

# MARVEL

## CHAMPIONS

THE CARD GAME

### MAGNETO HERO PACK

*Formerly the X-Men's greatest foe, Erik Lehnsherr renounced his villainous ways and took up his friend Xavier's dream of peaceful coexistence between mutants and humans. Now he fights on the side of heroes as the mighty Magneto!*

#### 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: Linked (Card Title)

Card with the linked keyword cannot be included in a player's deck. Instead, they are set aside at the start of the game if any player's deck includes the card that brings the linked cards into play (indicated in the parentheses following the keyword). Linked cards do not count towards the minimum or maximum deck size.

#### Featured Keyword: Steady

A character with steady can have one additional stunned status card and one additional confused status card. That character is not stunned unless they have two stunned status cards, and is not confused unless they have two confused status cards. After that character's activation is replaced by a status card effect, remove all status cards of that type from that character.

#### Featured 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, resolve any boost ability on that card, and apply its boost icons to the minion's stats for this activation. Discard the boost card after the activation.

#### 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.

### MAGNETO / LEADERSHIP

Magneto has the power to control metal. Use his "Magnetic Pull" ability each turn to draw a **MAGNETIC** card from your deck. Play Magneto's Cape and Magneto's Armor to ready him and gain a stat boost each time you resolve his ability. Attach Wrapped in Metal to a minion to disable it; when the time is right, play Magnetic Missile to hurl that minion at an enemy for damage and a stun!

With the Leadership aspect, summon powerful X-Men allies such as Cyclops, Phoenix, and Kid Omega. Each one has an ability that triggers upon entering play. After using them to thwart or attack, play Noble Sacrifice and discard them to heal Magneto and gain a tough status card!

### CREDITS

**Expansion Design and Development:** Caleb Grace

**Additional Development:** Tony Fanchi

**Producer:** Molly Glover

**Editing:** B.D. Flory

**Proofreading:** Jeremy Gustafson

**Game Rules Specialist:** Alex Werner

**Product Line Manager:** Gavin Duffy

**Game Design Manager:** Colin Phelps

**Expansion Graphic Design:** Joseph D. Olson

**Graphic Design Manager:** Mercedes Opheim

**Art Direction:** Steve Hamilton, Jeff Lee Johnson, and Kate Swazee

**Managing Art Director:** Tony Bradt

**Quality Assurance Specialist:** Zach Tewalthomas

**Licensing Coordinators:** Kira Hartke and Kaitlin Souza

**Licensing Approvals Manager:** Dana Cartwright

**Production Management:** Justin Anger and Austin Litzler

**Visual Creative Director:** Brian Schomburg

**Director of Studio Operations:** John Franz-Wichlacz

**Product Strategy Director:** Jim Cartwright

**Executive Game Designer:** Nate French

**Head of Studio:** Chris Gerber

*Special thanks to José Guzmán.*

### MARVEL

**Licensing Approvals:** Amanda Barker

*To the Marvel Comics artists whose amazing work is featured in this game: Thank you, thank you, thank you.*

### PLAYTESTERS

Simon Roger Bryan Andrews, AJ Bajada, Fabianus Bayu, D. Shannon Berry, Andrew Brown, Tyler Bruso, Alex Burte, Dylan Chin, Shane Cole-Hayhow, Patrick Collette, David Comerford, Joshua Cooper, Benjamin Davan, Robin FitzClemen, Calvin M. Green, Grégory Henriques, Matthew Herdman-Payne, Christopher Hughston, Nathan Huttner, Brice Kennedy, Christopher Kowall, Zach Lawson, Marcel Leonardo, Craig Lincoln, Jubilee Locke, Shea Locke, Steve Majka, Nathan Meehan, Philip Metcalf, Lucas Miller, Jess Muench, Luke Muench, Paul Mulder, Samir Nathwani, Jeff Northman, Parker Pearson, Michael Pelfrey, Sam Pigden, Richard Pufky, Stephen Redman, Ken Rothstein, Sergie Rudoy, Phil Schadt, Brian Schwebach, Caroline Seabrook, Jimmie Sharp, Devin Stinchcomb, Catherine Stippell, Chris Thompson, Mike Turner, Brian Vassalo, and Ryan Wolohan



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