MARVEL CHAMPIONS
THE CARD GAME

IRON FIST HERO PACK

Following in his father's footsteps, Danny Rand inherited the Rand Corporation and sought out the mystical city of K'un-Lun in the Himalayas. After training for a decade within the pocket dimension, he absorbed the mystical energies of Shou-Lao the Undying. A master of kung fu and channeler of the energy that flows through all living things, chi, Danny Rand became the living weapon of K'un-Lun: the Iron Fist.

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 and the player's identity has at least one of the specified traits, the cost is reduced by X.

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 two threat from a scheme can exactly defeat a scheme with two threat on it, but not a scheme with one threat on it.

New Term: "Exactly Defend"
When a card ability requires a hero to "exactly defend" an attack, the defender's modified DEF must equal the attacker's modified ATK for that attack. Effects that reduce or prevent damage (such as tough status cards) cannot be used to meet this requirement.

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

- **"Find"**
- **Team-Up**
- **Temporary**
- **"Tuck"**
- **Vulnerable**

IRON FIST / PROTECTION

Iron Fist wants to play lots of low-cost cards to rack up the chi counters that power up his strongest abilities. Note that his alter-ego ability doesn't cause Danny to discard chi counters if he has above 4. Using this to his advantage, he can flip into alter-ego with more than 4 counters and then the next turn flip back to hero and have a really explosive turn. Also, knowing when to use each of his five techniques is a vital skill to maximizing his potential.

With the Protection aspect, Iron Fist can use Tonfas alongside Redirection Mastery to try to perfectly defend and keep pressure on the villain. Against particularly strong opponents, Defiance can guarantee an exact defense.

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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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