

MARVEL

CHAMPIONS

THE CARD GAME

GAMBIT HERO PACK

Raised in the seedy underworld of New Orleans as part of the Thieves Guild, Remy LeBeau left behind a life of crime to join the X-Men. Now he uses his mutant power to charge items with explosive energy while fighting evil as the hero Gambit.

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

For your first game with Gambit, 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: 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: 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.

GAMBIT / JUSTICE

Gambit's strategy revolves around spending charge counters to increase the amount of damage dealt by your **ATTACK** events. Use Gambit's "Charge de Card" ability and his Molecular Acceleration resource to place charge counters on him. Then, trigger Gambit's "Throw de Card" ability when you play Royal Flush to increase each instance of damage dealt by that attack. If there's too much threat on the main scheme, flip to alter-ego form and use Creole Charmer or Remy LeBeau's "Thief Extraordinaire" ability to remove it.

With the justice aspect, use Breaking and Entering to remove threat while in alter-ego form. Pay for the **THWART** event with Passion for Justice and use the Operative Skill upgrade to remove up to 2 additional threat!

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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