

MARVEL

CHAMPIONS

THE CARD GAME

PSYLOCKE HERO PACK

A powerful telepath and skilled martial artist, Psylocke cleaves her enemies' minds with her psionic knives just as easily as her katanas cut through their armor. Psylocke developed strong bonds with her fellow mutants when she trained with the X-Men. Now she risks her life to protect them as a member of X-Force.

New Card Type: Player Side Scheme

Player side schemes are a new player card type. During a player's turn, they can play a player side scheme from their hand by paying its resource cost, placing it next to the main scheme, and putting threat on it equal to its starting threat value. While in play, player side schemes function the same as side schemes from the encounter deck, except that they are player cards and are subject to the **PLAYER SIDE SCHEME LIMIT**. This limit restricts the players to having at most one player side scheme in play if one or two players started the game, or at most two player side schemes if three or four players started the game. If the players exceed the player side scheme limit, the first player chooses and discards player side schemes from play to their owners' discard piles until they no longer exceed the limit. Each of the player side schemes in this product has the victory X keyword, so these schemes are placed in the victory display when they are defeated.

Featured Keyword: Piercing

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

Featured Keyword: Ranged

An attack with ranged ignores the retaliate keyword.

Featured 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.

Featured Keyword: Victory X

When a card with the victory X keyword is defeated, place it in the victory display instead of its owner's discard pile. While in the victory display, X indicates how many victory points that card is worth.

PSYLOCKE / BETSY BRADDOCK

Psylocke is skilled with blades, whether physical or psionic. Her double-sided **PSI-ENERGY** upgrades provide her with bonuses to her THW on one side and her ATK on the other. Her events provide different abilities based on which **PSI-ENERGY** weapons she has faceup when the event is played, giving her tremendous flexibility. When she uses her **PSI-ENERGY** upgrades to pay for her events (or any other cards), she can flip those upgrades to whichever side she needs. Choosing when to flip her upgrades is key to unlocking her power.

The Justice cards in this pack are focused on confusing enemies and gaining benefits from doing so. Confuse enemies with Concussive Blow and Upside the Head, then deal them extra damage with Float Like a Butterfly. Directed Force increases the damage from your attacks with keywords like piercing and overkill. Use The Power of the Mind to power Telepathy when you need extra threat removal.

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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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