

MARVEL

CHAMPIONS

THE CARD GAME

NIGHTCRAWLER HERO PACK

Shunned for his demonic appearance, Kurt Wagner's mutant heritage and gentle heart earned him a family in the X-Men. Now he uses his teleportation power and adventurous spirit to thwart injustice as the incredible Nightcrawler!

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

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: Alliance

When a player declares their intention to play an alliance card, any player(s) may help pay the costs for that card.

Featured Term: Tuck

When an ability tells you to tuck a card under another card, place the tucked card faceup under the other card. The tucked card is not in play. When a card leaves play, any cards tucked under it are discarded.

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.

NIGHTCRAWLER / PROTECTION

Nightcrawler's ability to teleport allows him to defend and attack multiple enemies at once. Attach Bamf! to an enemy and use it to defend against that enemy without exhausting. Play Tally Ho! to return that copy of Bamf! to your hand and deal 3 damage to the attacking enemy. Play Bamf! again and follow it up with 'Port and Punch to damage each enemy with a copy of Bamf! attached!

With the Protection aspect, attach Under Control to an enemy during your turn. During the villain phase, use Riposte to gain extra DEF when defending against that enemy and deal damage to it. If that enemy is defeated, exhaust Change of Fortune to draw 2 cards!

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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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