MARVEL

CHAMPIONS

THE CARD GAME

CIVIL WAR

RULEBOOK

CIVIL WAR

"The public will no longer tolerate superpowered individuals operating outside the law. That's why they passed the Superhero Registration Act." —Iron Man

Welcome to the *Civil War* custom scenario expansion! This set features two new heroes and four preconstructed scenarios that help recreate one of Marvel's biggest story events. Each preconstructed scenario features an iconic leader in place of a villain, pitting the players against a heroic Avenger!

LEADER CARDS

There are four ready-to-play, preconstructed scenarios in this expansion. Each one features a new leader: Iron Man, Captain Marvel, Captain America, and Spider-Woman. See pages 7-8 for their preconstructed scenarios.

IDENTITY CARDS

Two pre-built player decks introduce two new heroes: Tigra and Hulkling. See page 18 for their decklists.

COMPONENTS

➤ 274 cards, consisting of 98 player cards, 16 leader cards, 158 encounter cards, and 2 quick reference cards.

SET SYMBOL

Cards from the *Civil War* expansion can be identified by this set symbol:

CUSTOM SCENARIO EXPANSION

Unlike previously released expansions for *Marvel Champions*, the *Civil War* expansion does not include five interconnected scenarios and a campaign mode. Instead, this expansion comes with four preconstructed scenarios plus everything you need to build your own custom scenarios. You can use any of the preconstructed scenarios, or your own custom ones, to play a game of *Marvel Champions* in the traditional cooperative format, or you and a friend can exchange scenarios to challenge each other in the new competitive game mode introduced in this expansion!

LEADERS

Leader is a new card type introduced in this expansion. Leaders are used in place of villains in *Civil War* scenarios and they function exactly the same as villains. The only difference between leaders and villains is that players can team up with their chosen leader in competitive play. Game rules and card abilities that affect or interact with villains affect leaders the same way.

CONTENT OVERVIEW

The story of *Civil War* split the Avengers by forcing them to choose sides in response to the Superhero Registration Act. The resistance side went underground to fight against what they saw as an unjust law, while the registration side agreed to work for the government and hunt down the rebel heroes.

To bring this experience to your gaming table, the *Civil War* expansion is divided into registration and resistance cards that can be used to build your own custom scenarios.

Each side has the following content:

2 Leaders

- For registration: Iron Man and Captain Marvel.
- For resistance: Captain America and Spider-Woman.

Each leader has 4 stages and their own 10-card encounter set.

- Stages III and IV replace stages I and II in expert mode.

Additionally, each leader comes paired with 4 basic player cards.

- These leader-specific player cards are used only when playing in competitive mode.

8 Main Schemes

- 4 stage 1s.
- 4 stage 2s.

8 Modular Encounter Sets

- Each set is exactly 5 cards.
- Each set includes at least 1 minion, 1 treachery, and 1 side scheme.

1 Standard PvP Encounter Set

- This set replaces the standard encounter set when playing in competitive mode.

CREATING A CUSTOM SCENARIO

Customizing scenarios is a core part of *Marvel Champions*. In previous expansions, each scenario allowed players to swap one or two recommended modular sets with different ones to create new experiences. However, the villains in each scenario are always paired with the same main scheme deck.

The *Civil War* expansion takes scenario customization a step further by allowing players to mix and match different leaders with different main schemes as well as modular sets for a fully customized experience.

To build a custom scenario, follow these 4 easy steps:

1. Choose a side: registration or resistance.

- When playing in competitive mode, each team must choose a different side.
- Each side uses different colors to identify its modular sets and main schemes.

REGISTRATION

RESISTANCE

2. Select a leader.

- You must select a leader from the chosen side.
  - Registration options are Iron Man or Captain Marvel.
  - Resistance options are Captain America or Spider-Woman.
- Each leader comes with a 10-card encounter set that forms the foundation of their encounter deck.

3. Build the selected leader's encounter deck.

- Select three or four modular sets from the chosen side. (You cannot mix registration and resistance modular sets.)
- Add a copy of the standard encounter set.
  - Use the standard PvP set instead when playing in competitive mode.
- Shuffle these sets together with the selected leader's encounter set.
- The selected leader's encounter deck is ready!

4. Build the selected leader's main scheme deck.

- ➤ Select one of the four main scheme stage 1s from the chosen side. Each stage 1 has the same side A and a different side B.

- ➤ Select one of the four main scheme stage 2s from the chosen side. Each stage 2 has the same side A and a different side B.

- ➤ Put stage 1 on top of stage 2.

- ➤ The selected leader's main scheme deck is ready!
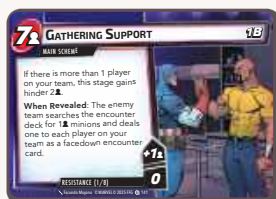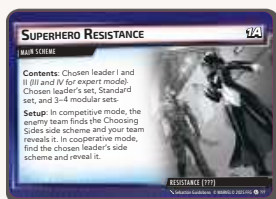
RANDOM SCENARIO CREATION

For players who want to be surprised, or perhaps surprise their opponents, scenarios can be created completely at random: Simply follow the steps of Custom Scenario Creation but choose your side, your leader, your 3-4 modular sets, and your two main scheme stages all at random. If you do this without looking at the modular sets or main schemes, you won't know all the cards in the encounter deck or what main scheme abilities to expect. This adds a fun layer of tension to each new reveal that keeps the game fresh and exciting.

FURTHER CUSTOMIZATION

The modular sets included in this expansion are fully compatible with the rest of *Marvel Champions* and modular sets from other products may be included in your custom *Civil War* scenarios during cooperative play. However, modular sets that don't belong to either the registration or resistance cannot be used with *Civil War* scenarios in competitive mode.

PLAYING A CUSTOM SCENARIO

Once you've created your own custom scenario, you are ready to play a game of *Marvel Champions*! The *Civil War* expansion offers you two ways to do that: cooperatively or competitively.

Note: The preconstructed scenarios outlined on pages 7-8 can be used to play both game modes. Each scenario was built to serve as a solid introduction to cooperative and copetitive play.

PLAYING A CUSTOM SCENARIO COOPERATIVELY (OR SOLO)

The *Civil War* expansion fully supports cooperative play for 1-4 players. However, many of the encounter cards in this set were built to highlight the exciting new possibilities of having an enemy team in competitive mode. As a result, some of the language on the cards requires clarification in cooperative mode.

To play a custom *Civil War* scenario cooperatively, simply follow the normal rules of the game with these clarifications in mind:

- The leader in play is called "the enemy leader."
  - Any rule or ability that refers to "the villain" refers to the enemy leader.
- Any rule or ability that refers to "the enemy team" refers to the players.
  - Resolve these abilities using the grim rule: Imagine what an opponent would do if it were their choice.
- A card ability that refers to "your leader" cannot be resolved.
  - These cards typically have alternate effects that will resolve instead. Do as much as you can.

PLAYING A CUSTOM SCENARIO COMPETITIVELY

One of the best things about creating your own custom scenario is the ability to share it with your friends and be surprised by theirs. When you don't know what cards are in the encounter deck, each new encounter card revealed is an exciting moment! The competitive mode introduced in this expansion was created in part to allow players to experience the thrill of the unknown again and again.

In a competitive game of *Marvel Champions*, two teams compete to see which side will defeat the enemy team's leader first. Once underway, a competitive game of *Marvel Champions* plays the same as a regular game but with a few twists.

PRECONSTRUCTED REGISTRATION SCENARIOS

The *Civil War* expansion comes with two preconstructed registration scenarios: Iron Man and Captain Marvel. Either one can be used to play a cooperative or competitive game right out of the box.

IRON MAN

Iron Man was horrified to see the damage done by reckless heroes trying to emulate the Avengers, and he wholeheartedly backed the Superhero Registration Act as a result. After it was passed, he designed a high-tech prison in the Negative Zone to house those heroes who refuse to obey the law.

Leader Deck: Iron Man (I), Iron Man (II)

Remove Iron Man (I) and (II) and add Iron Man (III) and (IV) for expert mode.

Main Scheme Deck: Cut Off Support, Negative Zone Prison

Encounter Deck: Iron Man, Mighty Avengers, The Initiative, Maria Hill, Dangerous Recruits, and Standard encounter sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Maria Hill, Mighty Avengers, The Initiative, and Dangerous Recruits sets can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

CAPTAIN MARVEL

As a S.H.I.E.L.D. member and leader of Alpha Flight, Captain Marvel is a strong advocate for the chain of command. She believes superheroes should be properly trained and governed by S.H.I.E.L.D., and she agrees to arrest those who refuse.

Leader Deck: Captain Marvel (I), Captain Marvel (II)

Remove Captain Marvel (I) and (II) and add Captain Marvel (III) and (IV) for expert mode.

Main Scheme Deck: S.H.I.E.L.D. Recruits, Hunting Rebel Heroes

Encounter Deck: Captain Marvel, Cape-Killer, Martial Law, Heroes for Hire, Paladin, and Standard encounter sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Cape-Killers, Martial Law, Heroes for Hire, and Paladin sets can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

PRECONSTRUCTED RESISTANCE SCENARIOS

The *Civil War* expansion comes with two preconstructed resistance scenarios: Captain America and Spider-Woman. Either one can be used to play a cooperative or competitive game right out of the box.

CAPTAIN AMERICA

While trained to follow orders as a soldier during WWII, Captain America also witnessed what happens when a government is granted too much authority, and he opposed the Superhero Registration Act as a result. Now Cap assembles a team of renegade Avengers to fight crime and win back the public trust.

Leader Deck: Captain America (I), Captain America (II)

Remove Captain America (I) and (II) and add Captain America (III) and (IV) for expert mode.

Main Scheme Deck: Gathering Support, Secret Avengers

Encounter Deck: Captain America, New Avengers, Secret Avengers, Namor, Atlanteans, and Standard encounter sets. (The Standard set can be found in the *Marvel Champions* core set.)

The New Avengers, Secret Avengers, Namor, and Atlanteans sets can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

SPIDER-WOMAN

As a former high-ranking S.H.I.E.L.D. agent, Spider-Woman has seen the global peace-keeping organization's flaws first hand. When given the choice to reenlist or face arrest, she goes underground to help her superpowered colleagues fight for their freedom.

Leader Deck: Spider-Woman (I), Spider-Woman (II)

Remove Spider-Woman (I) and (II) and add Spider-Woman (III) and (IV) for expert mode.

Main Scheme Deck: Open Rebellion, Neighborhood Protectors

Encounter Deck: Spider-Woman, Spider-Man, Defenders, Hell's Kitchen, Cloak & Dagger, and Standard encounter sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Defenders, Hell's Kitchen, Cloak & Dagger, and Spider-Man sets can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

FEATURED TERMS

"Find"

When you are instructed to find a card, search each area where the card could be found (play area, set-aside area, player deck, discard pile, encounter deck, etc.). Do **not** search the victory display, cards that have been removed from the game, or facedown encounter cards currently dealt to players. Do not search game areas unnecessarily if you know where the card you are looking for can be found.

FEATURED KEYWORDS

Hinder X

When a card with hinder X enters play, place X threat on that card.

Patrol

While a minion with patrol is engaged with a player, that player cannot use cards they control to thwart the main scheme.

Permanent

A card with permanent cannot be defeated, leave play, or have any part of its text box blanked, except by card abilities in the same set (hero set, scenario set, or modular set).

Piercing

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

Ranged

An attack with ranged ignores the retaliate keyword.

Setup

A card with setup begins the game in play.

Stalwart

A character with stalwart cannot be stunned or confused.

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.

Teamwork (*TRAIT*)

After a minion with teamwork enters play and engages a player, if there is at least one other minion that shares the specified trait in play, the minion that just entered play activates against the player it is engaged with.

Example: Jason is engaged with Spider-Man when Emily reveals and engages Falcon, who has Teamwork (AVENGER). Because Spider-Man also has the AVENGER trait, Falcon activates against Emily.

Victory X

When a card with victory X is defeated, place it in the victory display instead of its owner's discard pile.

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.

VICTORY DISPLAY

The victory display is an out-of-play game area shared by all players. Cards in the victory display follow the standard rules for out-of-play cards.

AMPLIFY ICON (✈)

The amplify icon increases the number of boost icons on boost cards. When a boost card is turned faceup **during an enemy activation**, add one additional boost icon to that card for each amplify icon in play.

ALTERNATE ENCOUNTER CARD BACK

This product contains a variation on the standard encounter card back. This card back allows players to differentiate these cards from other cards of the same type as the rules for these cards prevent them from entering a deck, a discard pile, or a player's hand.

THEN LET'S GO GET OUR FRIENDS.

WHERE ARE YOU TAKING THEM?

S.H.I.E.L.D. BUILT A HOLDING FACILITY IN THE NEGATIVE ZONE. NO ONE GETS IN OR OUT EXCEPT THROUGH A SECURE GATEWAY.

INSIDE CAPTAIN AMERICA'S SECRET HEADQUARTERS

I HAVE LOCATED THE GATEWAY TO PRISON 42.

COMPETITIVE MODE

For players who want to test their mettle against a live opponent, the *Civil War* custom scenario expansion provides rules for an exciting new competitive mode! This mode can be played either 1v1 (one registration player against one resistance player) or 2v2 (two registration players against two resistance players).

SETTING UP A COMPETITIVE GAME

To set up a competitive game of *Marvel Champions*, follow these instructions:

1. Each team builds their own encounter deck as outlined in Custom Scenario Creation on page 4.

- ▶ Each team must pick a different side.
- ▶ Players cannot use an identity that shares a title with the leader for their side, so be sure to choose a leader that is different from your hero(es).
- ▶ Replace the standard set with the standard PvP set when playing in competitive mode.

2. The opposing teams sit across the table from each other.

3. Each team finds their chosen leader's basic player cards and sets them aside.

- ▶ The players on that leader's team can earn those cards during the game. (Explained on page 16.)

4. The teams trade scenarios with each other so that each team faces the leader, main scheme deck, and encounter deck prepared by the opposing team.

- ▶ Each team brings exactly 1 scenario to the game regardless of the number of players on each team.

5. Follow the normal setup rules for the game.

REGISTRATION GAME AREA

Registration Player 2 Play Area
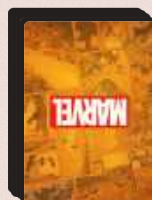
Registration Player 1 Play Area

Registration Player 2 Deck

Registration Player 2 Hero

Registration Player 1 Hero

Registration Player 1 Deck

First Player Token

Encounter Deck

Choosing Sides

Enemy Leader

Main Scheme Deck

RESISTANCE GAME AREA

Main Scheme Deck

Enemy Leader
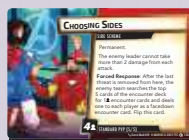
Choosing Sides

Encounter Deck

First Player Token

Resistance Player 1 Play Area

Resistance Player 2 Play Area

Resistance Player 1 Deck

Resistance Player 1 Hero

Resistance Player 2 Hero

Resistance Player 2 Deck

PLAYING A COMPETITIVE GAME

To play a competitive game of *Marvel Champions*, follow these rules in addition to the regular game rules:

The registration team goes first each round. In a 2v2 game, each team has its own first player token that passes at the end of their villain phase. If you do not have enough tokens or dials, you can use coins, pen & paper, etc.

Each round is threaded as follows:

» The registration team plays their entire hero phase, including readying their cards and refilling their hands.

» The resistance team plays their entire hero phase, including readying their cards and refilling their hands.

» The registration team plays their entire villain phase.

» The resistance team plays their entire villain phase.

During your opponents' hero and villain phases, your side of the table is inactive and you should observe their game to make sure they don't accidentally miss any relevant game effects.

UNIQUE RULE AND OTHER ABILITIES

Card abilities on your side of the table completely ignore cards on the other side of the table unless they specifically refer to them.

The unique rule only applies to your player cards and your teammate's player cards. Unique enemy cards have no impact on unique friendly cards.

» Players still cannot use a hero if it has the same title as their chosen leader.

» For example, if the registration team chose Iron Man as their leader, neither player on the registration team can use the Iron Man hero for that game.

Encounter cards from a leader's encounter set that refer to that leader by its title only refer to that leader and NOT a hero or ally version of that character.

» For example, a card in Captain America's encounter set that says "Attach to Captain America" only refers to the Captain America leader and NOT a hero or ally version of Captain America.

Abilities that refer to "the enemy leader" refer to the leader you are fighting.

Abilities that refer to "the enemy team" refer to the players on the team you are playing against.

Abilities that refer to "enemy" or "enemies" refer to the leader you are fighting and any minions on your side of the table.

» It does NOT refer to your opponents' allies or identities.

If a player has more than one encounter card to reveal, they must reveal them in the order they were dealt. This can allow players to set up encounter card combos.

WHEN THE ENEMY LEADER ATTACKS YOUR LEADER

Some card abilities cause the enemy leader to attack your leader. These attacks ignore the guard keyword and no player can declare a defender.

To resolve an attack by the enemy leader against your leader, follow these steps:

1. Give the attacking leader a facedown boost card from its encounter deck.

2. The first player on the defending leader's team turns that card faceup and resolves its effects.

3. Place the attacking leader's boost card into its encounter deck discard pile.

4. The attacking leader deals damage to the defending leader equal to its total ATK.

LEADER-SPECIFIC BASIC CARDS

Each leader comes with 4 basic player cards. These cards are set aside during step 3 of "Setting Up a Competitive Game." Players earn 2 of their leader's basic player cards by defeating the "Choosing Sides" side scheme in their game area.

Once a player has earned 2 of their leader's basic player cards, those cards become part of that player's deck for the rest of the game.

WINNING A COMPETITIVE GAME

There are three ways to determine the winning team:

- Whichever team defeats the enemy leader first wins.
- Whichever team's leader completes its main scheme 2B first wins.
- Whichever team's leader defeats all their opponents' identities first wins.

The game does not end until both sides have played an equal number of phases.

If the registration team is the first to lose the game either by the enemy leader completing its scheme or having each of their heroes defeated, the game will continue through the end of the resistance team's next phase. If the resistance team also lose the game due to the enemy leader completing its scheme or having each of their heroes defeated, both teams lose the game.

If the registration team is the first to defeat the enemy leader, the game will continue through the end of the resistance team's next phase. If the resistance team also defeats their enemy leader, the game is a tie.

If the registration team defeats the enemy leader during their hero phase, **the resistance leader does not leave play immediately**. It remains on the table through the end of the resistance team's next phase so it can still be targeted by resistance player card effects.

TIE-BREAK CONDITIONS

In the event of a tie, players can use the following tie-break conditions in order to determine the winner:

1. The team whose enemy main scheme deck did not advance past stage 1B wins.

2. The team with the fewest total minions and side schemes in their game area wins.

3. The team with the least amount of threat on the main scheme in their game area wins.

4. The team whose identities have the most remaining hit points wins.

5. The team with the fewest attachments on the leader in their game area wins.

Continue the registration vs. resistance conflict with the Synthezoid Smackdown Scenario Pack!

STARTER DECKS

These preconstructed decks and character introductions are intended for the player who wants to play the game immediately without customizing their own deck.

HULKLING / PROTECTION

Hulkling has the physical stamina of the Kree and the shapeshifting ability of the Skrulls. Play a **SHAPESHIFT** upgrade to ready Hulkling and modify his basic powers. Play an event, such as Armored Defense, to trigger the **Response** on his **SHAPESHIFT** upgrade. Play Shapeshifter Strike to deal 5 damage to an enemy, ready your **SHAPESHIFT** upgrade, and resolve its ability again!

Hulkling uses his incredible powers to protect people as an Avenger. To represent his selflessness, he comes paired with the Protection aspect. Boost your DEF and hit point values with Defensive Conditioning, then defend an attack without exhausting by playing "I Can Do This All Day." Play Cuts Both Ways to deal retaliate damage to the attacking enemy then finish it off with Excelsior!

Hulkling cards: Wiccan, Altman Residence, Winged Shape, Hulk Shape, Armored Shape, Imitation Shape, Alien Physiology, Shapeshifter Strike (x3), Armored Defense (x2), Impersonation (x2), Shapeshifter

Protection cards: Patriot, Brother Voodoo, Hidden Base, The Night Nurse, Excelsior, Defensive Conditioning (x3), "I Can Do This All Day" (x3), Taunt (x3), Tackle (x3), Cuts Both Ways (x3), Preservation

Basic cards: Iron Lad, Assess the Situation (x3)

Nemesis set: Super Skrull, Skrull Business, Fantastic Powers, You're Coming With Me! (x2)

Obligation: Complicated Lineage

TIGRA / AGGRESSION

Tigra has the strength and senses of a big cat. Play Hunted to put a minion into play stunned, then draw an additional card at the start of your next turn using Tigra's "On the Hunt" ability. Play Cat-Like Reflexes to keep a minion engaged with you and dodge its attack. When it's time to defeat your enemies, use Tooth and Claw to deal 4 damage to two of them, reducing the cost to play it by 1 for each minion engaged with you.

In addition to her superpowers, Tigra is a fierce fighter. To showcase her prowess, she comes paired with the Aggression aspect. Attach Suppressing Fire to a minion then defeat it outright with Coup de Grâce and heal 2 damage from your identity. Or, play Aggressive Conditioning to boost her ATK, then play Savage Strike to make a basic attack for 9 damage!

Tigra cards: Moon Knight, Precinct HQ, Cat's Head Amulet, Sharp Claws (x2), Cat-Like Reflexes (x2), Hunted (x3), Tooth and Claw (x3), Feline Senses (x2)

Aggression cards: Two-Gun Kid, Spider-Girl, Air Cover (x3), Aggressive Conditioning (x3), Suppressing Fire (x3), "Bring It!" (x3), Coup De Grâce (x3), Savage Strike (x3), Audacity

Basic cards: Yellow Jacket, Energy, Genius, Strength

Nemesis cards: The Hood, Criminal Underworld, The Hood's Mantle, Madame Masque, Jigsaw

Obligation: In Too Deep

CREDITS

Expansion Design and Development: Caleb Grace

Additional Development: Frank Brooks and Tony Fanchi

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 and Kate Morgan

Expansion Graphic Design: Joseph D. Olson

Graphic Design Manager: Mercedes Opheim

Cover Art: Michal Ivan

Comic Book Illustrations: Joey Vazquez

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

Bret Banger, Chet Banger, Tanner Barth, Sterling Beck, Gilles Belhassen, Stéphanie Belhassen, Brian Blair, Andrew Brown, Jason Brown, Alex Burte, Carlos Camerena, Hervé Chauvreau, Patrick Collette, Brian De Castro, Alice Ding, Kyle Duerst, Eric Fersten, Ryan Fralich, Mattison Froese, David Gildea, Josh Grace, Elliott Griesheim, Grégory Henriques, Nelson Rafael Hernandez, Christopher Hughston, Nathan Huttner, Sean Illg, Chris Kowall, Craig Lincoln, Kaitlyn Lujan, Steve Majka, Daniel McGregor, Nathan Meehan, Danielle Mendus, Philip Metcalf, Luke Muench, Paul Mulder, Carson Nelson, Jeffrey Northman, Michael Pelfrey, James Phillips, Richard Pufky, Roscoe Rea, Stephen Redman, Emily Rice, Nic Rice, Dan Roettgen, Will Rubenstein, Brandt Sanderson, Phil Schadt, Yordi Schaeken, Vincent Schwartz, Caroline Seabrook, John Senior, Bjorn Smeekens, Derek Tellier, Fu Thao, Chris Thompson, Giannis Tilias, Jared Townsend, Mike Turner, Brian Vassalo, Rollin Wonnell, and Scott Woodward

FREQUENTLY ASKED QUESTIONS

Q. What happens in competitive mode if the enemy leader has the same card title as my identity or ally?

A. It does not matter if the enemy leader or a minion shares the same card title as a character you control. The unique rule only applies to friendly characters in competitive mode. This includes your leader but NOT any minions in your leader's encounter deck.

Q. Do my opponent and I have to choose the same number of modular sets for our encounter decks?

A. No. Each team builds their scenario independently of each other.

Q. What happens if I reveal stage II of the enemy leader during the villain phase?

A. Resolve the stage II leader's "**When Revealed**" ability, dealing a facedown encounter card to each player on your team. Their leader cannot take any more damage until the end of the villain phase.

Q. Do I shuffle my identity's obligation into the encounter deck during competitive play?

A. Yes. Obligations are still shuffled into the encounter deck during setup when playing in competitive mode.

Q. If a leader attacks the Captain Marvel leader (#92), does it trigger the Forced Response on Energy Channel (#98)?

A. Yes it does. This can cause Captain Marvel to attack that leader.

Q. What happens to a minion with Drafted (#80) attached when it's defeated in competitive mode?

A. Place that minion in the discard pile of the encounter deck it originated from and do the same with Drafted.

Q. What happens to Cap's Shield (#143) if the identity it is attached to is defeated?

A. Cap's Shield attaches to the Captain America leader. When an attachment with the permanent keyword becomes unattached, resolve its "attach to" text.

COMPETITIVE MODE QUICK REFERENCE GUIDE

ROUND STRUCTURE

The registration team goes first each round.

The registration team completely resolves their hero phase. Then, the resistance team completely resolves their hero phase.

The registration team completely resolves their villain phase. Then, the resistance team completely resolves their villan phase.

COMPETITIVE MODE RULES

Cards in your opponent's game area are not in play in your game area and their abilities have no impact on your side unless they specifically refer to something in your area.

Abilities that refer to "the villain" or "the enemy leader" apply to the leader in your game area.

Abilities that refer to "your leader" apply to the leader in your opponents' game area.

Abilities that refer to "the players/each player/per player" only apply to the players on your team.

Abilities that refer to "the enemy team" refer to the players on the team you are playing against.

When the enemy leader attacks your leader, the first player on your team gives the enemy leader a boost card and resolves the attack.

WINNING THE GAME

Whichever team defeats the enemy leader first wins. If the registration team does this first, the resistance team has until the end of their next phase to tie.

Whichever team's leader completes its main scheme 2B first OR defeats all their opponent's identities first wins. If the resistance leader does this first, the resistance team must play out their next phase before the game ends.

In both cases, the game does not end until both sides have played an equal number of phases.