



# DECK-BUILDING GAME

## THE ROGUES

### CROSSOVER PACK 5

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- 6 Oversized ROGUES Super-Villains
- 8 Super Heroes to battle
- 23 Main Deck Cards
- 1 Rules Card

When you are ready to play, each player should grab a Rogues Super-Villain. Choose any DC set main deck, shuffle it, and then split it in half. Shuffle the 23 new Rogues main deck cards into one of the two piles, and then put that pile on top of the other. This will ensure that your Rogues experience has plenty of "crossover."

If you can avoid doing so, don't read the Super Heroes 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 Hero you will face.

**New Keyword: Teamwork.** The Rogues are not the most powerful Villains around. Most of the time, they need to team up to beat a Super Hero. **Teamwork** means, *"During your turn, you may play the top card of any one foe's deck. When that card leaves play, return it to the top of its owner's deck."*

Each of the Rogues Super-Villains has the **Teamwork** keyword, which gives them the ability described above. Next to the keyword is text that reads, "That foe gains 1 VP." That VP comes from the pool, not from your own supply. The player you chose to team up with gets a piece of the action! There is some honor among thieves ...

There are several cards in this pack that tell you to “Teamwork a foe.” That foe does not gain 1 VP, as the source of the effect was not your Super-Villain.



One thing you probably noticed about all the new main deck cards is their VP values ... all zip, nada, 0! Instead, they give you VP tokens immediately when bought or gained from any zone. “Passing” does not count as gaining. There is a golden band at the top of the text box so they stand out in the Line-Up. If you don’t have VP tokens from **Forever Evil** or **Crisis 3**, use some coins or anything handy.

## **SPECIFIC CARD CLARIFICATIONS**

**Bag of Tricks, Weather Wizard Super-Villain:** May be used multiple times during your turn.

**Captain Cold Super-Villain:** While The Flash (8) is on the stack, Captain Cold may still Teamwork when he buys a card with cost 3 or less from the Line-Up.

**Dr. Alchemy:** If you don’t have another card of that same cost, you will have to return the card you just gained.

**Engulfing Flames:** If you play this, you must destroy a card.

**Hawkman:** The order in which you discard is up to you. If you have less than +5 Power, you will discard your entire hand.

**Iron Heights:** The VP comes from your supply. You may avoid FAAs by putting 1 VP on that card. Man-Bat can steal it!

**Loot!** When the owner plays it, no effect. If your Teamwork finds this card, you don’t own it, so you steal 2 VPs.

**Mirror Gun:** Any cards you play after this will not retrieve cards from your discard pile.

**Rogues Safe House:** If this is Teamworked, you don’t get the +1 Power for it. Only future Teamworks gain the power.

### **CREDITS**

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