

MARVEL

CHAMPIONS

THE CARD GAME

STORM HERO PACK

Worshipped as a goddess for her ability to control the weather, Ororo left that life behind when she answered Charles Xavier's call for help. Now Ororo uses her powers to defend mutants around the world as one of the mighty X-Men, Storm.

The Weather Deck

Storm's mutant power allows her to control the weather. To represent this incredible ability, Storm begins each game with a special, four-card "**WEATHER**" deck" in addition to her player deck.

To create the **WEATHER** deck, shuffle all four of Storm's **WEATHER** support cards together (*Clear Skies*, *Hurricane*, *Thunderstorm*, and *Blizzard*). Then, place the **WEATHER** deck facedown next to your identity card.

Storm's **Setup** ability requires you to choose one of the supports in the **WEATHER** deck and put it into play. Each one has a constant ability that affects each character in play (*friendly and enemy*), so be sure to consider that when deciding which one to play.

Each **WEATHER** support also has the permanent keyword which prevents it from leaving play. However, Storm may swap the **WEATHER** support in play with a different one from the **WEATHER** deck using her *Weather Control* ability or the *Weather Goddess* event.

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: Piercing

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

New Keyword: Stalwart

A character with stalwart cannot be stunned or confused.

STORM / LEADERSHIP

Storm begins the game with one of four **WEATHER** supports in play. Summon a *Thunderstorm* to increase everyone's ATK, then play *Lightning Strike* to deal extra damage to an enemy. Use Storm's "*Weather Control*" ability to swap your **WEATHER** support for *Hurricane* to remove threat from a scheme and gain retaliate 1 before the villain phase begins.

With the leadership aspect, play "To Me, My X-Men!" to put powerful allies such as *Havok* into play. Then, use *Utopia's* ability to ready an **X-MEN** character. Strengthen your team even further by playing the *Uncanny X-Men* support.

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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