



CROSSOVER

Starting with 2018, at the end of every year the Vs. System® 2PCG® will put out a Crossover **MARVEL** Issue with new cards for existing teams. This year's Crossover features the following teams: A-Force (🌀), Femme Fatales (👤), Champions (👊), Inhumans (👁), Monsters Unleashed (👹), Leviathons (🐉), S.H.I.E.L.D. (🛡), Hydra (👤), Brotherhood of Mutants (👤), Spider-Friends (🕷) and the Sinister Syndicate (👹).

Arnim Zola

ESP Box takes effect once the game starts and lasts the whole game (even while Arnim Zola is stunned, after he levels up, and even after he is KO'd). You can play any Equipment as a Supporting Character, regardless of whether you have a character with a matching



team affiliation. When you play one as a Supporting Character, it's no longer an Equipment. If it has a power that references "Equipped Character," it is its own equipped character. When the card leaves play it will go back to being an Equipment.

You may still play an Equipment normally and equip it to one of your characters (including on an Equipment that you played as a Supporting Character).

When Arnim Zola enters **A New Robot Body**, your new Equipment-turned-Main Character will have ATK/DEF equal to its cost, 1 , **Swarm**, and it will count as its own "Equipped Character," just like with **ESP Box**. When that body gets KO'd, it can use this power again to jump into another robot body, and so on. Note: if you want to use a Wild Special Location to pay for this power, it must match



Green Goblin and Venom

The Sinister Six have gained two new Main Characters to choose from. Remember, when you build a **Sinister Six** deck, you choose any six Sinister Six characters to go with that deck.

Goblin's **Bag of Tricks** allows you to discard Locations to make him more powerful in combat. If this causes Goblin to strike "before each other character," this means he strikes first even if any of the characters have, for example, a power like **Ferocious**. And if two Goblins are in combat with that ability, they'll strike each other at the same time.

If you discard an Oscorp Location, it's like a wild: you can treat it as though it's any of the other four Locations that



you didn't already discard this combat.

Venom's **Relentless Bond** will put a +1/+1 counter on him whether or not he's stunned.



Phil Coulson

Coulson's **Special Agent** power means when a character with **Agent** appears on your side, you'll get to look one card deeper into your deck. His **Level 7 Clearance** and **I'm A Guy With a Plan** count each instance of **Agent** on a character, so FitzSimmons will count as two **Agents**. And **I'm a Guy With a Plan** will count Coulson himself.



Sif

You can only recruit her by also paying a . If you don't have one to pay, you can't recruit her. Note: If she appears somehow without getting recruited, you don't have to pay a .

Ironheart

We're All Weirdos Here lets your Supporting Characters Team Attack even if they don't share a team affiliation and even if they're in different rows. If there's at least one melee attacker and at least one ranged attacker in the same attack, then the attack itself is both a melee and a ranged attack. Note: Each character must still legally be able to attack the defender.



the team affiliation of the Main Character using this power.

Blob

If Blob strikes a character and his **Boing!** power causes that character to strike itself, you add Blob's ATK to that character's own ATK to see if it's enough to stun it.

If Blob moves for any reason (including during your Formation Step or because another effect moves him), he will be prevented from gaining an XP. At the end of Blob's first turn of the game, he **will** gain an XP if he didn't move that turn.

Rhino

"Sidestep" means that the defender stays where it is, but avoids Rhino just enough. The defender doesn't count as moving.

When an enemy front row character sidesteps, you'll get to pick a new defender in their back row. If there aren't any, the combat will end. Sorry Rhino!

Maximus

Usurp the Throne lets Maximus KO another player's Main Character and take over being that player's Main Character. However, if they don't currently have a Main Character, **Usurp the Throne** won't do anything.



Omega Red

The phrase “could melee attack” means Omega Red can legally attack that character(s) right now. Normally this just means he must be ready and the character(s) must be unprotected.

Dark Phoenix

When Dark Phoenix **Deconstructs the Universe**, an entire concept of the game gets removed for the rest of the game (even if she leaves play). If, as a result of this, the wording of a card’s power is unclear, the part that is unclear does nothing. Here’s how removing each concept works:



- **+1/+1 and -1/-1 counters:** Remove all of those counters from the game. Remove the phrases “+1/+1 counter” and “-1/-1 counter” from all card text. For the rest of the game, ignore any effects that would cause these counters to enter the game in any way.
- **Equipment:** Remove all Equipment cards everywhere from the game. This includes all sides, decks, hands, KO piles, and Equipment that are already removed from the game. This also includes any cards that were once Equipment cards but don’t currently count as Equipment (such as a face-down resource or an Equipment that has become a character via Arnim Zola’s **ESP Box**). Remove the term “Equipment” from

all card text. For the rest of the game, ignore any effects that would cause Equipment to enter the game in any way.

- **Keyword text:** Removing this concept doesn’t affect  and . Remove all Keyword text from the game, including powers that “can’t be turned off”. Remove the term “Keyword” from all card text. For the rest of the game, ignore any effects that would cause Keyword text to enter the game in any way.
- **Levels:** All Main Characters everywhere become Level 1 if possible. Remove all remaining Level 2 and higher Main Characters from the game. Remove all Level Up Powers and XP from the game, and the terms “Level” and “XP” from all card

text. Ignore any effects that would cause XP or a Level 2 or higher Main Character to enter the game in any way.

- **Plot Twists:** Remove all Plot Twist cards everywhere from the game. This includes all decks, hands, KO piles, and Plot Twists that are already removed from the game. This also includes any cards that were once Plot Twist cards but are not currently Plot Twists (such as a face-down resource). Remove the term “Plot Twist” from all card text. For the rest of the game, ignore any effects that would cause a Plot Twist to enter the game in any way.

- **Super Powers:** Remove all Super Powers from the game. Remove the term “Super Power” from all card text. For the rest of the game, ignore any effects that would cause Super Powers to enter the game in any way.

Stand Together

Stand Together introduces **Reaction Plot Twists** to the game. When an enemy character uses a Super Power, after they pay any required power symbols, you can play **Stand Together** to cancel it before it takes effect. You must have at least as many face-up characters as the number of power symbols they paid. (If they paid none, then you don’t have to have any face-up characters.)



Checklist

Main Characters

- 2 Arnim Zola (Levels 1-2)
- 2 Blob (Levels 1-2)
- 2 Phil Coulson (Levels 1-2)
- 2 Spider-Man 2099 (Level 1 and 2)
- 1 Green Goblin (Level 1)
- 1 Venom (Level 1)

Supporting Characters

- 4 Black Ant
- 1 Leviathon Twin-Drake
- 4 Sif
- 4 Abominable Snowman
- 4 Ironheart
- 4 Mockingbird
- 4 Rhino
- 4 Maximus
- 4 Omega Red
- 4 Captain Universe
- 4 Dark Phoenix

Plot Twists

- 4 Stand Together

Credits

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