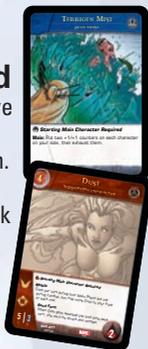


Crossover Vol. 2

At the end of every year the Vs. System® 2PCG® puts out a Crossover **MARVEL** Issue with new cards for existing teams. This year's Crossover features the following teams: Brotherhood of Mutants 🦋, Champions 🦋, H.A.M.M.E.R. 🦋, Hydra 🦋, Inhumans 🦋, Resistance 🦋, S.H.I.E.L.D. 🦋, and the Spider-Friends 🦋.

Starting Main Character Required

Some cards in this Issue have **Starting Main Character Required** for a specific team. This means you can only include the card in your deck if at least one of the Main Characters you start the game with has the listed team affiliation.



These characters **do** count toward your total of 60 cards in your deck. If **★Spider-Man★** gets KO'd, you're not out of the game if you have at least one of your other Main Characters on your side.



Spider-Verse

The **Spider-Verse** Keyword Power has two properties. First, it means: **If you choose a Spider-Verse character to be your starting Main Character, you may include up to four other Spider-Verse Main Characters in your deck.** (Currently there are only four total Spider-Verse characters, so after you pick one to start in play, you'll only be able to include up to the other three in your deck. But who knows what the future holds?) These characters **do** count toward your total of 60 cards in your deck. The second thing **Spider-Verse** means is



this: **During your Build Phase, if this character is in your hand, you may put it onto your side.** (Note: This does not count as recruiting the character.) Putting a second (or third or fourth) Main Character on your side not only increases your side's strength, but it will keep you in the game longer since you also aren't knocked out of the game until all Main Characters on your side are KO'd.

★Spider-Man★

Miles Morales doesn't technically have the **Spider-Verse** keyword, but he likes to hang out with his multiversal friends. **★Spider-Man★**'s **Citizen of the Multiverse** means your deck may include up to four different **Spider-Verse** Main Characters. (Currently there are only four to choose from.)

SP//dr

Even though its name is spelled differently it still counts as being "Spider" for the purpose of powers that reference the word "Spider", such as **★Spider-Man★**'s **Spider-People**. It's just how they spell in the future! SP//dr must not have any wounds at the start of your turn in order for its **Genius** power to trigger. So even if **Regeneration** heals SP//dr's last wound, you won't get to draw from **Genius** that turn.

Spider-Man Noir

Black and White prevents enemy Locations from producing the power symbol of your choice. An enemy player can still turn a Location face down or discard it from their hand to try to produce that symbol, but nothing will happen.

The Champion

∞ ATK means the Champion will always have enough ATK to stun a defender and his DEF will always be high enough to avoid getting stunned by a defender's strike. Although if somehow, the defender also has infinite ATK and DEF, then both characters will get stunned. (In other words, infinite ATK is treated as equal to infinite DEF which results in a stun. It's maths.)

The In-Between

Duality Itself lets you put the In-Between onto your side between two turns of the game. You can even do this after an enemy player's first turn but before your first turn.

The In-Between couldn't decide exactly how much cost, ATK, DEF, and health to have so he ended up between two whole numbers. In most cases, his stats work like this: 1 ½ cost means you must pay 1 ½ recruit points to recruit him. So you will have ½ a recruit point left over. 4 ½ ATK means his strikes will stun a 4 DEF character but not a 5 DEF character. 3 ½ DEF means if he is struck with 3 ATK, he won't get stunned, but if he gets struck with 4 ATK he will get stunned. 2 ½ means 2 wounds won't KO him, but 3 wounds will.

The Runner

The Runner is so fast he can actually attack during your Build Phase. This means you can recruit characters and equipment after the Runner attacks. (You could even recruit a new copy of Runner and attack with it!) Note: The Runner attacking during the Build Phase does count as a regular Combat so **Combat** Super Powers and Plot Twists, and power ups can be used during a Build Phase combat. However, during the combat you can't use any **Build** Super Powers and Plot Twists.

Mastermind

When Mastermind appears, you'll create a Tactics pile made of any number of other Masterminds you have in your deck and hand. (Note: You don't have to put every

Mastermind from your hand and/or deck into your Tactics pile.) Tactics piles are public. When Mastermind gets attacked, you may choose to play a random card from your Tactics pile. If you do, follow the instructions under its Tactic. Then put the card into your KO pile. When Mastermind leaves play, you'll leave your Tactics pile where it is. A player can only have one Tactics pile at a time. Later, if Mastermind appears on your side again, and you can (and want to) add more Tactics from your hand or deck, add



them to your existing Tactics pile. Note: One of Mastermind's Tactics sets an attacker's ATK to 0 this combat. That character can still gain ATK later in the combat.

Win the Hard Way

Some characters share the same "mantle". In the game, two characters who share a mantle will have their names differentiated by *s. For example, Peter Parker's card name is Spider-Man and Miles Morales's card name is *Spider-Man* (They share the "Spider-Man" mantle). Since they have different names you can have both on your side at the same time, but they can't normally power each other up.

Win the Hard Way lets characters that share a mantle power up each other. For example, you could use a card with the name Ms. Marvel to power up a *Ms. Marvel* character on your side or vice versa.



Terrigen Mist

Terrigen Mist puts +1/+1 counters on each character on your side, including ones that are already exhausted.

Select Keywords and Game Terms

The following keywords and terms are featured on cards without a description.

Burn: When a character on your side **Burns** another character, that means "At the end of each of your turns, stun that character." ("Your turns" refers to the player whose character caused the Burn effect, not the character who received the Burn effect.) This effect has no set duration. It will last until the character that is burning leaves play.

One of a Kind: You may only have one of this card in your deck.

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

Swarm: You can have any number of characters with this name on your side. This power can't be turned off.

Checklist

Main Characters

- *Spider-Man* (Levels 1-3)
- Spider-Gwen (Level 1)
- Spider-Ham (Level 1)
- Spider-Man Noir (Level 1)
- SP//dr (Level 1)

Supporting Characters

- 4 The Runner
- 4 The In-Betweener
- 4 Dreadnought
- 4 Dust
- 4 The Gardener
- 4 Captain America
- 4 Mastermind (4 different cards)
- 4 Morlun
- 4 The Champion

Plot Twists

- 4 Terrigen Mist
- 4 The World is a Madhouse
- 4 Win the Hard Way

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