Ng

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

PLAYTESTERS

Scott Awesome, Chris Crissey, Tony Fanchi, Michael Foster-Coode, Ryan Fralich, David Gearhart, Aaron Haltom, Jacob Hampton, Erik Hess, Matt Kleine, Chris Kraft, Jonathan Louie, MJ Newman, Niccolo Paqueo, Chris Propst, Lori Redman, Stephen Redman, Ted Rubin, Peter Schumacher, Brian Schwebach, Landon Sommer, Mike Strunk, Ryan Taylor, and Ethan Wikstrom



