

**MARVEL**  
**CHAMPIONS**  
THE CARD GAME  
**THE ONCE AND FUTURE**  
**KANG**  
Scenario Pack

The *Once and Future Kang* Scenario Pack is an expansion for *Marvel Champions: The Card Game*. It contains one scenario, Kang, and three modular encounter sets — Anachronauts, Master of Time, and Temporal. An additional villain set, Expert Kang, is also included.

**EXPANSION SYMBOL**

The cards in this expansion can be identified by this symbol before each card's collector number.





## S.H.I.E.L.D. BRIEFING

Attention, heroes!

*Kang the Conquerer has traveled here from the distant future in order to subdue Earth with his advanced technology. It's up to you to thwart his temporal invasion, but beware his power to manipulate time!*

## NEW KEYWORDS

### Incite X

When a card with the incite X keyword is revealed, place X threat on the main scheme.

### Piercing

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

### Villainous

When a minion with the villainous keyword 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 and apply its boost icons to the minion's stats for this activation. If the boost card has a boost ability, resolve its effects. Discard the boost card after the activation.

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## SETUP

When setting up the Kang scenario, stage 1A instructs the players to set each copy of Kang (II) and Kang (III) aside. This means that Kang (I) is the only villain in the villain deck at the beginning of the game. Kang (II) and Kang (III) will enter play through the card effects on main schemes 3A and 4A. The players must defeat Kang (I), Kang (II), and Kang (III) in order to win the game.

## CREATE SEPARATE GAME AREAS

When the players advance to stage 2A, each player reveals their own random stage 3A in turn order. This represents Kang using his power to separate the heroes through time and space. Each stage 3A tells the player who revealed it to "create your own game area and place this scheme in it." To do this, place your stage 3A on the table directly in front of your play area. Then, resolve the rest of your stage 3A's "When Revealed" effect by adding the specified version of Kang (II) to your game area and dealing yourself an encounter card from the encounter deck.

After each player has finished resolving the "When Revealed" effect on their stage 3A and flipped it to its 3B side, flip stage 2A to 2B. Stage 2B remains in play in a central location and its text remains active for all players, though it is not part of any other game area.

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## EXAMPLE GAME-STATE AFTER RESOLVING TEXT ON STAGES 2A AND 3A:



STAGE 2B GAME AREA

PLAYER #1'S GAME AREA



PLAYER #2'S GAME AREA



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PLAYER #4'S GAME AREA



PLAYER #3'S GAME AREA



## PLAYING WITH SEPARATE GAME AREAS

While players are playing with separate game areas, the following rules apply: **Cards and components in one game area cannot affect another game area (with the exception of the text on stage 2B).** Players cannot attack or defend enemies in other game areas, and they cannot target any game elements in the other game areas.

While the players are in separate game areas, they continue to use the same encounter deck and encounter discard pile. Play still proceeds in turn order, and the first player token is still passed to the next player at the end of the villain phase.

### JOINING ANOTHER GAME AREA

When you defeat Kang (II) in your game area, you are instructed to join another game area at the end of the phase. To do this, choose a game area and reorient the cards on the table to indicate that you have joined that game area. Any side schemes that were in play in your previous game area become part of the game area that you join. Any minions that were engaged with you remain engaged with you.

Players that share a game area are free to defend for each other, attack minions engaged with each other, and play cards under each other's control per the normal rules of the game.

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## STRATEGY TIP

If a player is in danger of being defeated by Kang (II), that player should change to alter-ego form and recover hit points. It is better to let Kang (II) complete his main scheme than to let Kang (II) defeat your hero.

## ADJUSTABLE DIFFICULTY

For players who want to experience a greater challenge, *The Once and Future Kang* comes with an Expert Kang villain set. To play the scenario in expert mode, replace all six villains in the Kang encounter set with the six villains from the Expert Kang set and add the Expert encounter set to the encounter deck. (The Expert encounter set is found in the *Marvel Champions* core set.)

## MODULAR ENCOUNTER SETS

This scenario pack comes with three new modular sets: Anachronauts (difficulty 8), Master of Time (difficulty 6), and Temporal (difficulty 4). All three encounter sets can be included in other scenarios, like the modular encounter sets from the core set. For your first time playing *The Once and Future Kang*, we recommend using the Temporal set. To increase the difficulty of the Kang scenario, you can replace the Temporal set with either the Master of Time set or the Anachronauts set.

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## RULES CLARIFICATIONS

**Q:** How do I resolve encounter card effects that refer to "each player" while I am in my own game area?

**A:** "Each player" refers to each player in the same game area. If you are the only person in your game area, then "each player" refers only to you.

**Q:** Can two players control the same unique cards while they are in different game areas?

**A:** Yes. Cards in one game area cannot affect other game areas, so a unique card in one game area places no limitations on the others. When players combine game areas, they must discard copies of unique cards until only one of each remains in that game area. If the players cannot agree which one to discard, the first player decides.

**Q:** What happens to status cards and attachments on Kang when he is defeated?

**A:** Normally when a villain is defeated, attachments and status cards on that villain are transferred to the next villain in the villain deck. However, there is no next villain in the villain deck in *The Once and Future Kang*, so attachments and status cards are not transferred from Kang (I) to Kang (II), or from Kang (II) to Kang (III).

**Q:** If I use the Master of Time encounter set to play the Kang scenario, can the Kang (Master of Time) minion enter play while Kang is the villain?

**A:** Yes. The Kang minion has a different subtitle (Master of Time) from each Kang villain and is therefore a different character. There are many versions of Kang from different timelines and they sometimes join forces. Beware!

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## CREDITS

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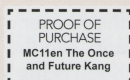
### MARVEL

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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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