

MARVEL

CHAMPIONS

THE CARD GAME

ROGUE HERO PACK

Cursed with an uncontrollable ability that causes her to absorb the powers and memories of anyone she touches, Anna Marie ran away from home as a teenager. Professor X offered her a place at his school where she could learn to control her power. Now she fights for justice as a member of the X-Men, Rogue.

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: Teamwork (TRAIT)

After a minion with teamwork enters play and engages a player, if there is at least one other minion that shares the specified trait in play, each minion that shares the teamwork keyword with the same specified trait activates against the player it is engaged with.

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.

Rules Clarification

Q. What does it mean to "find Touched"?

A. When you are instructed to find a card, search each game area where that card could be found (play area, set-aside area, player deck, discard pile, encounter deck, etc).

Frequently Asked Questions

Q. If I take control of a minion with Karma's ability, what happens to any attachments on that minion?

A. When you take control of a minion with Karma's ability, 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.

ROGUE / PROTECTION

Rogue begins the game with her Touched upgrade set aside. Use her *Skin Contact* ability or *Energy Transfer* event to attach Touched to a character, friendly or enemy. Play *Southern Cross* or *Goin' Rogue* while Touched is attached to another character to gain powerful effects. You can even attach Touched to another hero and use *Superpower Adaptation* to play an event from that hero's set of signature cards!

With the protection aspect, use the *Judoka Skill* upgrade to boost your DEF value. Combine it with *Not Today!* to take no damage and remove threat from a scheme. Pay for that **DEFENSE** event with *Defensive Energy* to draw 1 card.

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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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