



# Vs. System 2PCG Compiled Rulebook

Version 2.1

# Table of Contents

<b>Introduction</b>	<b>6</b>
<b>Gameplay Overview</b>	<b>6</b>
<b>The Card Types</b>	<b>6</b>
Main Characters	6
Supporting Characters	6
Plot Twists	6
Equipment	7
Locations	7
<b>Basic Game Concepts</b>	<b>7</b>
<b>Setting Up the Game</b>	<b>8</b>
<b>Turn Sequence</b>	<b>8</b>
Draw Phase	9
Recovery Phase	9
Build Phase	9
Resource Step	9
Recruit Step	9
Formation Step	9
Main Phase	10
Making a Melee Attack	10
Combat Step Overview	10
Declare a Combat	10
During Combat	10
Resolving Combat	11
Making a Ranged Attack	11
Flight and Ranged	11
	2

Team Attacks	11
Ferocious Characters in Combat	12
Solo Attack	12
Team Attack	12
<b>Ending the Game</b>	<b>13</b>
<b>Additional Rules</b>	<b>13</b>
+1/+1 and -1/-1 counters	13
Calculating ATK/DEF	14
Timestamps	14
Stunned Characters	14
Recovering Characters	15
Playing Equipment	15
Playing Plot Twists	16
Character Powers	16
Keywords	16
Triggers	16
Intervening "if" Clause	17
Intervening "while" Clause	17
When this Character Stuns/KO triggers	17
When you Recruit Triggers	18
Continuous	18
Conditional	18
Super Powers	18
Once Per Game Restrictions	19
Reaction Powers	19
Amplify	19
Level Up Powers	20

Copying Powers	20
Modifiers	21
One-Shot Modifiers	21
Continuous Modifiers	21
Continuous/Conditional Power	21
Resolving Effects	21
Delayed Trigger Modifiers	22
Resolving Effects	22
Main Characters vs Supporting Characters	22
Regressing/Progressing Main Characters	22
Changing Main/Supporting Character Status	23
Facehuggers and Capturing Characters	24
Uniqueness	24
Power-Ups	24
Resources and Locations	25
Neutral Locations with Different Names	25
Running Out Of Cards	25
Searching and Shuffling	25
Token Characters	26
Timing	26
Base ATK and DEF	26
Mantles	26
Transform	26
The Golden Rules	27
<b>Free for All - 3 or 4 players</b>	<b>27</b>
<b>2 vs 2</b>	<b>27</b>
<b>2-Headed Teammates</b>	<b>27</b>

<b>Deck Building Rules</b>	<b>28</b>
<b>Game Terms</b>	<b>28</b>
<b>Select Keyword Powers</b>	<b>31</b>
<b>Credits</b>	<b>32</b>
<b>Version History</b>	<b>32</b>

## Introduction

The Vs. System 2PCG Compiled Rulebook is a compilation of the Marvel Battles through Legacy rulebooks. A complete list can be found in the appendix. In addition, it contains supplemental rules not found in those rule books as well as revised rules. If there is a conflict between the rules presented here and one of the listed rule books, the rules in this Vs. System 2PCG Compiled Rulebook take precedence.

## Gameplay Overview

Each player starts with a main character in play such as Spider-Man or Green Goblin. During the game you'll play resources and recruit supporting characters, like Medusa, Ant Man, and Rhino. You'll organize your formation between your front and back rows, and you'll make solo and team attacks against your enemies in order to stun and KO them. You'll play Plot Twists to enhance your team or hurt your opponent's. You'll use your Locations to activate your team's Super Powers. Your main character will earn experience points and level up to dominate the battlefield. Finally, you'll KO your opponent's Main Character (or they'll KO yours).

## The Card Types

### Main Characters

You start the game with a Level 1 main character card in play. When certain conditions are met, it levels up, and you'll replace it with a Level 2 Version. Some Level 2 main characters are able to level up again to Level 3.

### Supporting Characters

During your turn you can recruit supporting characters into your front or back row.

Main characters and supporting characters work the same way. They can attack, defend, get stunned, and take wounds. The only exception is some cards specifically refer to main characters or supporting characters.

Note: The color of a character's health symbol has no effect on game play.

### Plot Twists

During your turn you can play plot twists from your hand to help yourself, or hurt your opponent. Plot twists always say when during the turn you can play them. There are two types of plot twists: affiliated and generic. Affiliated Plot Twist will have a team affiliation symbol in the top right corner. You may play an affiliated plot twist if you have a face-up character with the matching team affiliation on your side. Some affiliated plot twists have three team symbols. They require the player to have three face-up characters with that team symbol in order to play the card.

## Equipment

Equipment is a type of card that is attached to character and gives it powers. During your turn you can put Equipment cards onto your characters by paying the cost just like a character. Just like an affiliated plot-twist, you can only play an equipment if you have a face-up character with the matching team affiliation; however that equipment can go on any character you control.

## Locations

Each turn you can play any card face down as a resource. If it's a location you can play it face up instead. Each Location has a power symbol(s). During the game you can turn a location face down in order to activate a Super Power that requires that symbol. Alternatively, locations can be discarded from your hand to generate that symbol.

There are six power symbols: Energy, Intellect, Might, Skill, Alien, and Humanity.

Each team also has a special location which grants any listed power symbol that team uses. The symbol can be used for anything related to a character on that team on your side, in your hand, or in your KO pile (a superpower will tell you if it can be activated in an out of play area).

## Basic Game Concepts

- **Five Zones:** There are five zones in the game: Deck, Hand, KO Pile, Play, and Removed From Game. Players share the Play and Removed From Game zone, while they each have their own KO Pile, Deck and Hand zones. If a character would go to the KO Pile, Deck, or Hand, it will always go to the owner's instance of that zone regardless of who controlled it while it was in play. When a character enters play, it comes into play on the side of its owner, unless an effect says otherwise.
- **Deck:** Your deck must include exactly 60 cards, not including your main character, tokens, or any side decks.
- **Hand:** You start the game with seven cards and draw two cards each turn. There is no limit to the number of cards you can have in your hand at one time. If an effect tells you to discard a card, that means from your hand.
- **KO Pile:** When a card gets KO'd or discarded it goes into your KO pile which is next to your deck. The KO Pile is face-up, and any player can look through it at any time.
- **Play:** Each player has three rows within the Play zone: front, back, and resource.
  - When you recruit a character it can go into your front or back row. Characters in front are your main line of attack. They also protect characters in your back row. Characters in your back row are safer but they can only attack if they have the **[Ranged icon]** symbol.
  - Each turn you may place a card from your hand to your resource row. If it is a location, it is face-up, or if it is any other card it is placed face-down. Your resources give you recruit points each turn which you'll use to play your Supporting Characters.
  - If a card would come into play as a resource, it always comes into play in its owner's resource row.

- **Removed From Game:** Some effects or game rules instruct you to remove a character from the game. Remove all counters from it and set the characters(s) aside face-up. Modifiers do not affect characters in the Removed From Game zone unless the rules (Like Changing Main/Supporting Character Status) or card text (Like Singularity) specifically say they do.
- **Ready/Exhausted:** A card in play is either ready (upright) or exhausted (turned on its side). Only ready characters can be declared as attackers. Cards enter play ready unless otherwise noted.
- **Stun:** When a character is defeated in combat it becomes stunned. Turn it face down, exhaust it, remove all +1/+1 and -1/-1 counters from it, KO any equipment on it, and put a Wound counter on it. Stunned characters can't be attacked and they lose their powers until they recover. Some effects can cause a character to become directly stunned (without it being in combat) and these stuns will still result in the character being exhausted, wounded and have all (+1/+1) and (-1/-1) counters and equipment removed. **Waking Nightmare** and **Symbiosis** allow -1/-1 and +1/+1 counters respectively to remain on characters that get stunned.
- **KO:** When a character has as least as many Wounds as its Health, it's KO'd. When a character receives a **Lethal** wound, it is KO'd regardless of its Health.
- **Recover:** When a character recovers, turn it face up. It keeps its Wounds, but remains exhausted.

## Setting Up the Game

- Each player needs a deck that has one main character and exactly 60 game cards. Tokens are not game cards.
- Put the Wound, XP, +1/+1, and -1/-1 counters nearby.
- Randomly choose a player. That player then chooses to go first or second.
- Starting with the first player, each player puts their Level 1 Main Character into either their Front or Back Row. Then they put the all Level 2 versions and Level 3 (if used) off to the side where all players can see it. Place your transform side deck (if used) face down near your Level 2 version.
- Each player should set their deck down next to where their Back Row will be.
- Each player shuffles their deck and draws seven cards.
  - Starting with the first player, each player may mulligan one time if they don't like their hand. To mulligan, shuffle your hand into your deck and draw seven new cards. (It's usually a good idea to mulligan if you don't have any Locations or any supporting characters that you can play in the first few turns.)

## Turn Sequence

Each turn, you'll go through the following four phases in order. Then the next player takes a turn. (With more than 2 players, the next player is the player to your left.) **Draw Phase, Recovery Phase, Build Phase, and Main Phase.**

## Draw Phase

During this phase, first any “At the start of your turn” triggers happen. Resolve them, then you draw two cards. (If you’re the first player and this is the first turn of the game, **you don’t draw any cards** on your first turn.)

## Recovery Phase

During this phase, if you have any stunned characters, they all recover. Then ready all of your characters

## Build Phase

Abilities that trigger at the beginning of the Build Phase will trigger and resolve in the order chosen by the turn player. Then perform the following three steps **in order**:

### Resource Step

You may choose any one card in your hand and place it face down into your resource row. (It is now a “resource”.) If you play a Location as a resource, you may place it face up. (It’s still a resource.) Locations are not unique; you can have more than one with the same name. (Playing a resource is optional.)

### Recruit Step

You now gain 1 Recruit Point for each resource you have. (It doesn’t matter if the resource is face-up or face-down.) You can spend any or all of your recruit points to play supporting characters and equipment from your hand or for any abilities that require resource points to be spent. When you play a character, put it into your front or back row. When you play an equipment, put it onto one of your characters. (We suggest you place the Equipment card partially beneath the character card.)

Some cards have a power that allows them to be recruited from your deck. First announce the recruitment of the character. Then check all other game zones to ensure all copies are not already accounted for. Finally search your deck for the character and put them into play, after which, shuffle your deck.

If you have any recruit points leftover, they go away after this step.

Example: During Ellen’s Resource Step she plays the Nostromo Location face up as a resource. She now has four resources so during her Recruit Step she gains four(4) Recruit Points. She spends them to play Newt (who costs 1) into her Front Row and Kane (who costs 2) into her back bow. She then decides to play the M41A Pulse Rifle (which costs 1). She can put it on any of her characters and decides to put it on her main character.

### Formation Step

You can now rearrange any or all of your characters by moving them between your front and back rows. Any character (including your main character), can go into either row.

It doesn’t matter if a character is to the left or right of another character. All that matters is who’s in the front and who’s in the back.

## Main Phase

This is the longest phase of the turn. During this phase, you can make any number of attacks, one at a time, until you choose to stop attacking or all of your characters are exhausted.

Abilities that trigger at the beginning of the Main Phase will trigger and resolve now. If a character has a Super Power that can only be played at the beginning of the main phase now is the time it can be activated and resolved.

**Your front row characters can make melee attacks.**

**Your back row characters that have the [Ranged icon] icon can make ranged attacks. (Note: You can put a [Ranged icon] character in your Front Row to have it make a Melee attack if you want.)**

## Making a Melee Attack

### Combat Step Overview

1. Declare
  - a. Resolve any triggers
2. Play Plot Twist and/or Super Powers
3. Combat Resolution
  - a. Ferocious Combat
    - i. Any unstunned Attacker/Defender has now "Survived"
    - ii. Resolve any triggers
  - b. Normal Combat
    - i. Any unstunned Attacker/Defender has now "Survived"
    - ii. Resolve any triggers
4. "This combat" modifiers expire/"At end of combat" Triggers
  - a. Resolve any triggers
5. Lose attacker or defender status and Combat Step ends

### Declare a Combat

- Exhaust one of your ready front row characters to become the attacker and choose a face-up front row enemy to be the defender. **If an opponent has no face-up front row characters, you can attack his back row characters.**
- If your character has [Flight icon] it may fly over your opponent's front row to attack a back row character unless your opponent has their own [Flight icon] character in their Front Row.
- If your character has **Stealth**, any protected back row character can be melee attacked.

### During Combat

- Once combat has begun, you can either play one combat plot twist, use one combat Super Power, or can pass. Your opponent can then do the same. Alternate back and forth until you both pass in succession. (If a player passes but then other player plays something, the other player can still play something.) Then resolve the combat.

- If you're playing with more than two players, everyone will have chance to play plot twists or use combat Super Powers each combat. The attacking player has the first opportunity, then play proceeds to the left. Only after all players pass in succession does combat resolves.
- When a player plays a plot twist or uses a Super Power, it resolves immediately before the next player has a chance to play their own plot twist or Super Power. Reaction powers are able to be played immediately after something happens, and is an exception to this.

### Resolving Combat

- To resolve the combat, the attacker "strikes" the defender and the defender simultaneously "strikes back" against the attacker. In order to strike, a character must have at least 1 ATK.
- Compare the Attacker's ATK to the Defender's DEF. If the ATK is greater than or equal to the DEF, the defender will be stunned. Simultaneously compare the Defender's ATK to the Attacker's DEF. If the ATK is greater than or equal to the DEF, the attacker will be stunned.
- There are four possible results to a combat: No one gets stunned, the Attacker gets stunned, the Defender gets stunned, or both characters get stunned.
- When a character becomes stunned, turn it face down, exhaust it, remove all +1/+1 and -1/-1 counters from it, KO any equipment on it, and put a wound counter on it. **Waking Nightmare** and **Symbiosis** allow -1/-1 and +1/+1 counters respectively to remain on stunned characters.
- After the combat you go back to your Main Phase.

### Making a Ranged Attack

Ranged attacks work the same way as melee attacks with the following exceptions:

- You choose one of your back row characters with [Ranged icon] to be the attacker.
- The defender only gets to strike back if it also has [Ranged icon].

**Note:** If your character attacks from the Front Row, it is always a Melee attack whether or not your character has [Ranged icon].

### Flight and Ranged

- If your character has [Ranged icon] and [Flight icon] it can attack from your Back Row AND fly over your opponent's Front Row (if they have no [Flight icon] characters in their Front Row) to attack a Back Row character. The defender will still only strike back if it has [Ranged icon].

### Team Attacks

Two or more characters that have the same Team Affiliation and are in the same row can make a team attack against a single defender. Team attacks work just like solo attacks with the following exceptions:

- You choose two or more Front Row characters to make a melee team attack.
- You choose two or more Back Row characters that have [Ranged icon] to make a ranged team Attack. (Just like in a regular ranged attack, the defender only gets to strike back if it has [Ranged icon].)
- In both cases, if all of your attackers have [Flight icon], they can fly over your opponent's front row to attack their back row (unless your opponent has a front Row [Flight icon] character).

- For a melee team attack, as long as each attacker can individually legally attack a protected character (either with **Stealth** or **Flight**), they can team attack.

Resolving a Team Attack works like this:

- Add up the ATK of all your attackers and compare them to the defender's DEF to see if the defender will get stunned.
- The defender then chooses **exactly one** attacker to strike back against. It compares the defender's ATK to that character's DEF to see if it will get stunned.

Example: Three different 2/2 characters attack a 6/6 defender. When the combat resolves, the total ATK of the attackers is 6 which is enough to stun the defender. The defender picks one of the 2/2s to strike back at, compares its 6 ATK to the attacker's 2 DEF and stuns it. The other two 2/2s survive.

After each combat resolves, you can make another attack. Once you're done attacking (either by choice, or because you have no ready characters left, or because all enemy characters are stunned), and you're ready to be done with your Main Phase, your turn ends. Resolve any "at the end of your turn" effects, and then the player to your left gets to take a turn.

### **Ferocious Characters in Combat**

If at least one character in a melee combat has **Ferocious**, the combat resolves with extra steps.

#### *Solo Attack*

If both the attacker and defender are **Ferocious**, the attacker strikes and the defender strikes back simultaneously. (This is just like an attack with no **Ferocious** characters and must still have at least 1 ATK to strike.)

If only one of the characters is **Ferocious**, only it will strike. Compare its ATK to the other character's DEF. If the ATK is greater than or equal to the DEF that character gets stunned (and so, won't have a chance to strike this combat).

Resolve any triggers that may have triggered.

If the non-**Ferocious** character was not stunned by that strike, it now strikes as normal.

#### *Team Attack*

During a team attack with one or more **Ferocious** characters, all of the **Ferocious** characters will strike simultaneously before the non-**Ferocious** characters. (If all characters are **Ferocious**, it works just like an attack with no **Ferocious** characters.)

If at least one attacker is **Ferocious** and at least one attacker is non-**Ferocious**, only the **Ferocious** attacker(s) strike first. Compare the total ATK of the **Ferocious** attacker(s) to the defender's DEF. If the ATK is greater than or equal to the DEF, the defender will be stunned (and so, won't have a chance to strike this combat).

If the defender is **Ferocious**, it strikes back at the attacker of the defending player's choice. Compare the defender's ATK to the chosen attacker's DEF. If the ATK is greater than or equal to the DEF, that attacker will be stunned.

After those characters get stunned, if applicable, if there is still at least one attacker and one defender, proceed to normal combat resolution. Any character that struck during the **Ferocious** combat step will not strike during the normal combat step. However, the strike value of any **Ferocious** attacker(s) will count towards the total team ATK that is used to determine if the defender is stunned during the normal combat resolution.

If there is no attacker or no defender, combat concludes.

Example: Black Panther (3/2 Ferocious) and Nick Fury (1/5) team attack Major Victory (2/4). When the combat resolves, Black Panther strikes first, but his 3 ATK isn't enough to stun Major Victory. However that 3 ATK will get added to Nick Fury's ATK when Nick Fury strikes in a moment.

After Black Panther strikes, then Nick Fury and Major Victory strike. So the attackers have 4 total ATK (enough to stun Major Victory) and Major Victory has 2 ATK which is enough to stun Black Panther.

## Ending the Game

The game ends when your opponent's main character is KOed or your main character is KOed. Additionally, if at the beginning of your turn an opponent controls your main character, or your main character is in your KO Pile or deck, you lose. If you're playing 3 or 4 players, then it ends when only one main character is left. If the final two main characters would get KO'd at the same time (either because they're in combat with each other or through some card effect), the player whose turn it is wins the game.

In a 3 or 4 player game, when a main character gets KO'd, remove all cards that player owns from the game. If that player controlled a non owned character previously controlled by another player, it is returned to that player's side. Otherwise, it goes into its owner's KO Pile.

## Additional Rules

### +1/+1 and -1/-1 counters

Many effects put +1/+1 or -1/-1 counters on characters. These numbers alter a character's ATK and DEF until something removes the counters.

If a character ever has +1/+1 and -1/-1 counters at the same time, they cancel out. Remove one of each until the character only has one type.

When a character gets stunned, remove all +1/+1 and -1/-1 counters from it unless a power indicates otherwise.

If a character's DEF is ever reduced to 0 (whether from -1/-1 counters or some other effect), it's immediately stunned.

## Calculating ATK/DEF

In order to calculate the current ATK/DEF of a character you first apply any modifiers that set or change Base stats (modifiers from supporting character Mystique's **Impersonate** Super Power or progressing of a main character), then apply counters, and lastly apply all modifiers that change ATK/DEF in timestamp order.

For example, Loki Lvl1 is in combat with three XP counters. Loki's controller plays Find Cover, his opponent passes, then Loki's controller plays Trickster God, his opponent passes, and finally Loki's controller plays Savage Surprise. We have four things going on here. We have the progressing of Loki because he leveled up, and three modifiers from resolving effects.

Base - Loki lvl1: 1/6

Find Cover - Loki lvl1: 1/9

Trickster God Loki Lvl1: 9/1

**Progress - Now we have new base stats, so we have to start over again with the modifiers in play.**

Base - Loki lvl2: 4/8

Find Cover - Loki Lvl2 4/11

Trickster God - Loki Lvl2 11/4

Savage Surprise - Loki Lvl2: 15/4

**Note:** Modifiers with a timestamp AFTER Trickster God will not be swapped.

ATK values that are below zero are treated as 0 except when trying to raise or lower them. In the latter case, always use the real value.

## Timestamps

The timestamp of a modifier from a resolving effect is when the effect resolved. The timestamp of a modifier from a continuous or conditional power (like Blackheart's Created From Evil) is when the character came into play.

## Stunned Characters

When a character becomes stunned, remove all +1/+1 and -1/-1 counters from it, KO any equipment on it, turn it face down exhausted, and put a wound counter on it. If it now has wounds greater than or equal to its Health, or has a **Lethal** wound, it's KO'd. Put it into its owner's KO pile. At this point any modifiers with a duration of "until stunned" will expire. **Waking Nightmare** and **Symbiosis** allow -1/-1 and +1/+1 counters respectively to remain on stunned characters.

If a character gets stunned by an effect in the middle of a combat, it is removed from Combat.

A stunned character can't attack or defend, doesn't protect anyone behind it, loses its powers, and can't gain or have +1/+1 or -1/-1 counters. It still keeps its other information like name and team affiliation.

Any player can look at any stunned character at any time.

Some effects say to "Daze" a character. This stuns the character except it doesn't gain a wound. (It works like the character getting stunned in all ways except for no wound.)

Some effects say to "Wound" a character. This puts a wound on the character but does not stun it. (If the character has wounds greater than or equal to its Health, or has a **Lethal** wound, it is KO'd.)

## Recovering Characters

Your stunned characters automatically recover during your Recovery Phase. (You can't choose to leave them stunned.)

Some card effects can also recover a character. When a character recovers, turn it face up but leave it exhausted. (Note: Recovering a character does NOT heal any wounds from it.)

## Playing Equipment

You can play equipment cards during your Recruit Step by paying recruit points equal to the equipment's cost and put it onto a face-up character on your side. (It doesn't matter if the character is main or supporting, ready or exhausted. But you can't put equipment on a stunned character.) The equipment gives the character access to new powers.

The equipment will stay with that character until the character becomes stunned or otherwise leaves play. At that point the equipment gets KO'd.

A character can only have one equipment at a time. If you play a new equipment on a character that already has one, the older equipment gets KO'd.

If an equipment has a team symbol, you may only play it if you have a face-up character with that team symbol on your side (including your main character). However, you can play it on any character on your side. For example, if a character with the [Company symbol] is on your side, you can play a Power Loader on any character on your side even if they don't have the [Company symbol].

Equipment is not unique unless it says otherwise. (More than one character on your side can have the same equipment.)

The powers on equipment are granted to the character it is attached to.

Example: Ella controls Captain Dallas and during the recruit step recruits Power Loader attaching it to Captain Dallas. On her opponent's turn, Lucas plays Cosmo and chooses Captain Dallas. While under the effect of Nullify, Captain Dallas is back to having 2 ATK/4 DEF.

## Playing Plot Twists

Each plot twist will say when you're allowed to play it. If it says "Build" then you can only play it during your Build Phase.

If it says "Main" then you can only play it during your Main Phase **while not in combat**.

If it says "Combat" then you can only play it during a combat on your turn. And if the word "Combat" has the **Any Turn** symbol [Any Turn symbol] next to it, then you can play it during a Combat on any player's turn. (Most "Combat" Plot Twists can be used on any player's turn.)

Unless it says otherwise, you can only use a "Combat" plot twist to affect a character in the combat.

When you play a plot twist, follow its instructions, then put it into your KO pile.

Some plot twists have a team symbol on the top right of the card. That means **you may only play it if you have a face-up character with that team symbol on your side (including your main character)**. However, you can use it to affect any character regardless of Team Symbol.

Some plot twist have three team symbols on the top right of the card. That means you may only play it if you have three face-up characters with that team symbol on your side (including your main character).

## Character Powers

Characters have to be in play for their powers to work unless their text says differently or the power could only work from another zone. There are three types of character powers: Keywords, Super Powers, and Level Up Powers.

### Keywords

Keywords are powers that often show up on more than one character. When a character has a keyword power, just follow the instructions in its text. (Some common or older keywords might not have their text displayed. In that case, you can look up their definition in this Rulebook.)

**Flight** and **Ranged** are the two most common keyword powers. They are represented by these icons instead of the actual words: [Flight icon] and [Ranged icon].

Keyword powers can be further broken into three categories: triggers, continuous, conditional.

### Triggers

Some powers will include triggers. A trigger can be identified because the sentence or clause will start with "When," "Whenever" or "At." A sentence or clause that does not begin with one of those three words can not be a trigger. In order for a trigger to occur, the power must be active and in play when the triggering event occurs. An exception to this is triggers based on getting stunned, getting KO'd, or leaving play. In those cases, the game will look at the game state right before the event that caused the stun, leave play, or KO to see if anything would trigger.

### Intervening "if" Clause

Some triggers, like Daredevil's **Protector of Hell's Kitchen** (When Daredevil gets attacked, if he's protecting a character, he gains an XP.), has an intervening "if clause. This means the condition must be true for the power to trigger and must also be true when it resolves. If the "if" clause is no longer true when the effect tries to resolve, it is cancelled.

For example, if you attack the main character Daredevil with Mary Walker. Both characters have powers that will trigger. Being the turn player, you choose to resolve your trigger first and put a -1/-1 counter on Daredevil and one on the character he's protecting with 1 defense, Black Widow. Assuming Black Widow was the only character in the back row, when the trigger from Daredevil resolves, he is no longer protecting any characters. Since that condition is no longer true, he does not get an XP.

### Intervening "while" Clause

Some triggers have an intervening "while" clause. This means the condition only needs to be true at the time of trigger. It does not matter if it is still true at resolution.

### When this Character Stuns/KO triggers

A character is the Source of a Stun when:

- A character directly stuns another character.
- A character is the source of a -1/-1 counters put on another character such that that character gets immediately stunned due to 0 DEF.
- A character that is the source of an modifier that lowers the DEF of a character such that it gets immediately stunned due to 0 DEF.
- A character is in combat with another character when that other character gets stunned via the combat rules.

A character is the Source of a KO when:

- A character is the source of a stun and that stun leads to the stunned character now having total wounds to greater than or equal to its health, or the stun leads to a **Lethal** wound, causing that character to become KO'd
- A character directly KO's another character.
- A character is the source of the wound that brings the total wounds to greater than or equal to its health on another character causing that character to become KO'd.

### When you Recruit Triggers

Normally when effects resolve, they resolve in timestamp order. Recruit triggers are an exception to this and will resolve before the recruit effect that triggered it.

Example: Onslaught has the Keyword Joint Consciousness - When you recruit Onslaught, each player reveals cards from the top of their deck until they reveal a character other than Onslaught. Remove those characters from the game and shuffle the remaining cards into those decks. Onslaught has the powers of the removed cards, and base stats equal to their total ATK,

total DEF, and total [Health icon]. Onslaught's power occurs triggers when you pay to recruit him, but will resolve before Onslaught appears. This means if any of the powers he copied were "appear" powers, they will trigger.

### *Continuous*

A continuous power is one that always generating a continuous modifier that applies to the gamestate while the power is active. If it needs information from the gamestate, it will always use the most current information.

Example: Groot Supporting Character has **I am Groot**. (Groot has +1/+1 for each resource on your side.) Every time a new resource comes into play, the continuous modifier generated by **I am Groot** will be updated. One resource means he is getting +1/+1 and as soon as there are two resources, Groot will get +2/+2.

### *Conditional*

A conditional power is one that generates a continuous modifier, but only if a certain condition is true. Other than that, it works the same as a continuous power. Conditional powers will begin or include the word "while."

Example: Daredevil has Fearless (While attacking a main character, this character strikes with double his ATK.) If Daredevil is attacking a main character, the above power is generating a continuous modifier, but if he is not, then no modifier is being generated and there is nothing affecting the gamestate.

### *Super Powers*

All Main characters and some Supporting characters have Super Powers.

Some Super Power may have same name, but are treated as different Super Powers. The word "Build" or "Main" or "Combat" tells you when you can use the Super Power (just like how plot twists work).

Example 1: Bulleye's has **Infallible Aim** (Main [Intellect, Intellect]: Wound a face-up supporting character.) It can only be used during your Main phase while there isn't a combat going on.

Example 2: Luke Cage has **Impervious Skin** ([Anytime] Combat [Might]: If Luke Cage gets stunned during this combat, he doesn't receive a wound.) can only be used while he is in combat. And the [Anytime icon] next to Combat means you can use it on your turn or another player's.

You can only use a character's Combat Super Power if that character is in the combat. But if the power says "**Any Combat**" then you can use it during a combat even if that character isn't part of it.

Each Super Power has at least one power symbol. To activate a Super Power you must pay for it by turning one of your Locations with that symbol face down OR by discarding a Location with that symbol from your hand.

**Example 1:** It's your Main Phase. You decide to use Bullseye's "Infallible Aim" power so you turn two Academies face down to pay the double [Intellect] cost. Then you get the power's effect.

**Example 2:** Luke Cage gets attacked. You decide to use its combat Super Power, "Impervious Skin" It costs a [ Might ] so you discard a Fortress from your hand to get the power's effect.

You can use any number of different Super Powers each turn, as long as you can pay for them. However, **you can't use the same Super Power more than once each turn.**

Some Super Powers have more than one power symbol. You have to pay for all of them at the same time by turning matching Locations face down, discarding them from hand, or a combination of both.

Modifiers or power may refer to [Intellect] or [Energy] Super Powers. This counts any super power with the appropriate power symbol in its cost (even if it also has other symbols in its cost).

### *Once Per Game Restrictions*

Some Super Powers have a once per game restriction. This is something that functions in all zones, no matter who controls the character or what zone it is in. This means even if a character with a power with a once per game restriction leaves play and comes back, you still can not use it again if it was used before leaving play. Also, if an opponent takes control of one of your characters with a once per game restriction and they use the Super Power, when you get it back you will not be able to use that power.

### *Reaction Powers*

Reaction Powers are a subset of Super Powers. Reaction Powers trigger when a certain condition is met. When that happens you can pay the cost and resolve the effect. You can use a Reaction power at any time, as long as its trigger condition is met. However, like other Super Powers, you can only use it once per turn. If used in response to a Super Power, Reaction powers will resolve before the power they are reacting to.

For example, She-Hulk has the power, "Reaction [Intellect]: When an enemy player uses a Super Power, you may say "Objection!" If you do, cancel that super power." When an opponent uses a Super Power, you can say, "Objection!" and then pay [Intellect]. If you do, then your opponent's Super Power is cancelled and never resolves.

### *Amplify*

Amplify is an ability found on some Super Powers. If you discard a Location (instead of turning it face down in your resource row) to use a Super Power, you get its **Amplify** text.

### *Level Up Powers*

Every level 1 main character and some level 2 main characters have a Level Up Power.

When you meet the XP (experience) condition, choose one level 2 version to put XP counters on. Once you have XP equal to or greater to the number next to "Level Up", remove all the XP counters from the level 2 version of your main character and replace the level 1 version of your character with any of its level 2 version.

The level 2 version retains the same orientation as the level 1 version (ready/exhausted and face-up/stunned). Each wound, +1/+1 or -1/-1 counter, and equipment that was on the level 1 version will also be on the level 2 version. All modifiers that were affecting the level 1 version continue to affect the level 2 version. Follow the same steps when a main character levels up to level 3.

Level 2 and level 3 characters work just like level 1 characters except they're more powerful and they might have an additional Super Power.

Note: While your main character is stunned, any Level Up Power is turned off.

### Copying Powers

Some characters have the ability to gain the Keyword and Super Powers of other characters. When they do this, if that character's power refers to its own name, use copier's name instead.

If a character is copying powers, it is possible to end up with duplicate powers. If a character has two copies of the exact same Super Power, each copy can be used once per turn, but they have to be paid for separately.

Duplicate triggered powers will trigger once for each instance, and then resolve in succession. It is possible that after one trigger resolves, the remaining triggers no longer matter.

Example: If a character had two copies of **Shrink** (When this character gets attacked the first time each turn, you may cancel the combat.) both will trigger when the character is attacked, but if you chose to cancel the combat with the first trigger, the second one will resolve and do nothing since there is no combat to cancel. Having two copies of Shrink does NOT mean you can cancel two different attacks.

Some powers generate modifiers that change the rules of the game. Having multiple copies of those powers has no benefit.

Example: Having multiple copies of **Mobile** (Once per turn during your Main Phase but not during combat, you may move this character to your front or back row.) will not allow a player to move their character more than once per turn. The normal rules of the game do not allow move your character during the main phase and Mobile changes those rules to allow you to do it once. Having a second copy of Mobile is just like stating the new rule again.

### Modifiers

Modifiers are created by resolving effects, continuous powers, and conditional powers. The source of a resolving effect can be a triggered power, delayed triggered modifier, Super Power, or Plot Twist. There are three types of modifiers: one-shot modifiers, continuous modifiers, and delayed triggered modifiers.

#### One-Shot Modifiers

A one-shot modifier is a modifier that will make an immediate change to the gamestate and is done. One-shot modifiers will never have a duration and can only be generated by resolving effects. Examples include but not limited to drawing cards, adding counters, and stunning a character.

## Continuous Modifiers

Continuous modifiers can be generated by resolving effects, continuous powers, and conditional powers. Rules governing continuous modifiers from continuous and conditional powers work the same, whereas continuous modifiers generated by resolving effects have their own rules.

### *Continuous/Conditional Power*

The timestamp of a continuous modifier is the same as the timestamp of the character that is the source of the continuous/conditional power. If the modifier needs any information about the gamestate it uses the most current information. If the source of the continuous modifiers leaves play or becomes inactive, the continuous modifier is no longer generated.

### *Resolving Effects*

The timestamp of a continuous modifier from a resolving effect is the moment the effect resolved. When a continuous modifier from a resolving effect needs information about the gamestate, it uses the information at the time the effect resolves and is locked in at that time. Changes to the gamestate later do not change the modifier that was created.

Example: Mystique is attacking supporting character Venom. She then uses **Masquerade** choosing Venom and gets +3 ATK. The opponent then plays Savage Surprise choosing Venom and he gets +4 ATK. Mystique's bonus of +3 ATK stays the same and does not change even though Venom now has a higher ATK.

Once an effect has resolved and created a modifier, the modifier is independent from the source that created it. Removing the power or character that is the source of the modifier does not affect the modifier.

Example: On your turn you play Iceman and choose your opponent's main character. On your opponent's turn he plays Cosmo and chooses your Iceman. Even though Iceman now has no powers, your opponent's main character remains frozen. Once the trigger from Iceman resolved, it exists independent of Iceman.

Continuous modifiers from resolving effects only affect characters that were in play when the effect resolved. Characters that come into play after the modifier is created but before it expires, will not be affected.

Most continuous modifiers from resolving effects will have a duration. Once the limit of the duration is reached, the continuous modifiers stops. If there is no duration on the continuous modifier, then it can last until the end of the game.

Example: **Genetic Manipulation** (Main **[Energy]**: Choose another supporting character to gain one: **[Flight icon]**, **[Range icon]**, **Berserker**, **Dodge**, **Ferocious**, **Lethal**.) grants a Keyword to a character. Unlike most modifiers, which only last for a limited time, this modifier lasts until the character it affects leaves play or the game ends.

## Delayed Trigger Modifiers

Delayed trigger modifiers are created by a resolving effect. When that event occurs, they behave like any other trigger. Delayed trigger modifiers will have a duration and will stop once the event it is looking for occurs, or it reaches its duration. Delayed trigger modifiers will contain the words “when,” “whenever,” or “at” but not necessarily at the beginning of a sentence.

## Resolving Effects

As you resolve an effect, it is processed in the order it appears on the card. If at any time while resolving the effect you are asked to do an impossible action, that action is skipped and the rest of the effect is resolved normally. Once an effect successfully resolves, one or more modifiers will be created.

## Main Characters vs Supporting Characters

Main characters work like Supporting Characters with the following exceptions:

- Main characters start in play and don't have a cost.
- Main characters can level up.
- If your main character gets KO'd, you're out of the game.
- Some effects say they only work on Main Characters or on Supporting Characters.
- If at the start of your turn you control two or more main characters, KO all but one of them.

Other than that, treat Main Characters the exactly the same as Supporting Characters. They attack, defend, team attack, get +1/+1 or -1/-1 counters, have equipment, get stunned, use powers, etc.

## Regressing/Progressing Main Characters

Whether through leveling up or via a modifier, when a main character becomes a higher level it is progressing. Progressing a main character for any reason follows the same steps as leveling up. All XP counters for the new level are removed, the orientation remains the same, all +1/+1 or -1/-1 counters are moved, all wound counters are moved, any equipment is moved, and any modifiers affecting it previously continue to affect the progressed version.

Example: Jooi controls Baron Mordo and uses Hypnotize on Tanei's Sister Grimm causing her to regress to Level 1. Jooi then attacks and stuns Tanei's Sister Grimm. While Sister Grimm would get an XP counter, she does not level up at this time due to **Hex**. When she progresses back to Level 2 when Hypnotize expires, the XP counter will be removed.

Some modifiers will regress a Main Character to a lower level. If this happens, any XP counters are set aside, the orientation remains the same, all +1/+1 or -1/-1 counters and Equipment are moved, and any modifiers affecting it previously continue to affect the regressed version. If a modifier reregresses a main character to level one, it will become a level 1 version of the main character it currently is.

Example: Jorge uses Sister Ripley's **Sacrifice and Resurrection** ([Anyturn] Combat [Humanity]): If Sister Ripley is your main character, KO her and put Ripley #8 Level 2 from outside the game onto your side stunned as your new main character.) to become Ripley #8. Anh then uses Baron

Mordo's **Hypnotize** (Main {Intellect}: Choose an enemy main character. It becomes Level 1 until the start of the next turn.) on Ripley #8. Jorge's main character is now Ripley #8 level 1.

Example: Danielle uses Mystique's **Identity Theft** (Main [Intellect]: Choose a level 2 [Marvel] main character from outside the game. Mystique transforms into that character.) and chooses to transform into Sister Grimm. She then uses **Muzzle** (Main [Might]: Characters on your side can't be attacked until after your next turn.) and because of **...Let the Staff of One Emerge** (You may use each of these powers only once during the game. When you use one, Sister Grimm becomes level 1.) The main character become Sister Grimm becomes level 1.

## Changing Main/Supporting Character Status

Some effects may promote a supporting character to main character and vice versa. Unlike most modifiers, these modifiers can apply to a main character in any zone(or side) and continue to apply to the character even if it changes zones. All other modifiers continue to affect the characters after the promotion/demotion per the normal rule and they retain all counters. Unless the effect says otherwise, a promoted supporting character becomes a level 1 main character. When a main character is demoted to a supporting character, the following additional rules apply;

- If it is level 1 and hasn't leveled up yet, it remains a Level 1 when it becomes a supporting character. It does, however, retain all of the XP it has gained so far, and it will still level up as normal once you fulfill the level up condition (or level down, such as with Groot). However, it does not return to being your Main Character again; it is still a Supporting Character even after it levels.
- If your original main character (now a supporting character) ever leaves play (it gets KO'd or returned to your hand, for example), it gets removed from the game. Removing a character from the game means you set it aside and it does not count as being in your KO pile, deck or anywhere else.
- If a card effect (such as Yondu's **Yaka Arrow**) needs to know how much your original main character costs, treat it as having a cost of zero.

## Facehuggers and Capturing Characters

If you have Ovomorphs in your deck (the eggs that make Facehuggers), you'll use the Facehugger Pile.

- The Facehugger Pile includes three Facehugger token characters and one Extended Incubation card. These cards start the game out of play. (If more than one player is using Ovomorphs, they will each use their own Facehugger Pile.)
- When an Ovomorph is ready to Hatch, reveal a random card from your Facehugger Pile. If a player is not playing Ovomorphs, they use the Facehugger Pile of the opponent.
- If you reveal the Extended Incubation card, the Ovomorph doesn't hatch yet. Shuffle the Extended Incubation card back into your Facehugger Pile.
- If you reveal a Facehugger token character, KO its Ovomorph, put the Facehugger into your Back Row, and it **captures** an enemy supporting character. (It can capture a face-up or stunned supporting character.)
- "Capture" is a game action that means:

- Remove the captured character from the game but keep any wound counters on it. It is now a Captive.
- Put the captive card next to (or underneath) its captor to make it clear who its captor is.
- When the captor leaves play, put its captive back into play stunned in its owner's back row. (If it had any wound counters when it left play, it keeps them when it comes back in.)
- While you have a Facehugger, you can pay an [Alien icon] at the start of your Build Phase. If you do, KO the Facehugger and put its captive into its owner's KO pile. Then you may put a [Xenomorph icon] character from your hand into your back row. (This represents the new Xenomorph bursting out of the captive's chest.)
  - Note: Put the KO'd Facehugger token back into your Facehugger Pile.

## Uniqueness

You can only have one character with a specific name on your side at one time. If you already have a character on your side, and you play another one with that name, you must KO the first one. If they both enter play simultaneously then you must pick one to KO. If the second one ends up on your side through some special effect (e.g. Mind Controlling an enemy character) you still must KO the first character.

Normally you may not control a character with the same name as your main character. If an effect would cause that, ignore that part of the effect. You can't play a supporting character with the same name as your main character. A main character with **Swarm** can change this.

## Power-Ups

If you have a card in hand with the same name as a face-up main or supporting character on your side, you may discard it to Power-Up that character. Put a +1/+1 counter on the Powered-Up character. You can Power-Up a character either as a **Main** action or as an [Anytime] **Combat** action.

Example: You attack with your main character, Luke Cage. During combat you decide to Power-Up Luke Cage so you discard a Luke Cage supporting character from your hand and put a +1/+1 counter on your main character.

Characters with the same mantle, but are different people can not Power-Up one another. This is denoted by the later character having one or more stars after and before their name.

Characters with different mantles, but are the same person can power-up one another. This is denoted by having AKA [NAME] in their text box.

## Resources and Locations

Cards in your resource row count as resources whether they're face-up or face-down. Once a location turns face down it will stay face-down unless an effect turns it face up. You can look at your own face-down resources at any time. You can't look at enemy face-down resources.

You can rearrange your resource row if you like as long as your opponent can see how many you have and which locations you have. Resources don't exhaust.

There are six neutral locations, one for each of the six power symbols. Also, each team has one special location that has a Team Symbol on the top right of the card. Each Special Location, which grants any listed Power Symbol that team uses and can be used for anything related to a character on that team on your side, in your hand, or in your KO Pile.

You can use a location (by turning it face down or discarding it) to pay for a Super Power. But you can't use the same location card to pay for multiple Super Powers. Each Super Power must be paid for separately.

### Neutral Locations with Different Names

In different universes (like comic or space adventure), neutral locations may have different names. However, they still count as being the same neutral location. Your deck can include up to four copies of a specific neutral Location, and all copies of it must have the same name.

### Running Out Of Cards

If a player needs to draw a card, but his deck is empty, he skips those draws. Play continues as normal. But if all players are out of cards and no one is willing or able to attack to put wounds onto main characters, the player with the fewest wounds on his main character wins the game. If two or more players are tied for the fewest wounds, the game ends in a tie between those players.

### Searching and Shuffling

Whenever you need to search through your deck, shuffle it once you're finished. If a player is instructed to search for a specific card, or a subset of cards. The player can choose to fail to find, even if a card would meet those criteria is in the deck. If instructed to search for any card, they must choose one.

### Token Characters

Token characters are created by certain powers and can only exist in the Play zone. Some expansions may include token cards as part of a set, but they are not game cards used in deckbuilding. Token cards are only used to represent token characters created by powers. A token character works just like a regular character except that if a modifier puts the token character anywhere other than the Play zone, it ceases to exist.

### Timing

When you play a Plot Twist or use a Super Power, resolve it before anyone can play another Plot Twist or use a Super Power. Reaction powers are an exception to this. If a power "triggers" due to something, resolve that effect before any player can play a Plot Twist or use a Super Power. If multiple triggers happen at the same time, the player whose turn it is decides the order. If something triggers while resolving an effect, finish resolving the effect, then resolve the trigger. Recruit triggers are an exception to this.

### Base ATK and DEF

Some effects refer to a character's Base ATK and DEF. This means a character's stats before any modifiers or counters change them. A character's Base ATK and DEF is usually the same as their printed

ATK and DEF. The only difference is that some modifiers might temporarily change or establish a character's base stats.

## Mantles

Some characters share the same title or mantle as other people in the game. In cases like this, the newer character will have one or more stars before and after its name to differentiate it. The cards full name includes the star treatment so it will count as a different character for the purposes of uniqueness. Since the names are different, they can't be used to power-up each other.

Example: Hawkeye, Kate Bishop is in the Legacy set and Hawkeye, Clint Barton was released in the original Marvel Battles set. The card name for Hawkeye, Kate Bishop is “\*Hawkeye\*” and for Hawkeye, Clint Barton is just “Hawkeye.”

## Transform

When a character transforms it means they are being replaced with a different character. Remove them from the game and put the new character into play in the same orientation (ready/exhausted) they were in. Move all counters and equipment from them onto the new character, apply any modifiers (such as Freeze) to the new character.

In a tournament, players are limited to three Level 2 main character options in the transform side deck. The transform side deck is private information. In addition to each level 2 main character chosen, the associated level 1 main character must be included. Optionally, an associated level 3 main character or alternate level 2 main character can also be included. None of those cards count against the limit of three. When a main character is transformed into, the associated Level 1, 2, and/or 3 must be pulled out and displayed at this time.

## The Golden Rules

Whenever a card directly contradicts a rule in this rulebook, the card is correct. And if one modifier says you can do something and another says you can't do something, can't beats can.

## Free for All - 3 or 4 players

When you play with three or four players, all of the usual rules apply with a few exceptions:

- You win when **all** other main characters are KO'd.
- The player who goes first draws no cards on their first turn. The player who goes second only draws one card on their first turn.
- Each player has a Front, Back, and Resource Row.
- During your Main Phase you can have your characters attack any other player's characters using the normal combat rules. You can make all of your attacks against one player, or spread them out against multiple if you want.
- During combat, each player (including players who don't have an attacker or defender) can play Plot Twists to influence the combat.

- When a Main character is KO'd, all of that player's cards are immediately removed from the game. (This doesn't count as those cards getting KO'd.)

## 2 vs 2

You can also play 2 vs 2. In this case, you win when both enemy Main Characters are KO'd.

- Teammates should sit across from each other so the turn order goes Team A, Team B, Team A, Team B.
- The player who goes first draws no cards on their first turn. The player who goes second only draws one card on their first turn.
- You can't attack your teammate's characters.
- When a Main character is KO'd, all of that player's cards are removed from the game.

**Optional Rule:** When you recruit a character, you may put it into your teammate's Front or Back Row (they control it now).

## 2-Headed Teammates

This is a variation of 2 vs 2.

- Teammates sit next to each other and they share one giant Front Row and one giant Back Row.
- They don't share a Resource Row.
- Each team takes one shared turn. Both players Recruit separately during their Recruit Step. (You can't share Recruit Points.)
- Then they arrange their single Formation Together.
- Then they do their Attacks together.
- They both count as controlling all characters on their side.
- Each player on the team that takes the first turn does not draw cards on that turn.
- The game ends when both Main Characters on a team are KO'd. When your Main Character is KO'd, you continue to play on.
- If a card needs to know who to reference by "you" it is the player that paid the cost of the Super Power. In the event no one did (as would be the case of a trigger) it is the owner of the character, or the player who controlled the effect that last took control of the character.

## Deck Building Rules

Once you've played a few games you might want to build your own deck. Here are the rules:

- You must have a Main Character and a deck of exactly 60 cards.
- Your Main Character must also follow any **Loyalty** restrictions.
- You can only have up to four copies of any one card in your deck. The number of cards and kind of cards in your deck can be modified by **One of a Kind**, **Legion**, and **Loyalty** Keywords.

- You can put any Supporting Characters, Plot Twists, and Locations in your deck. Tokens are never part of your deck. Just remember the following:
  - Characters can only Team Attack if they share a Team Affiliation (on the top right of the card).
  - If a Location has a Team Affiliation, it can only be used for a character of that team on your side.
  - If a Plot Twist has a Team Affiliation, it can only be played if you have a face-up member of that team.
  - If a Plot twist has three Team Affiliation symbols, it can only be played if you have a three face-up members of that team.

## Game Terms

**AKA:** Some characters have AKA and another name in their text box.

For example, Captain Marvel says “AKA Ms. Marvel” in her text box. This means that she counts as having both names, which means you can use a Ms. Marvel supporting character to power up Captain Marvel, and they both count as the same person for the purposes of the Uniqueness rules.

**Any Turn Symbol [Any Turn symbol]:** If a Plot Twist or Super Power has this symbol you can use it on another player’s turn.

**Any Combat:** If a Super Power has these words,

**Appears:** When a card enters play it “appears.” Whether you played it from hand or some modifier put it into play. If a card changes sides, that does not count as “appearing.”

**ATK/DEF:** The numbers on characters above the [Lightning Bolt icon] and [Shield icon]. During combat you compare your character’s ATK to its enemy’s DEF to see if you stun it.

**Cancel (the combat):** If an effect cancels the current combat, the combat ends but no characters get stunned. Leave all the attackers and defender as is. They don’t ready.

**Cancel (the Super Power):** If an effect cancels a Super Power, the Super Power never resolves.

**Discard:** Means to move a card from your Hand to the KO pile.

**Daze:** An effect that stuns a character. However, the character won’t gain a wound.

**Enemy:** This applies to anything opposing you. An enemy player is your opponent. An enemy character is one an opponent controls. An enemy side are all the characters an opponent controls.

**Freeze/Frozen:** To freeze a character means to exhaust it and it can not ready during its next turn. During the turn the freeze modifier was applied through the turn it can not ready, the character is considered frozen.

**Good and Evil:** Some effects refer to Good or Evil characters. A character is Good if it's on a Good team and Evil if it's on an Evil team. The current list of Good teams are: Avengers, Guardians, X-Men, A-Force, Defenders, and The Company. The current list of Evil teams are: Supervillains, Femme Fatales, Underworld, and Xenomorphs.

**Health:** How many wounds it takes to KO a character.

**Keyword Power:** A power on a character in bold text and capitalized. Just follow the instructions on the card. Flight and Range count as Keyword powers even though they're represented by icons.

**Lethal Wound:** A **lethal** wound is one dealt by the **Lethal** Keyword power or any other wound designated as **lethal**. When a character receives a **lethal** wound, it is KO'd regardless of health.

**Level(ing) Up:** When a main characters acquires enough XP to to progress to the next level.

**KO:** To put a character from play into its owner's KO pile. When a character has wounds equal to or greater than its health, it gets KO'd.

**Melee Combat:** A combat that involves front row attackers.

**On Your Side:** The cards you have in play in one of your three rows are "on your side."

**Owner:** During the game you "own" your main character and all of the cards that started in your deck. (This only matters if a card references "owner.")

**Power-Up:** You can Power-Up a face-up character you control by discarding a card with the same name as that character. Then you put a +1/+1 counter on that character. You can Power-Up as a Main action, or you can Power-Up as an [Any Turn symbol] Combat action while that character is in combat during your turn or another player's.

**Progress(ing):** When a main character changes to a higher level which is most frequently the result of leveling up, but can be the result of a modifier. When a main character progresses, all XP counters for the level it is progressing to are removed.

**Protection:** Some effects refer to a "protecting" or "protected" character. Your face-up front row characters protect your face-up back row characters. Stunned characters do not count as protecting or being protected.

**Pull:** Means to move a character from the back row to the front row.

**Push:** Means to move a character from the front row to the back row.

**Ranged Combat:** A combat that involves back row attackers that have [Ranged icon]. In a ranged attack, the defender can't strike back unless it has [Ranged icon].

**Ready/Exhausted:** A character is either ready (upright) or exhausted (on its side). Only ready characters can attack. If a modifier "readies" a character that is already ready, or exhausts a character that is already exhausted, just ignore that part of the modifier (but do the rest of it).

**Regress(ing):** When a main character changes to a lower level which can only happen as a result of a modifier. If the Main Character has XP Counters on it before it regresses, set those XP counters aside and only return them if the main character regains that level of that version of a main character.

**Remove from the Game:** Some effects remove characters or cards from the game. In these cases, set those cards aside out of play. They do not count as being in the KO pile.

**Remove/Replace:** When instructed to remove a character as a defender and and replace it with another character, the new character must legally be able to become a defender to be a legal choice.

**Stunned:** When a character is defeated in combat, it gets stunned. Turn it face down, remove any +1/+1 or -1/-1 counters, exhaust it, KO attached equipment, and put a wound on it. A stunned character can't attack or defend, doesn't protect anyone behind it, loses its powers, and can't gain or have +1/+1 or -1/-1 counters. It still keeps its other information like name and team affiliation. **Waking Nightmare** and **Symbiosis** allow -1/-1 and +1/+1 counters respectively to remain on stunned characters.

**Super Power:** A power on a character that you activate by turning a location face down or discarding a location.

**Survives:** A character is considered to have survived if it made it through combat resolution without getting stunned. This includes Ferocious combat resolution and normal combat resolution. Anything that is looking to trigger on Stun/KO and surviving would check at both resolutions. If a trigger is looking back to find out who survived, the character must have survived in both Ferocious combat and normal combat. It does not count if a combat is cancelled early due to an effect or missing attacker/defender. Combat must resolve normally in order for a character to "survive."

**Switch:** If a card tells you to switch the position of two characters, you move each character to where the other was simultaneously. If for whatever reason one of those characters is unable to move, the switch does not happen and both remain where they were.

If you are instructed to switch two numbers, you add or subtract the appropriate value from each number to get the desired outcome.

**That Player:** The previously mentioned player, or player that controls the previously mentioned character.

**Wounds:** When a character becomes stunned, it gains a wound counter. If it has as many wounds as its health, it gets KO'd. (Some card effects says to "wound a character." In this case put a wound counter on it, but it doesn't get stunned.) If a character receives a lethal wound, it's KO'd regardless of health.

**"Your" Main Character:** When card text refers to "your main character" it means the main character you started the game with, while it is currently on your side. If it's currently on another player's side or removed from the game, text that refers to "your main character" should be ignored. Modifiers can change this and modifiers that demote your main character are an exception.

## Select Keyword Powers

Most keyword powers in this set have their game text explained on the cards. But the following are older keywords that have been updated or are used so commonly that they are not always defined on the cards.

**Berserker:** When this character attacks, put a +1/+1 counter on it.

**Creature:** This character can't have equipment. This power can't be turned off.

**Dodge:** This character can't be ranged attacked.

**Ferocious:** While in melee combat, this character strikes before characters without Ferocious.

**Hex:** Enemy characters can't level up. (They can still gain XP.)

**Inspire:** When another character appears on your side, put a +1/+1 counter on it.

**Leader:** While this character is team attacking, you choose who the defender strikes back against.

**Leap:** This character has [Flight icon] during your turn.

**Lethal:** If this character wounds a defending supporting character, KO it.

**Loyalty:** Put this in your deck only if each card in your deck with a team affiliation has [This Affiliation]

**Monstrous:** While this character is defending against a melee team attack, it strikes back against each attacker.

**Schemer:** When you play your first plot twist each turn, you may draw a card.

**Shrink:** When this character is attacked for the first time each turn, you may cancel the attack.

**Swarm:** You can have more than one character with this name on your side at the same time. This power can't be turned off.

**Symbiosis:** This character can have and gain +1/+1 counters while stunned.

**Tough:** When this character gets stunned, you may recover it. (It still gets a wound.)

**Waking Nightmare:** Enemy characters can have and gain -1/-1 counters while stunned.

## Credits

Chad Daniel (with help from Danny Mandel, Ben Cichoski, and the Vs 2PCG Community)

## Version History

6/10/2016 - Version 1.0 Initial release

8/03/2016 - Version 2.0 Added Alien Rules, Rules on Source, Triggers, and Coping Powers.

5/24/2017 - Version 2.1 Added Legacy Rules, Rules on categories of Keyword powers, Rules on types of modifiers, added more Copy rules, added more Keywords

## Appendix

### Rule Books

Marvel Battles, Defenders, A-Force, Aliens, and Legacy.