

MARVEL

CHAMPIONS

THE CARD GAME

ICEMAN HERO PACK

A founding member of the X-Men and the team's prankster, Bobby Drake discovered his mutant power to generate cold and manipulate ice as a young teen. He joined Xavier's school to escape persecution in his home town, and now he fights to protect others as the hot-headed Iceman.

Frostbite Upgrade

Iceman comes with six copies of an identity-specific upgrade: Frostbite. These upgrades are set aside at the beginning of each game and do not count toward Iceman's deck size. His kit includes many abilities that attach set-aside copies of Frostbite to enemies. Each copy has a **Forced Response** that sets it aside after the enemy it is attached to activates or leaves play. When that happens, remove that copy of Frostbite from play and set it aside where it was at the beginning of the game.

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 placing 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 Term: Indirect Damage

Indirect damage dealt to a player can be divided as that player chooses among characters under their control. While assigning indirect damage, a character cannot be assigned more indirect damage than would cause it to be defeated.

Featured Keyword: Permanent

A card with the permanent keyword cannot be defeated, leave play, or have any part of its text box blanked, except by card abilities in the same set (hero set, scenario set, or modular set).

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.

ICEMAN / AGGRESSION

Iceman excels at slowing enemies down or freezing them outright. Play Ice Wall to prevent damage from enemy attacks, or attach Frozen Solid to an enemy to prevent its next activation. Play Ice Blast to attach a set-aside copy of Frostbite to the villain and each enemy engaged with a player, then deal damage to each enemy with Frostbite attached!

With the Aggression aspect, attach Suppressing Fire to a minion to heal damage after it's defeated. Then, play Surprise Move or Take That! to deal extra damage to an enemy with an upgrade attached!

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MARVEL

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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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