

VIS SYSTEM



2PCG

VS



Two New Teams

This expansion introduces one new Good team, S.H.I.E.L.D. (S) and one new Evil team, Hydra (H).

Agents

Several (A) characters have the new **Agent** Keyword Power, which allows them to work together as a spy network.

When an Agent appears, look at cards from the top of your deck equal the number of **Agents** on your side. Put any of them on the bottom of your deck.

The more Agents you have, the better you'll be at gathering intel.

Soldiers

Several (S) characters have the new **Soldier** Keyword Power, which allows them to work together to take out an enemy.

When a Soldier appears, put -1/-1 counters equal to the number of Soldiers on your side onto an unprotected enemy Supporting Character.

The more Soldiers you have, the better they'll be at hurting an enemy.

Hydra High Council

Supreme Leader has a Super Power which prevents you from losing the game even after he's KO'd. Just continue to play without a main character.

Infinity Formula

Nick Fury has a Super Power which keeps him alive. But once you use the power the first time, you must continue using it on each of your successive turns. Otherwise Fury will get KO'd.

Hypnotic Suggestion

Doctor's Faustus's Super Power allows you to steal an enemy Supporting Character. This effect is permanent: the character will remain on your side until it gets KO'd or otherwise leaves play. When KO'd, put it into its owner's KO pile.

The Spear in the East

Gorgon's power removes the stat benefit from +1/+1 counters on enemy characters. They still count as having the counters though. For example, if an enemy character with two +1/+1 counters gains a -1/-1 counter, you'll still remove one of each counter type.

Cosmic Cubes


Hydra has four different Cosmic Cubes under their control. However, each one has a different Super Power using a different Power Symbol.

MARVEL Required

This set includes four One of a Kind equipment cards – The Nullifier, Book of Vishanti, Darkhold, and Serpent Crown. Each of these has the **MARVEL** symbol on its top right instead of a team affiliation. This means in order to play one, you must have a face-up **MARVEL** character on your side. (The Marvel symbol is on the bottom of Marvel character cards.)



Updated Card

Singularity (a character from the A-Force expansion) has been changed and reprinted in this set due to game balance. Her power now requires you to spend an .

Deck Lists

Here are some deck lists designed to introduce you to the cards of the new teams. You can use any Main Characters, but some will be stronger than others with these lists.

S.H.I.E.L.D.

Supporting Characters

- 4 S.H.I.E.L.D. Agent
- 2 Slingshot
- 2 FitzSimmons
- 2 Sharon Carter
- 2 Maria Hill
- 3 Phil Coulson
- 2 ★Captain America★
- 2 Grant Ward
- 3 Dum Dum Dugan
- 2 Melinda May
- 2 Hawkeye
- 2 Man-Thing
- 2 Iron Man
- 2 Nick Fury

Equipment

- 2 Plasma Beam Handgun
- 2 Quinjet
- 1 Book of Vishanti
- 1 The Nullifier

Plot Twists

- 4 Strategic Homeland Intervention
- 2 Unwavering Loyalty

Locations

- 4 Helicarrier
- 3 Academy
- 3 Fortress
- 3 Laboratory
- 3 Training Ground

Hydra

Supporting Characters

- 3 Arnim Zola
- 3 Hydra Soldier
- 2 Doctor Faustus
- 2 Fixer
- 2 ★Gorgon★
- 2 Baron Von Strucker
- 2 Grant Ward
- 2 Viper
- 2 Hive
- 2 Magneto
- 2 Kraken
- 2 Madame Hydra
- 2 Red Skull
- 2 Supreme Leader

Equipment

- 2 Hydra Assault Rifle
- 4 Cosmic Cube
- 1 Darkhold
- 1 Serpent Crown

Plot Twists

- 4 Strength Above All Else
- 2 Unwavering Loyalty

Locations

- 4 Gehenna
- 3 Academy
- 3 Fortress
- 3 Laboratory
- 3 Training Ground

Kobik

The first printing of this set contains a special promo card, Kobik. She's a living cosmic cube and responsible for remaking Captain America into the Supreme Leader of Hydra. She's also the first unaffiliated character in Vs. System® 2PCG®.



Credits

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