

1
EDITION

MARVEL

6+



QUICK GUIDE

MISSION ARENA

TRADING CARD GAME

INDEX

Index.....	1
Content.....	2
Intro	3
Card details.....	5
Character card.....	6
Game preparation	7
Player's turn:	
1. Cool Down & Draw	10
2. Duty Call	11
3. Replacement.....	12
4. Power Up.....	15
5. Mission Activation	16
6. Special Abilities	17
ADVANCED RULES LEVEL 1 for experienced players	
7. Challenge.....	19
8. Boost	20
9. Super Hit.....	21
10. Challenge Resolution	22
ADVANCED RULES LEVEL 2 for experienced players	26
11. Mission Resolution.....	27
12. Check Point.....	28
Special Abilities	32
ADVANCED RULES LEVEL 1 for experienced players	
Glossary.....	37

CONTENT

- This rulebook
- A single-player game board



- A deck holder
- A deck of 55 cards + 1 Secret
- Bonus marker fiches
- 7 Guide cards
- Check-list



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INTRO

AUTHORS OF THE GAMEPLAY SYSTEM:

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Players face off by building 2 Teams against each other to determine the winner. Both players draw 10 cards from the deck and deploy 3 characters. They must then lay 2 hidden characters in the Reserve Team (these are the characters who will enter combat after the defeat of the previous ones).

5 uncovered cards are then played in the Missions Zone: they represent the turns and the main method of earning Mission Points: each time you defeat your opponent, you can take the first of your Mission cards into your hand and earn the Mission Points indicated on the card.

Each deck is thematic and consists of 56 cards. Also found within the thematic decks are Villains: these are the most fearsome enemies of the Superhero Team.

Those with evil alignment can never participate in Challenges together with characters of good alignment, but they can be played in the same Active Squad or Reserve Squad. At first it is not possible to create a deck composed solely of evil characters, but by collecting cards you will be able to build it in no time.

Pre-built decks can be modified as desired, but the initial synergy is balanced to achieve the best result. Players must face each other using a deck consisting of 56 cards at all times; it is not possible to have more or fewer cards in the deck at the beginning of the game.

INTRO

HOW TO WIN?

There are 3 ways to win:

1

MISSION COMPLETE:

At the end of 5 rounds, whoever has the most Mission Points will win the game.

2

TOTAL DESTRUCTION:

If your opponent can no longer draw cards at the beginning of their turn, you have won the game.

3

BATTLE OF FATE:

Sefeat the Nemesis of one of your main characters. Some characters have sworn enemies. Should one of your **Active** characters succeed in defeating their **Active** or **Reserve** Nemesis the game would immediately end with your victory. The rule does not apply if the defeated characters are assembled in a Team card.



CARD DETAILS

AFFILIATION **NAME** **ENEMY** **SKILL**
OFF **ON**

ATTACK VALUE 350

DEFENCE VALUE 400

RESISTANCE VALUE 200

SA AREA **MISSION POINT**

TARGET

LIFE

Collection NAME **RARITY** **Collection NUMBER**

C NC R UR SECRET

CARD COLOR TYPE

BLU



ALLINEAMENT
GOOD

GREY



ALLINEAMENT
NEUTRAL

RED



ALLINEAMENT
EVIL

CHARACTER CARD

In the **Marvel Trading Card Game** there is only one type of card:

CHARACTER CARD

Some characters are alone, others in groups to form a Team (of 2, 3, 4 or 5 characters).

The cards depict the Heroes and Villains of the Marvel universe. Each card indicates Name, Stats (Attack, Defence, Resistance), Special Abilities, Mission Points, Affiliation, Nemesis (if any) and Skills.

There are 3 alignments: Good, Neutral and Evil. You can play Good and Evil characters in the same Squad (Active and Reserve) but they can never fight together in a Challenge group under any circumstances. Neutral characters can be in a group with anyone (respecting normal affiliation rules) and can be played in any Squad (Active and Reserve).

You can have a maximum of 5 identical cards (same name) in your deck: copies of the same character can be played above the card and represent extra Hit Points.

You can, however, have one copy of the same protagonist in the Mission Zone.

Example: if you have Thor in your Mission Zone you can play another copy of Thor in the Active or Reserve Squads and additional copies above him as extra Hit Points.

IMPORTANT: there are multiple versions of the same hero / villain with different rarities. Depending on rarity they will have different values and Special Abilities. You will therefore be able to have in your deck and play with a maximum of 5 characters with the same name regardless of costume version and rarity: E.g. 3 Common, 1 Ultrarare, 1 Secret or 1 Rarity Deck, 1 Common, 1 Uncommon, 1 Rare and 1 Ultrarare. You can assign them to each other as extra Hit Points, as they have the same name.

The back of the card represents the Power Point. You can play a card face down in your Phase 4 Power Up and assign it to one of your characters as Power Points. Special Abilities require Power Points for activation.

GAME PREPARATION



1 Each player opens and lays out a game board.

2 Both players shuffle their decks.

3 Both players draw 5 cards from their deck and play them **face up** to the left (**MISSION**).

GAME PREPARATION



4 Both players draw 10 cards from their deck.

5 Choose 3 cards from you hand and play them as your **ACTIVE SQUAD**. You may not play Team cards to start, see page 30 for Team card details.

6 Play 2 additional cards as your **RESERVE SQUAD**. If for some reason a player cannot play 5 different characters, he must start the game with incomplete Squads.

GAME PREPARATION



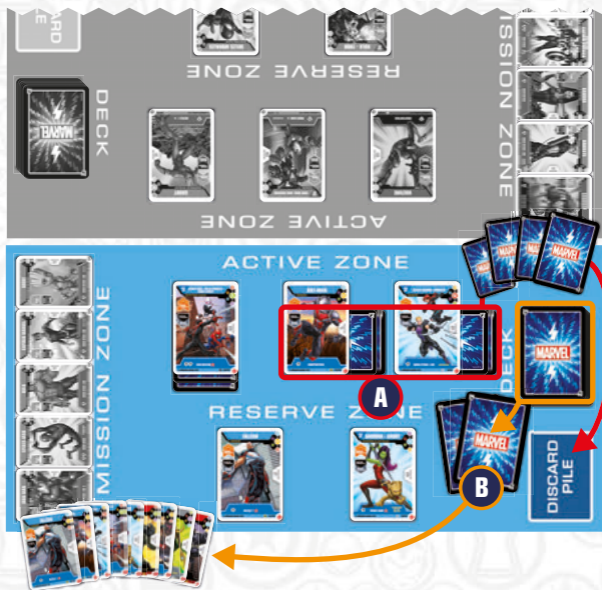
7

Both players simultaneously reveal the 3 characters deployed in the ACTIVE SQUAD and the 2 in the RESERVE SQUAD. You can assign to each one the Guide card corresponding to his Special Ability, until you have memorized them.

8

Players reveal a random card from their deck: whoever reveals the card with the lowest attack will be go first.

COOL DOWN & DRAW



A Discard all your Engaged Power Points assigned to your characters.

B Then draw 2 cards from your deck.
If you cannot draw at least 1 card you have lost the game.

DUTY CALL



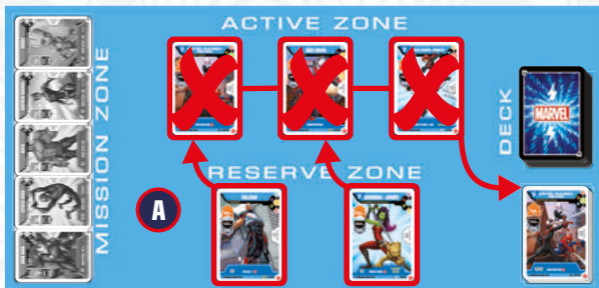
A

Reveal the first card in your deck, that character has been called into service elsewhere and cannot be used for your entire turn; if you have deployed them in your Squads they cannot cast Challenges or activate their Special Abilities.

B

Place this card in the discard pile. If the character is part of a Team, they are not affected by Duty Call. Teams are also affected by Duty Call: if you reveal a Team card equal to one deployed in your Squads, engage it for the turn.

REPLACEMENT



A If one or more members of your Active Squad have been defeated, you must replace them with new members from your Reserve Squad.



B If your Reserve Squad is not complete play from your hand the cards needed to bring your Reserve Squad back to 2.

REPLACEMENT



- C** If you don't have enough characters in your Reserve or in your hand, draw the necessary ones and play them directly into the Active Squad.



- D** You can also move a character from Active Squad to Reserve Squad or vice versa.

REPLACEMENT

REPLACEMENT EXAMPLE

You were Challenged by 3 characters during your opponent's turn and were defeated in all 3 challenges, your characters were discarded. In this step you bring the 2 characters from the Reserve Squad into the Active Squad, then you can play the 3rd one directly from your hand into the Active Squad.

Finally play 2 characters from your hand in your Reserve Squad.



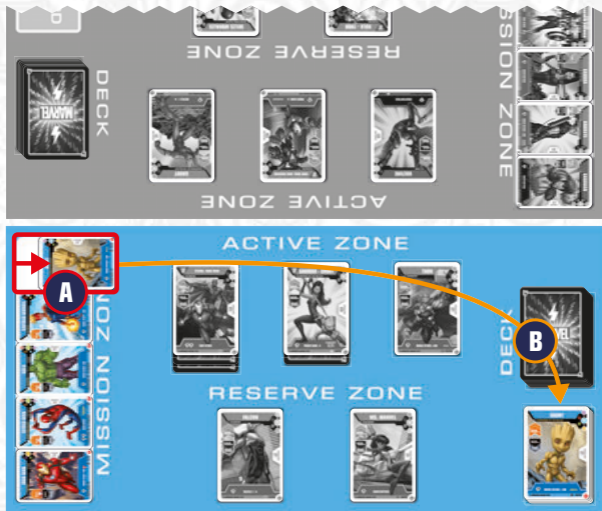
POWER UP



A Draw 3 cards from your deck without looking at them.

B You must assign them to your characters as Power Points: assign the card face down under the **Active** or **Reserve** characters, in any combination you wish (3 to the same character, 1 each, 2, 1 and 0). There is no limit to the number of Power Points a character can have. The Power Points always remains in the assigned area and never moves.

MISSION ACTIVATION



A

The Acting Player selects the first Mission in their Mission Zone starting from the top and activates it by moving it slightly to the side (meaning he will try to solve it and earn the indicated Mission Points).

The first player will skip this step on turn one; he cannot activate Missions.

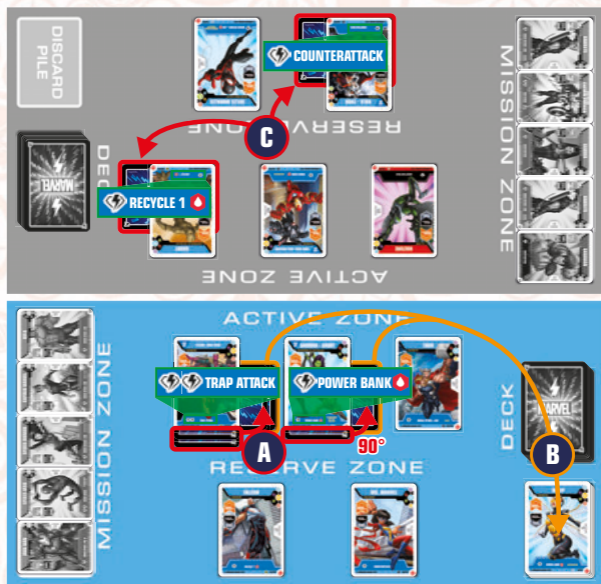
B

The Activated Mission will be discarded at the end of the turn in case it is not solved.

SPECIAL ABILITIES

ADVANCED RULES LEVEL 2 for experienced players:

Use the Special Abilities during the game just if you wish and feel like an experienced player.



SPECIAL ABILITIES

A

The active player declares which Special Offensive and/or Support abilities of their Active and Reserve characters he wants to use. Each Special Ability has a cost in Power Points and can be activated only once per turn. Only the Special Ability of the card placed on top can be activated. To highlight the activation of the Special Ability engage the required Power Points (rotate the required Power Points 90° clockwise).

B

They are to be discarded at the beginning of your next turn. Special Abilities remain active from the moment of activation until your own Cool Down phase when the engaged Power Points will be discarded causing the effect to end.

C

The defending player may activate the Defensive and/or Support Abilities of their Active and Reserve characters.

D

You can assign to your characters the Guide card corresponding to their Special Ability.



CHALLENGE



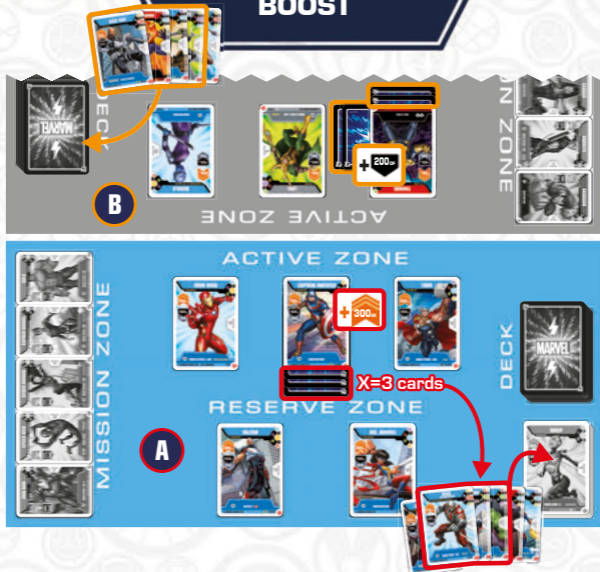
THE FIRST PLAYER WILL SKIP THIS STEP ON TURN ONE; THEY CANNOT CHALLENGE ANYONE.

The Active Player declares which opposing characters they intends to challenge and with whom. Barring exceptions or Special Abilities, only Active characters may challenge or be challenged and Challenges always take place one-on-one. The standard number of Challenges in a turn ranges from 1 to 3 (usually only the Active Squad can launch Challenges) but this number can be affected by the Special Abilities of the characters.

CHALLENGE EXAMPLE

Captain America challenges Nebula, Thor challenges Thanos, Iron Man challenges Loki. A single character can challenge only one target unless otherwise indicated.

BOOST



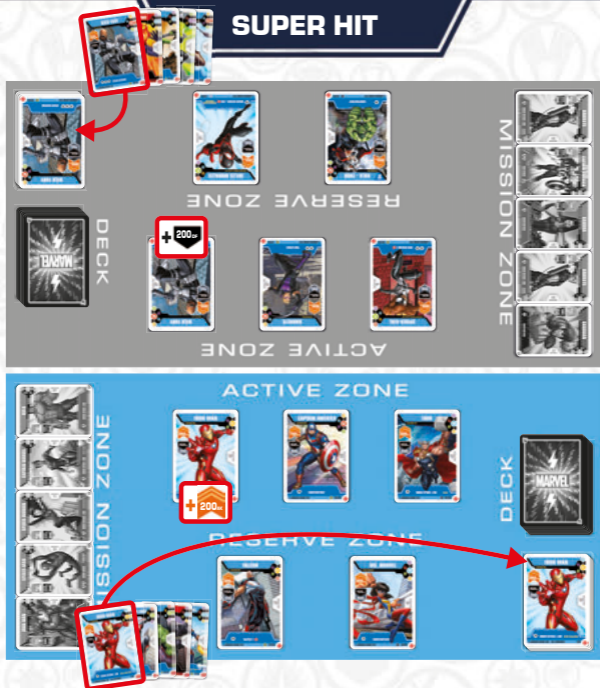
A

Before the resolution of the Challenge, the active player may choose **one** of their Active characters involved in the challenge and discard **X cards** from their hand to boost the attack, where X is the number of Power Points they currently has assigned (1 Power Point = 1 Boost card, 2 Power Points = 2 Boost cards, etc.): **each discarded card equals +100 attack.**

B

The target of the Challenge may apply a Boost to defence by discarding **X cards** from their hand to increase the defence of one of their characters, where X is the number of Power Points they currently has assigned: **each discarded card equals +50 defence.**

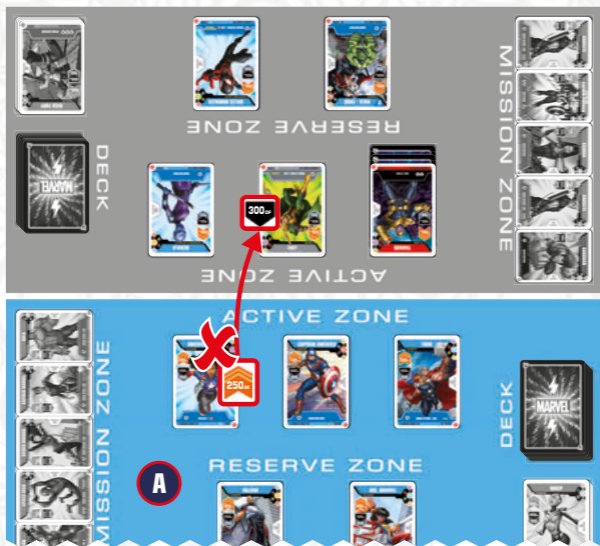
SUPER HIT



The active player can discard a copy (same name) of the character involved in the challenge from their hand to gain +200 attack, the defending player can do the same to gain +200 defence.

Super Hit can be used only once per turn, even if the character has no Power Points assigned.

CHALLENGE RESOLUTION

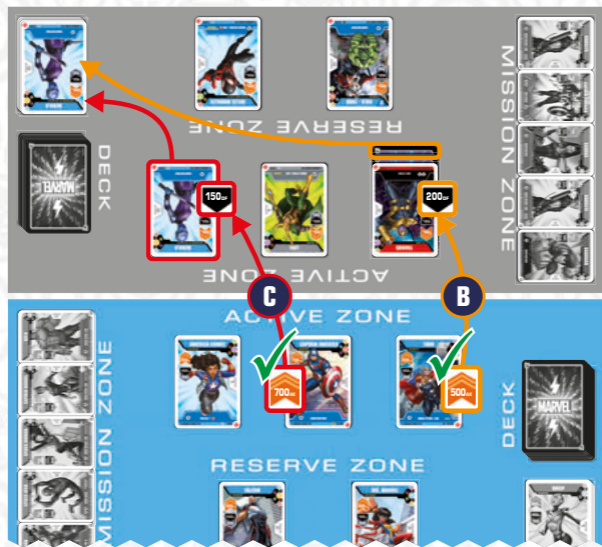


The active player decides the order of challenges resolution. After applying all the bonuses of the activated Special Abilities (Offensive, Defensive and Support) and any Boosts, the challenge is resolved. Compare your character's Attack value with their target's Defence and Resistance values.

A

If your Attack value is less than the opponents Defence value, your attack is **INEFFECTIVE** (unless otherwise indicated by any Special Abilities) and has no effect.

CHALLENGE RESOLUTION

**B**

If it is **equal** to or **greater** than the Defence value, you are inflicting damage on its Resistance and the opponent is **EXHAUSTED**: discard a Power card (even engage is fine) assigned to the opposing protagonist.

C

If it has no Power cards assigned to discard it is considered **DEFEATED** and his card is placed in the discard pile.

CHALLENGE RESOLUTION



D

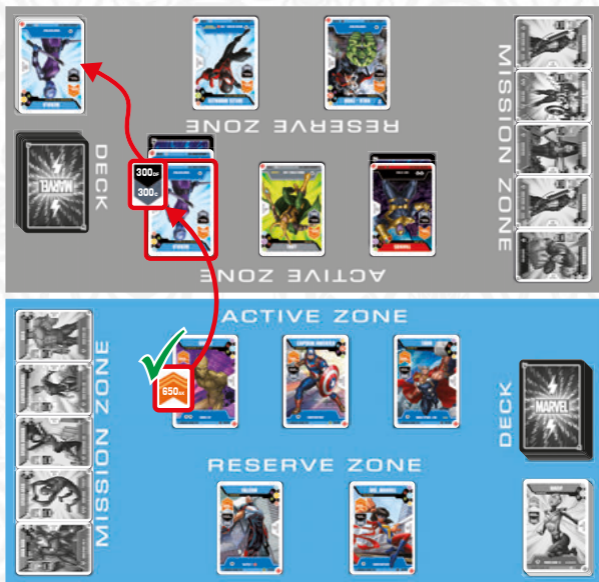
If your Attack is **equal to or greater** than the sum of Defence and Resistance of the opposing character, they are **DEFEATED**: the card and all Power cards assigned to him are placed in the discard pile.


Each DEFEATED character, in any way and at any time of the turn, immediately gives 1 Mission point to the player who defeated it.

Repeat this step for each of your characters involved in a Challenge.

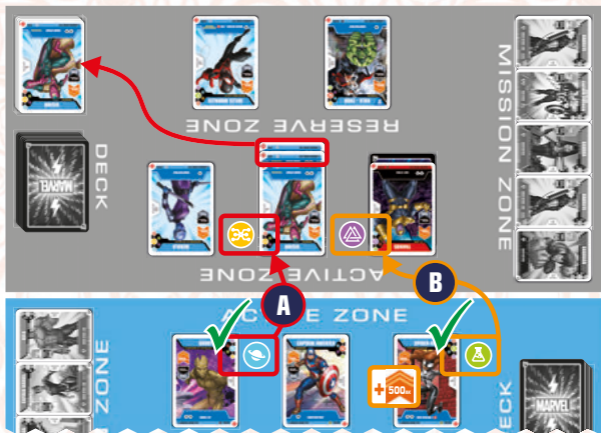
Only the active player may inflict damage during their turn, unless otherwise indicated by any Special Abilities.

CHALLENGE RESOLUTION



WITH HIT POINTS ASSIGNED: if your Attack is greater than the sum of Defence and Resistance of the opposing character, they are **DEFEATED**: if they have 2 or more Hit Points  assigned, discard one. If it was the last Hit Point, the card and all the Power Points assigned to them put into the discard pile. Even the defeat of a single Hit Point allows you to take 1 Mission Point and solve the Mission or you won the game if you defeated your Nemesis.

CHALLENGE RESOLUTION



ADVANCED RULES LEVEL 2 for experienced players: (for experienced players, only one of the two rules can be applied in a game).

WEAK POINTS: icons are depicted in the upper right corner indicating the type of Skill of the character (Scientific, Mystic, Cosmic, Technological and Combat). If the target character falls into the indicated category (in the scheme*):

A Suffers Double Hit: in case of defeat they will have to discard 2 Hit Points assigned instead of one.

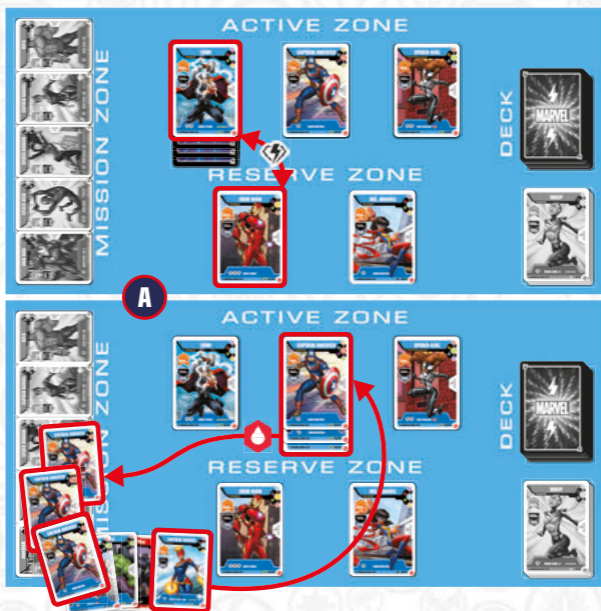
B Your character gains +500 attack.

***THE WEAKNESSES SCHEME IS:**

Scientific > Mystic > Cosmic > Technological > Combat > Scientific



CHECK POINT



A

Replace a character in your Reserve Squad with one from your hand and / or replace an Active character with one from the Reserve Squad. The Power Points remain in the relevant Zone (Active or Reserve) and are available to the replaced character. If the character you are replacing has more Hit Points assigned, return them all to your hand.

CHECK POINT



In this phase you can perform all these actions, each only once, in any order:

B

Assign a Hit Point (1 only) to your character (Active or in Reserve) by playing on their card a second copy of a card with the same name (regardless of rarity): each character can have a maximum of 5 Hit Points. You can also replace the top card of your character with one below (this is not considered a Hit Point assignment).

CHECK POINT EXAMPLE

I have Thor in the Active Squad with 3 Power Points assigned. I want to replace him with Iron Man from the Reserve Squad with 0 Power Points assigned. Thor is moved to the Reserve Squad leaving 3 Power Points in the Active Zone. Iron Man is moved to the Active Squad and receives the 3 available Power Points.

CHECK POINT



C

Assemble a Team by putting 2 or more characters under a Team card: the required characters can be 2, 3, 4 or 5. To play a Team card you must have all the required characters in the Active Squad and/or in the Reserve Squad and/or in your hand. When you play the Team card, all characters listed in your hand, your Active Team and your Reserve are assigned to the Team card as Power Points. If you draw other copies of the Team characters you will not be able to play them in the Active Team or in the Reserve Team under any circumstances; you can only use them to activate the Attack or Defence Boost by discarding them in phase 3 of the turn. If you draw a new Team card of the same name, you can assign it as a Hit Point.

D

If after assembling a Team your Active Squad or Reserve Squad is not complete, play characters from your hand to restore them. If you don't have enough characters in your hand, draw the required number of cards.

CHECK POINT



IMPORTANT

If you have a Team in play, you can always upgrade to a higher Team.

CHECK POINT EXAMPLE

If you have Team Black Widow & Hawkeye in play which requires 2 characters and you draw a Team Avenger of 4 (Black Widow, Hawkeye, Hulk & Captain America) you can move all the cards under the new Team. If you have copies of Hulk and Captain America will be attached as Power Points. But remember that the other copies of Hulk and Captain America you draw can no longer be played in the Active Squad or Reserve Squad, but only used to activate the Attack or Defence Boost in phase 3 of the turn. Teams are NOT considered for the activation of Special Abilities: if a SA grants bonuses to Spider-Man and Spider-Man is in a Team, it does not give him any bonuses.

THE ROUND ENDS AND IT'S YOUR OPPONENT'S TURN.

SPECIAL ABILITIES


ADVANCED OPTIONAL RULES LEVEL 1 for experienced players:

SPECIAL ABILITIES describe characters' powers and attacks.

A cost in Power Points is indicated before to the Special Abilities: it indicates how many Power Points must be used to activate the effect.

After the Special Abilities it is stated **TARGET**, that is the recipient who will benefit from the effect. The **TARGET** can be or the single character, or the affiliation, or the skill, or other. In case the **TARGET** is not stated on the card then the beneficiary is mentioned in the tables below.

If the **TARGET** is stated on the card then the beneficiary of the effect will be then **TARGET** only.

Some characters have progressive Special Abilities: they become stronger as the Hit Points assigned to the character increase. If a Special Ability shows the drop symbol  (Hit Point), multiply the effect by the Hit Points assigned to your characters.

To indicate the activation of the Special Abilities, the necessary Power Points must be **ENGAGED** (rotated 90° clockwise).

An activated Special Ability remains active until its Cool Down phase, when the Engaged Power Points are discarded.

Special Abilities are of **3 TYPES**:

OFFENSIVE, DEFENSIVE, SUPPORT.





Special Abilities are activated during phase 6 of the game turn.

You can activate a Special Ability for each character (Active or in Reserve) only once per turn by paying the cost. If the ability is progressive, the highest possible level is automatically considered activated.

You can activate Offensive SA on your turn, Defensive SA on the opponent's turn, Support SA on both turns.

SPECIAL ABILITIES

OFFENSIVE SPECIAL ABILITIES ARE:

NAME	ACTIVATION COST	EFFECT	TARGET
GROUP ATTACK	2 Power Points	Add a second character to the Challenge	Your characters
TRAP ATTACK	2 Power Points	Challenge an opponent's Reserve character	Opponent's Reserve character
BRUTE FORCE	3 Power Points	Ignore Defence value of your opponent's character	Your opponent's character
ATTACK MISSION	3 Power Points	Challenge an opponent's mission	Your opponent's first mission
DOUBLE HIT	2 Power Points	Double damage (discard 2  instead of 1)	Your opponent
BONUS ATTACK 	1 Power Point	+X*  add the attack value multiplied for  to your character (Max 3)	Your character


GROUP ATTACK: Allows you to form an attack group with a character of the same Affiliation in your Active Squad. Combine their attacks and their Special Abilities when resolving Challenges. The character who participated in the Challenge cannot issue a single Challenge during this turn. (Ex. Activate Group Attack with Captain America and launch a Challenge by joining your Iron Man to the group. Iron Man will not be able to launch a Challenge himself but only participate in the one launched by Captain America).

SPECIAL ABILITIES



TRAP ATTACK: You can Challenge a character in the opponent's Reserve Team instead of one in the Active Team. Carry out all combat phases normally. Trap Attack can only be used by a character in the Active Squad. A victory obtained with Trap Attack does not allow you to resolve the activated Mission.

BRUTE FORCE: Ignore the opponent's character's Defence value and compare your Attack directly with its Resistance value. If your Attack value is equal to or higher, the opposing character is defeated.

ATTACK MISSION: Challenge the first card in your opponent's Mission Zone. Carry out all combat phases normally. If you defeat the opponent's Mission, replace it with one of your choice from your opponent's discard pile. Attack Mission can only be used by a character in the Active Squad. A victory obtained with the Attack Mission does not allow you to resolve your activated Mission.

DOUBLE HIT: If during the Challenge this character defeats the opposing character, discards 2  instead of 1.

BONUS ATTACK : + X *  Attack on your character / Affiliation / Skill / Name until the end of the opponent's turn.

If there isn't  simply add the value X indicated to your character's ATTACK .



To highlight the bonus, you can place bonus marker fiches over the card.









SPECIAL ABILITIES

DEFENSIVE SPECIAL ABILITIES ARE:

NAME	ACTIVATION COST	EFFECT	TARGET
COUNTERATTACK	1 Power Point	Inflict damage out of your turn	Your opponent
BONUS DEFENCE 	1 Power Point	+X*1  Defence (Max 3)	Your character
SWITCH	1 Power Point	Exchange your character with some other which is not challenged.	Your characters

COUNTERATTACK: The character who is Challenged allows you to counterattack and deals damage to your opponent even if it's not their turn to attack. It only considers Attack value, plus any Attack Bonuses already active. If the opponent is defeated, the Mission activated is not considered resolved.

BONUS DEFENCE : +X*  Defence to all your characters Affiliation / Skill / Name until the end of the opponent's turn.

If there isn't  simply add the value X indicated to your character's DEFENCE .

To highlight the bonus, you can place bonus marker fiches over the card.






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SWITCH: Replace the Challenged character with this character. The substitution takes place immediately before the fight. Unengaged Power Points remain available in the zone and are assigned to the new character. You can also activate Switch in response to Trap Attack.




SPECIAL ABILITIES

SUPPORT SPECIAL ABILITIES ARE:

NAME	ACTIVATION COST	EFFECT	TARGET
NEW MISSION 	2 Power Points	Exchange 1 *  Missions (Max 3)	Your mission
POWER BANK	1 Power Point	Gain 1 Power Point ($X = 1 + n^{\circ}$ ) to use it immediately (Max 3)	Your characters/affiliation
RECYCLE 	1 Power Point	Take back 1 *  cards from your discard pile (Max 3)	Your discard pile

NEW MISSION : Replace one of the non-activated cards in your Mission Zone with one from your hand.

POWER BANK: You can engage 1 Power Point of this character to gain X Power Points ($X = 1 +$ the number of  in game) for the activation of other specific characters Special Abilities of the same Affiliation / Skill / Alignment in the same turn.

RECYCLE : Take $X * 1$  cards of your choice from the discard pile to your hand.
If there isn't  simply take back X cards from your discard pile.

GLOSSARY

AFFILIATION: Represents your character's usual Superhero Squad (ex: Iron Man is part of the Avengers). Most Special Abilities require you to be of the same affiliation to benefit from their activation.

ALIGNMENT: There are 3 alignments: Good, Neutral, Evil. Good and Evil cannot join in challenges, but you can play them in the same Active Squad or in the same Reserve.

Neutral alignment can be played with any other alignment and can mix with Good and Evil on the same Team.

ASSEMBLY: The act of playing a Team card from your hand. To play the Team card you must have all the characters indicated in your hand, your Active Team or the Reserve Team, then remove all the characters indicated in the card from your hand, your Active Team, the Reserve Team and assign them to the card Teams as Power Points.

ASSIGN: The act of placing a card under a character to represent a Power Point or above them to represent a Hit Point.

ATTACK: The numerical value that represents the strength of your character.

BOOST: The amount of cards discarded by the players before the resolution of the challenge to increase the attack or defence value of an active character. You can discard X cards on your turn to attack, where X equals the Power Points your character has assigned at that time.

Each discarded card equals +100 attack. You can discard X cards on your defence turn, where X equals the Power Points your target character has assigned at that time. Each discarded card equals +50 defence.

CHALLENGE: The act of challenging an opposing character in an attempt to overwhelm them.

CHECK POINT: The phase of the turn in which you can exchange a member of your Reserve Squad with a different one from your hand, replace an Active character with one from the Reserve Squad, assign a Hit Point to one of your characters by playing a second copy on of them to improve the Resistance, or assemble a Team with a Team card.

COOL DOWN: The initial phase of the turn immediately before the Draw; in this phase all Engaged Power Points assigned to your characters are discarded.

DEFEAT: A challenged character whose Defence and Resistance values have been equaled or exceeded by the Attack value of an opposing character. If they are in play with only one Hit Point, all their cards (Hit Points and Power Points) must be discarded. If they have more than one Hit Point, they loses one. Each DEFEATED character, in any way and at any time of the turn, immediately gives 1 Mission Point to the player who defeated it.

DEFENCE: The numerical value that

GLOSSARY

represents your character's ability to resist attacks.

DUTY CALL: The reveal of the first card of the draw deck, during phase 2: chance decides one of the characters who cannot be used by the active player during that turn.

ENGAGED: Indicates the 90° clockwise rotation of the Power Points to pay for the activation of Special Abilities.

EXHAUSTED: A challenged character whose Defence value has been equaled or exceeded by the Attack value of an opposing character. They must discard an assigned Power Point, if they have none, they are considered Defeated.

HIT POINT: A character card with the same name as one in play can be placed on top of them to improve resistance.

INEFFECTIVE: When a character's attack value is lower than the target's defence value.

POWER POINTS: Cards assigned face down to your characters to pay the activation cost of their Special Abilities.

POWER UP: The phase of the turn in which you assign some cards face down to your characters to activate their Special Abilities. cards must always be hidden.

REPLACEMENT: The phase of the turn in which you must replace your defeated characters in the Active Squad with others from your Reserve Squad.

You must then play other characters from your hand to bring the Reserve Team back to 2.

RESISTANCE: The numerical value that represents the life force of your character.

SKILL: There are 5 types of skill, Scientific, Mystic, Cosmic, Technological and Combat. Each character has one of them.

SPECIAL ABILITIES:

Unique characteristics of the characters they can be activated once per turn by paying a Power Point cost.

SQUAD: All your characters. There are always two Squads: the Active Squad is composed of the 3 characters who will launch the challenges, the Reserve Squad is composed of 2 replacements ready to support with Special Abilities and to replace the defeated.

SUPER HIT: You can discard a copy of one of your characters (same name) from your hand to gain +200 attack or +200 defence, even without having Power Points assigned.

TEAM CARD: A special character card that displays 2 or more characters. They are stronger than individual members, but expensive to play because they require you to turn all copies of the characters listed into Power Points.

MARVEL

Do you need help playing?

If you need clarification of the game,
strategies and tournament information go to:
cicaboom.com/marvel-trading-card-game



Cicaboom
www.cicaboom.com

MISSION ARENA

TRADING CARD GAME