

MARVEL

CHAMPIONS

THE CARD GAME

WOLVERINE HERO PACK

Gifted with a powerful healing factor and armed with adamantium claws that can cut through anything, Wolverine is the best at what he does. Though trained as a killer by Weapon X, Wolverine has dedicated his life to being one of the X-Men.

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

For your first game with Wolverine, 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: 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: Piercing

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

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 of 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.

WOLVERINE / AGGRESSION

Wolverine begins the game with Wolverine's Claws in play. Use his claws to play an **ATTACK** event for free by taking damage equal to its cost. If you use Wolverine's Claws to play Lunging Strike, the attack gains overkill and piercing. Wolverine's "Healing Factor" ability will heal 2 damage from him at the start of each player phase.

With the Aggression aspect, play the Warrior Skill upgrade and use its warrior counters to make **ATTACK** events like Outta My Way! deal 1 extra damage. Use Aggressive Energy to pay for that **ATTACK** to have it deal another damage, bringing its total to +2 damage.

CREDITS

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Special thanks to José Guzmán.

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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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