



DC Comics *Bombshells*

**CROSSOVER
PACK 9**

DECK - BUILDING GAME

CONTENTS

- 6 Oversized DC BOMBSHELLS™ Super Heroes
- 1 Rules Card
- 8 Super-Villains
- 1 Randomizer Card
- 23 Main Deck Cards
- 1 Divider

Deal each player a **DC Bombshells** Super Hero. Choose any *DC Deck-Building Game* main deck, shuffle it, and then split it in half. Shuffle the 23 new **DC Bombshells** main deck cards into 1 of the 2 piles, and then put that pile on top of the other. This will ensure that your **DC Bombshells** experience has plenty of "crossover."

If possible, 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 1 of them has a blue cardback. That means it is always the final Super-Villain you will face.

NEW RULES CONCEPT: BOMBHELL ATTACK

Bombshell Attacks are a special type of Attack card. They have powerful effects that help you, the person playing the card, rather than harm your opponents. However, an opponent can stop you from benefitting from these explosive effects by using a Defense card. When you play a card with a **Bombshell Attack**, announce its effect to all your foes. Then, starting with the foe on your left and continuing clockwise, each foe has the opportunity to use a Defense card to stop the **Bombshell Attack** from going off.

Once a foe has stopped the effect, no other players may use a Defense card to stop it again. Only 1 Defense is required to stop the **Bombshell Attack**, no matter how many players are in the game.

If a **Bombshell Attack** is negated by a foe, you still get all effects (such as Power or draw a card) printed before the **Bombshell Attack** text. The defending player still resolves all effects that are part of the Defense on the card they used, just like they would when they avoid a regular Attack. **Bombshell Attack** cards are considered Attack cards for all purposes.

Many cards in this set reference Attack cards. Please note that the First Appearance – Attack on a Super-Villain is only considered active when they are revealed from the Super-Villain stack. They are not considered Attack cards unless they also have an Attack as part of their play text.

SPECIFIC CARD CLARIFICATIONS

Mera: This ability does not resolve until after the Hero that triggered it resolves. So, if you play a Hero with an Attack, you cannot choose a player to be unable to avoid that Attack. You would make the next Attack card unavoidable instead.

Stargirl/Supergirl: When you buy a card, you are also considered to gain that card.

Atlantis: If multiple foes avoid a single Attack card you play, you will get +1 Power for each of those foes.

Hugo Strange: If you resolve a **Bombshell Attack** that gives you Power or reduces the cost to defeat Villains during another player's turn, you will not be able to utilize those effects as they would end before your next turn starts.

Raven: You only repeat the reveal and draw effect, not the +2 Power.

CREDITS

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