





# V3 SYSTEM 2PCG™ THE DEFENDERS

## Two New Teams

This expansion introduces the Defenders  and The Underworld  teams.

Characters can have versions on two different teams. For example, Daredevil, Dr. Strange and Luke Cage are on the Defenders as well as the Avengers. Team Affiliation doesn't affect Powering Up: you can discard an  Daredevil to Power-Up your  Daredevil.







## 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.

## Wound a Character

Some effects say to “wound” a character. This means to put a wound counter on the character. This does not stun the character.

## 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 is: , ,  and . The current list of Evil teams is:  and .

## Plot Twists that can be played at a choice of times

If a Plot Twist has multiple times when it can be played, you can play the Plot Twist at any one of those times. Just follow the appropriate text.



## Searching and Shuffling

Whenever you need to search through your deck, shuffle your deck once you're finished.

## Mary Walker

Each version of Mary Walker has a different text box and ATK and DEF, but they all count as Mary Walker and can be used to Power-Up each other. Each Mary has the “One of a Kind” keyword which means you can only have one of that Mary in your deck.

## Radar Sense and Stupid

Daredevil and Rhino have effects that allow an enemy player to spend a  or  to do something. In this case, they can use a Training Ground or Academy to pay for the effect, but not a special Location like Fisk Tower.

## Underworld Boss

The Kingpin Supporting Character has a Super Power where he takes over as your main character. When this happens, your former Main Character becomes a Supporting

Character and remains in the game. It can still gain XP and Level Up, but you don't lose the game if it gets KO'd. Instead, you now lose the game when Kingpin gets KO'd.

## Hex

Scarlet Witch's Hex power prevents enemy Main Characters from Leveling Up. They can still gain XP up to their Level Up number, but not beyond. And once Scarlet Witch gets stunned or leaves play, if they have enough XP, they'll immediately Level Up.

## Maximum Carnage

Carnage's power triggers when he stuns or gets stunned. So it's possible for it to trigger twice in one combat.

## Deck Lists

Here are a pair of quick deck lists designed to introduce you to the characters and Plot Twists for the new teams. You can use any Main Characters, but some will be stronger than others with these lists.

## Defenders

- 2 Angel
- 2 Hellcat
- 2 Dagger
- 2 Iron Fist
- 2 Scarlet Witch
- 3 Deathlok
- 2 Cloak
- 2 Moon Knight
- 2 Nighthawk
- 2 Punisher
- 2 Valkyrie
- 2 Vision
- 2 War Machine
- 2 Ghost Rider
- 3 Spellbound
- 4 Hidden Weapons
- 4 Super Senses
- 2 Loyal Soldiers
- 2 Shock to the System
- 4 Sanctum Sanctorum
- 3 Academy
- 3 Fortress
- 3 Laboratory
- 3 Training Ground

## The Underworld

- 2 Carnage
- 2 Helmut Zemo
- 2 Electro
- 4 Mary Walker
- 2 Rhino
- 3 Hellstrom
- 2 Winter Soldier
- 2 M.O.D.O.K.
- 2 Venom
- 2 Bullseye
- 2 Purple Man
- 2 Baron Mordo
- 2 Kingpin
- 2 Blackheart
- 4 Fair and Balanced
- 3 Pain and Suffering
- 2 Play Dead
- 2 Loyal Soldiers
- 2 Shock to the System
- 4 Fisk Tower
- 3 Academy
- 3 Fortress
- 3 Laboratory
- 3 Training Ground

## Credits

### Game Design and Card Set Design:

Ben Cichoski and Danny Mandel  
(Super Awesome Games)

**Brand Manager:** Jason Brenner

### Product Manager and Art Direction:

Bubby Johanson

**Graphic Design:** Krista Timberlake

**Project Manager:** Louise Bateman

### President, Upper Deck Company:

Jason Masherah

### Director of Creative Services:

Mike Eggleston

### Additional Development:

Chad Daniel, Chris Dotson,  
Jeff Piroozshad and Luis Sumano



©2016 UDC. 2251 Rutherford Road, Carlsbad, CA 92008.  
All rights reserved. Printed in the USA.

Full rules available at  
<http://www.upperdeck.com/OP/GameRules.aspx>