

MARVEL

CHAMPIONS

THE CARD GAME

VISION HERO PACK

Originally created by Ultron to destroy the Avengers, the android known as Vision joined the ranks of Earth's mightiest heroes instead. Now he uses his incredible powers to protect the planet from danger as The Vision.

Additional Forms

Cards with the form keyword grant your identity unique forms, such as Vision's "mass form." These forms are in addition to your identity's alter-ego and hero forms, and they come with their own conditions for changing into them. When an identity changes their additional form, it does not count against the once-per-turn limit on flipping from hero to alter-ego (or vice versa), but it does count as changing form for the purpose of triggering card effects.

Alliance

Alliance is a new keyword that appears on some player cards in this pack. When a player declares their intention to play an alliance card, any player may help pay the costs for that card.

Piercing

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

Stalwart

A character with the stalwart keyword cannot be stunned or confused.

VISION / PROTECTION

Vision was built by Ultron to be the ultimate android, able to control the density of his body. Use his *Density Manipulation* ability to change into his Intangible mass form and focus on thwarting. While intangible, Vision takes 2 less damage from attacks and he can use Phase Disruption to discard an enemy attachment. When it's time to go on the offensive, change Vision into his Dense mass form. While dense, Vision gets +2 ATK and he can use his Superdense Strike to deal five damage with piercing!

With the Protection aspect, turn the villain's aggression against it. Play Defiance to discard a facedown boost card from an attacking enemy, then trigger the **Response** on Flow Like Water to damage that enemy!

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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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