

MARVEL

CHAMPIONS

THE CARD GAME

SILK HERO PACK

After being bitten by the same radioactive spider as Peter Parker and gaining similar spider powers, Cindy Moon spent years of her life isolated in a bunker to protect Earth from the ravenous spider-hunters known as the Inheritors. Now freed from that bunker, Cindy fights crime on the streets of New York, both as an investigative journalist and as the superhero known as Silk.

Featured Card Type: Player Side Scheme

Player side schemes are a 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.

Featured Keyword: Piercing

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

Featured Keyword: Requirement (Resources)

A card with the requirement keyword cannot be played unless each resource of the specified type is spent while paying for that card's cost.

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.

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 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.

SILK / PROTECTION

Silk's "Silk Sense" allows her to learn her opponent's tendencies and counter them. This is represented by encounter cards she tucks under her identity using her hero ability. She benefits from these tucked cards when interacting with other cards from the same encounter set (shown in the bottom left corner of the encounter card). Her Spider Claws increase the damage she deals to enemies matching the encounter set of a tucked card, while Outwitted increases her threat removal from matching cards. Silk's alter-ego ability and cards like Organic Webbing let her spend tucked cards for benefits that can enable her to defeat minions or side schemes to replace the discarded card, allowing her to tuck the cards she wants.

With the Protection aspect, Silk can turn her high DEF stat into damage using "Stop Hitting Yourself." Spider-Man can ready Silk to use additional basic powers, while Scarlet Spider and Energy Shield can keep Spidey around longer.

CREDITS

Expansion Design and Development: Tony Fanchi

Additional Development: Frank Brooks and Caleb Grace

Producer: Molly Glover

Editing: B.D. Flory

Proofreading: Jeremy Gustafson

Games Rules Specialist: Alex Werner

Product Line Manager: Gavin Duffy

Game Design Manager: Paul Klecker with Kate Morgan

Expansion Graphic Design: Joseph D. Olson

Graphic Design Manager: Mercedes Opheim

Art Direction: Tim Flanders, Jeff Lee Johnson, and Kate Swazee

Managing Art Director: Tony Bradt

Quality Assurance Specialist: Zach Tewalthomas

Licensing Coordinator: Kira Hartke

Licensing Approvals Manager: Kaitlin Souza

Head of Licensing, North America: Ariel Didier

Production Management: Justin Anger and Austin Litzler

Visual Creative Director: Brian Schomburg

Director of Studio Operations: John Franz-Wichlacz

VP of Strategy: Jim Cartwright

Executive Game Designer: Nate French

Head of Studio: Chris Gerber

Special thanks to Michael Boggs and 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

James Anderson, Simon Roger Bryan Andrews, Ricky Bachmann, Chet Banger, Tanner Barth, Kurt Beekmans, Matthew Beyer, Brian Blair, Alec Bollig, Andrew Brown, Jason Brown, Thomas Brygmann, Alex Burte, Mike Butz, Paul Carlson, Colby Chappell, Keely Chappell, Ryan Clapp, Scott Clapp, Patrick Collette, David Comerford, Kimberly Ezeama, Julio Wankenobi Fernandez, Eric Fersten, Mattison Froese, Calvin M. Green, Jeff Gum, Matthew Herdman, Nelson Hernandez, Doug Hester, Christopher Hughston, Nathan Huttner, Sean Illg, Angel Juncal, Chris Leeper, Craig Lincoln, Litus, Jubilee Locke, Shea Locke, Gonzalo Owen Lopez, Stephen Majka, Nathan Meehan, Danielle Mendus, Philip Metcalf, Luke Muench, Paul Mulder, Shane Michael Murphy, Samir Nathwani, Carson Nelson, Jeffrey Northman, Michael Pelfrey, James Phillips, Sam Pigden, Leonardo Ponce Pinazo, Richard Pufky, Anthony Rando, Roscoe Rea, Stephen Redman, Lakeisha T. Robinson, Mike Rodger, Brandt Sanderson, Phil Schadt, Caroline Seabrook, Caitlin Smith, Jess Souder, Samantha Tano, Derek Tellier, Chris Thompson, Rusty Thompson, Jared Townsend, Brian Vassalo, David Drago Velasco, Gregory Walsh, Ben Waxman, Berit Wickland, Kevin Wickland, Neal Witt, Rollin Wonnell, and Scott Woodward



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