MARVEL CHAMPIONS
THE CARD GAME

ELEKTRA HERO PACK

A martial arts prodigy, Elektra Natchios was recruited by the Hand at a young age and trained in the arts of stealth and assassination. Now reborn, Elektra uses her deadly skills to protect the people and places that she loves.

The Ninja Deck
Elektra begins each game with a separate *Ninja* deck that can shuffle special encounter cards into the encounter deck via card abilities. To create the *Ninja* deck, shuffle the six *Ninja* cards together and place the deck facedown next to your identity card. Do not look through the *Ninja* deck during play. Cards will instruct you when to shuffle *Ninja* cards into the encounter deck and when to shuffle them back into the *Ninja* deck.

Updated Keyword: Villainous
When a character with villainous uses a basic power, give it a facedown boost card from the top of the encounter deck. When resolving that basic power, turn the boost card faceup, resolve any boost ability on that card, and apply its boost icons to the character's stats for this use. Discard the boost card after the basic power resolves.

New Keyword: Discount X (*TRAIT*)
When a player plays a card with discount X, its resource cost is reduced by X if that player's identity has the specified trait. If more than one trait is specified, the cost is reduced by X if the player's identity has any of the specified traits.

New Keyword: Prerequisite (form or *TRAIT*)
In order for a player to play a card with prerequisite (form) or prerequisite (*TRAIT*), their identity must be in the specified form (i.e. Hero or Alter-Ego form) or have the specified trait.

New Term: "Exactly Defeat"
When a card ability requires a character to "exactly defeat" an enemy, that enemy must be defeated by an attack that dealt no excess damage.

When a card ability requires a character to "exactly defeat" a side scheme, that side scheme must be defeated by a thwart that did not attempt to remove more threat than was necessary to defeat the scheme. For example, a thwart that can remove 2 threat from a scheme can exactly defeat a scheme with 2 threat on it, but not a scheme with 1 threat on it.

Featured Terms
The following terms have appeared in previously released products. See the Rules Reference by scanning the QR code below or by visiting: fantasyflightgames.com/marvel-champions-rules

- **Amplify Icon (ক)**
- **"Find"**
- **Linked**
- **Player Side Scheme**
- **Ranged**
- **Team-Up**
- **Victory X**

ELEKTRA / AGGRESSION

Elektra strikes the villain when they least expect it, calling in contacts from her History with the Hand to perform a covert Ninja Strike. Use her Acrobatic Prowess to move through battle unfazed, then bring out Elektra's Sais to eliminate your foes with some Killer Blows!

With the Aggression aspect, bring in iconic martial artists like Shang-Chi or Black Cat, who are masters at defeating minions as precisely as possible. Set up multiple enemies with Shuriken, then take them all out with one big Chain Reaction!

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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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