New Heroes
As Canada’s premier super team, Alpha Flight has a long history of helping the downtrodden and protecting Canada.

Excessive Violence

- Say you’ve played three Heroes with Excessive Violence abilities this turn. If you spend 8 Attack points to fight a Villain or Mastermind that has 7 Attack, then you’ll get to use all three Excessive Violence abilities!
- If you don’t fight anything this turn, or if you don’t spend an extra Attack point on someone, then you won’t be able to use Excessive Violence.
- Since you can only fight “with Excessive Violence” once per turn, you can only use a card’s Excessive Violence ability once in a turn.
- (It’s ok to play two cards with the same name and use both of their Excessive Violence abilities.)
- If you fight with Excessive Violence, then draw or play more cards with Excessive Violence abilities later in the turn, it will be too late to use those abilities.

Top 3 Budget Items:
1) Chimichangas
2) Ammo!
3) Therapy

Half-good and half-bad. Some say I’m half-nuts. Either way, me and my friends brought some half-crazy cards that give “3 1/2 Attack” and “2 1/2 Recruit.”

Some say I’ve got split personalities.

Actually, Legendary® sets need to have several Heroes to play well.

What a bunch of losers! It’s way past time to make a set all about the sexiest man around - me - the Merc with a Mouth - DEADPOOL! 100 cards of me and my friends, and that’s it! And they all cost 8! Or maybe they all cost 80!

1/2

When you play these, just add ’em up as normal. Play a 2 1/2 Attack and a 3 1/2 Attack hero, and you’re ready to cuddle up to some villain with 6 Attack.

Some Heroes say things like “Excessive Violence: Draw a card.”

When it’s time to use what the censors tactfully call “Excessive Violence.”

Now I bring my very own super team: The Mercs for Money!

The Psychos follow me, doing my dirty work for a very noble cause - getting paid!

Some say I’m half-good and half-bad. Some say I’m half-nuts. Either way, me and my friends brought some half-crazy cards that give “3 1/2 Attack” and “2 1/2 Recruit.”

Don’t try to spend any stray 1/2 points you have left over. It won’t get you anywhere, just like asking out Psylocke.

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Hrm, you mean “defeat him”

Yeah, defeat ’em with bear hugs.

OK fine, I’ll bring my very own super team:

The Mercs for Money! These Psychos follow me, doing my dirty work for a very noble cause - getting paid!

You know, when someone’s really annoying, sometimes you really gotta make your point. With a sword, in the spleen, and then wiggle it around.

But we surely don’t!

They don’t know what they’re talking about.

Overkill ’em!

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When it’s time to use what the censors tactfully call “Excessive Violence.”

Some Heroes say things like “Excessive Violence: Draw a card.”
**Revenge**

Some bad guys also have abilities like “Fight: Excessive Violence: Do something awesome.” If you spend one more attack point than you need to fight them, you can do that awesome thing! Plus, you can use all the excessive violence abilities on the heroes you played this turn. Excessive guitar solo!

**OK BYE!**

Anyway, see you on the killing grounds! Or the taco stand line.

**Masterminds don’t count as villains though, so they won’t get revenge here, at least not literally.**

**Breaking the Fourth Wall**

Unlike most comic book stooges, I actually know I’m in a comic book and this game. So sometimes I’ll talk to you directly. Like you, for example – I can already tell that I’m way better-looking than you. Yup, even with my scars. Sometimes I’ll even make cards do stuff based on what’s happening in the real world!

**Card Clarifications**

Everybody hates Deadpool - besides just being true, this is the name of a scheme. Henchmen are a kind of villain, so if you are using the Henchmen Groups Hand Ninjas and Half-Eaten Burrito Warriors, then the Hand Ninjas will have “Revenge for Hand Ninjas”, and the Half-Eaten Burrito Warriors will have “Revenge for Half-Eaten Burrito Warriors.”

**Game Contents**

Rules insert and 100 cards:

- 5 New Heroes of 14 cards each (Each Hero has 1 rare, 3 uncommons, 5 of one common, and 5 of another common.)
- 2 New Villain Groups of 8 cards each
- 2 New Masterminds (Each has 1 Mastermind card and 4 Tactic cards)
- 4 New Schemes

**Credits**

Game Design, Card Set Design and Flavor: Devin Low.

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My deepest thanks for all your help!

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