

MARVEL

CHAMPIONS

THE CARD GAME

DRAX HERO PACK

Slain by Thanos in a wicked act of cruelty, Arthur Douglas was reincarnated as Drax, a knife-wielding warrior with a thirst for vengeance. Now a member of the Guardians of the Galaxy, Drax travels far and wide, seeking to put an end to Thanos once and for all.

This hero pack comes with everything you need to play as Drax, including a pre-built deck.

For your first game with Drax, take all of the cards preceding the divider card and follow the Setup instructions in the Learn to Play. There is a complete decklist on the reverse side of the divider card for your reference.

The remaining cards included after the divider card can be used when creating your own custom player deck. The rules for deck customization can be found in Appendix I of the Rules Reference.

New Keyword: Piercing

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

DRAX / PROTECTION

Drax is fueled in everything he does by vengeance against those who have wronged him. Build vengeance counters on Drax from villain attacks, increasing his basic attack power. With this boosted ATK, get some Payback on ill-fated foes, Intimidate the villain into submission to prevent them from completing their vile deeds, and rush into the battle with a Knife Leap to take down even the mightiest of enemies. And when Drax is wounded from a long fight, flip to alter-ego form and calm his inner rage to heal large amounts of damage.

With the Protection aspect, Subdue enemies to keep their attacks at bay, gain the advantage with a few Hard Knocks, and call upon the aid of Moondragon to pull enemy minions to your side of the battle.

CREDITS

Expansion Design and Development: Michael Boggs, Caleb Grace, and Jeremy Zwirn

Producer: Molly Glover

Editing: Joshua Yearsley

Proofreading: Cal Oliverius

Card Game Manager: Jim Cartwright

Expansion Graphic Design: Chris Beck and Mercedes Opheim

Graphic Design Coordinator: Joseph D. Olson

Graphic Design Manager: Christopher Hosch

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

Managing Art Director: Tony Bradt

QA Coordination: Andrew Janeba and Zach Tewalthomas

Licensing Coordinators: Sherry Anisi and Zach Holmes

Director of Licensing: Simone Elliott

Production Management: Justin Anger and Jason Glawe

Visual Creative Director: Brian Schomburg

Senior Project Manager: John Franz-Wichlacz

Executive Game Designer: Nate French

Head of Studio: Chris Gerber

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

Ira Arreguin, Scott Awesome, John Bagley, Chad Billman, Benjamin Davan, Tony Fanchi, David Gearhart, Josiah "Duke" Harrist, Corynne Haslach, Tim Killian, Matthew Kleine, Jazmin Koenig, Jonathan Louie, Nick Martin, Josh McCluey, Riley Mullins, MJ Newman, Grant Nichols, Niccolo Paqueo, Chris Probst, Stephen Redman, Ted Rubin, Peter Schumacher, Brian Schwebach, Brian Severson, Mike Strunk, Ryan Taylor, Mike Turner, Ali Van Sloan, Cramer Veilleux, Dana Webb, and Ethan Wikstrom

Thank you to all our beta testers!



