

MARVEL

CHAMPIONS

THE CARD GAME

IRONHEART HERO PACK

After a senseless act of violence took the life of her best friend and of her stepfather, Riri Williams used her supergenius intellect to reverse-engineer Tony Stark's Iron Man design and create her very own power armor. She now soars the skies as Ironheart, determined to rid the world of the cruel fate she once endured.

New Rules: Progressing Identity Cards

Ironheart / Riri Williams has three identity cards in total, each representing different stages of her personal narrative as a hero.

During game setup, the weakest of the cards is put into play under the player's control, with the other two cards set aside (*determined by a "begin the game" ability on the alter-ego side of that identity card*).

As the game continues, the player can place progress counters on the identity card and, using the ability on the hero side, swap out the current identity with the next, stronger version.

All versions of the Ironheart / Riri Williams identity share a single hit point dial, with damage persisting from one version to the next. Additionally, when one identity is swapped for another, move all game elements (*tokens, counters, status cards, player cards, encounter cards, etc.*) on or attached to the original identity to the subsequent identity.

If any one version of the identity card is defeated, all versions are considered to be defeated simultaneously and the player is eliminated from the game (*following the rules of player elimination*).

New Keyword: Requirement (Resources)

A card with the requirement keyword cannot be played unless each resource of the specified type is spent while paying for that card's cost.

IRONHEART / LEADERSHIP

Ironheart focuses on improving her suit throughout the course of the game, swapping her current identity card with the next one until she reaches her final, third **VERSION**. To go to the next **VERSION**, build progress counters using Riri Williams's *Child Prodigy* ability, defeat enemies with a well-timed Photon Beam, or ask Riri's mother, Ronnie Williams, for help. Once the timing is right, spend those progress counters to *Level Up*!

With the Leadership aspect, give Ironheart a Morale Boost to increase her basic powers, utilize Patriot to become even stronger, then Go All Out on the villain for a massive attack.

CREDITS

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

PLAYTESTERS

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