



DC
COMICS™

DECK-BUILDING GAME

ARROW

CROSSOVER
PACK 2

CONTENTS

- 5 Oversized ARROW Super Heroes
- 8 Super-Villains
- 14 Main Deck Cards
- 1 Rule Card

This Pack allows you to change up your competitive DC Comics Deck-building Game with minimal effort. By simply replacing the Super Heroes and Super-Villains from your favorite DC Comics Deck-building Game set, you can dynamically change the game in mere seconds.

With new ARROW Super Heroes, new strategies and ways of playing will open up to you. Typically, players should all use Super Heroes from the same set when playing against each other. But after a while, you might even relax that rule.

With a few new main deck cards, each of the playable Super Heroes will be able to find a card or two that should fit right in to their strategy. A little token to bring more ARROW flavor to your play experience.

The new Super-Villains will add new dangers to the always painful and unpredictable First Appearance Attacks. If you can avoid doing so, don't read the Super-Villains ahead of time, but make sure they are in cost order from 8 to 15. You may have noticed that one of them has a blue cardback. That means it is always the final Super-Villain you will face.

Several cards in this pack will place cards under your Super Hero. They represent the secrets that the characters keep from each other. You may look at the cards under your Super Hero, but not at the cards under another player's Super Hero (unless a card says otherwise). At end of game, do not count the VPs of cards under your Super Hero.

SPECIFIC CARD CLARIFICATIONS

Bronze Tiger: A foe who avoids this Attack counts as one who did not reveal a card.

Explosive Arrow: If this Attack is avoided, don't place this card under your Super Hero.

Moira Queen: Different means differently named.

Verdant, Promise to a Friend, Edward Fyers: When you play this card, it will remain in front of you for the rest of the game.

SUPER-VILLAINS (*Spoilers Ahead!*)

China White, Malcolm Merlin, Brother Blood, Deadshot: Each player reveals and resolves their own card from the main deck. A foe's reveal does not affect you.

Count Vertigo: The card you place under your Super Hero must be one of the three you drew.

Deadshot: To avoid an Attack twice, a foe must utilize two Defense cards. Cards that are revealed to avoid Attacks may be revealed twice.

CREDITS

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