

MARVEL

CHAMPIONS

THE CARD GAME

PHOENIX HERO PACK

One of the five original X-Men and a powerful psychic, Jean Grey was chosen as host for the cosmic Phoenix force. As Phoenix she uses her telepathy and telekinesis to protect mutants and humans alike.

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: Permanent

A card with permanent cannot be defeated, leave play, or have any part of its text box blanked. This rule does not apply to cards within the same set as the card with permanent (*hero set, scenario set, or modular set*).

New Keyword: Steady

A character with steady can have one additional stunned status card and one additional confused status card. That character is not stunned unless they have two stunned status cards, and is not confused unless they have two confused status cards. After that character's activation is replaced by a status card effect, remove all status cards of that type from that character.

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: 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. If I attach Mind Control to a minion, what happens to any attachments on that minion?

A. When you attach Mind Control to a minion, any attachments on that minion remain attached. However, because that minion loses the minion card type and gains the ally card type, any abilities on those attachments that affect the attached minion no longer apply.

PHOENIX / JUSTICE

Phoenix begins the game with the Phoenix Force upgrade in play on its **RESTRAINED** side. Use Phoenix's "Psionic Bond" ability to spend power counters from Phoenix Force to help pay for powerful cards like Mind Control. But be careful, when you spend the last power counter on Phoenix Force, it flips to its **UNLEASHED** side! While this will make events like Telekinetic Attack hit harder, it may also cause your Burning Hunger obligation to bring Dark Phoenix into play.

With the justice aspect, call upon Banshee to help thwart the villain's schemes. Attach Mission Training to him to boost his THW and hit points. Play Mutant Peacekeepers and exhaust your characters to remove threat from among schemes equal to their combined THW.

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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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