

MARVEL

CHAMPIONS

THE CARD GAME

CYCLOPS HERO PACK

As Charles Xavier's first student, nobody is more dedicated to the Professor's dream of peaceful coexistence than Cyclops. Armed with powerful optic beams and tactical genius, Cyclops leads the X-Men on their missions as field commander.

New Icon: Amplify Icon (✱)

The amplify icon increases the number of boost icons on boost cards. When a boost card is turned faceup **during an enemy activation**, add one additional boost icon to that card for each amplify icon in play.

New Keyword: Piercing

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

New Keyword: Ranged

An attack with ranged ignores the retaliate keyword.

New Keyword: Stalwart

A character with stalwart cannot be stunned or confused.

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

New Keyword: Temporary

A card with temporary must be discarded from play at the end of the round.

New Keyword: Villainous

When a minion with villainous activates, give it a facedown boost card from the top of the encounter deck. When you resolve that minion's activation, turn the boost card faceup and apply its boost icons to the minion's stats for the activation. If the boost card has a boost ability, resolve its effects. Discard the boost card after the activation.

Frequently Asked Questions

Q. How does Field Commander work in a multiplayer game?

A. Field Commander causes Cyclops to take his turn first during the player phase, but it does not make him the first player. After Cyclops takes his turn, play proceeds to the first player and continues clockwise from there. (*Cyclops does not get 2 turns.*)

CYCLOPS / SCOTT SUMMERS

Cyclops can fire a powerful "Optic Blast" from his eyes, but his real power comes from his tactical awareness. Attach Exploit Weakness to an enemy so it takes extra damage from each attack. Play Field Commander so you can always play your **TACTIC** upgrades before your teammate's turn. If you run out of **TACTIC** upgrades, change to alter-ego and use your "Constant Training" ability to search your deck for one.

With the leadership aspect, use Effective Leadership to pay for an ally and boost its stats that turn. Use Danger Room to attach Danger Room Training to an **X-MEN** ally after it enters play to boost its stats further. Use Game Time to get extra actions from that ally while it has increased THW and ATK.

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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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