

MARVEL STUDIOS
COLLECTION

VS SYSTEM

2PCG



THE MCU BATTLES
RULE BOOK



Ages 14+

“There was an idea, to bring together a group of remarkable people. To see if we could become something more. So when they needed us, we could fight the battles that they never could.”

The Story So Far...

For the past few years, players have fought epic battles featuring comic book heroes and villains as well as horrifying aliens, deadly hunters, and their victims. Now the Marvel Cinematic Universe joins the Vs. System® 2PCG®.

What is the Vs. System® 2PCG®?

The Vs. System® 2PCG® is a card game where 2-4 players each build a deck of Characters, Plot Twists, Locations, and Equipment to try to defeat their opponents. Each Vs. System® 2PCG® product comes with a full playset of cards.

Game Contents

- 200 Cards
- Assorted Counters
- This Rulebook

Issues and Arcs

The Vs. System® 2PCG® has been reformatted from its small and big box expansions into a monthly release. From now on every three months of Vs. System® 2PCG® content will have a specific theme and be called an “Arc.” There will be one new set almost every month. Most of these will be 55-card “Issues,” and sometimes there will be a 200-card “Giant-Sized Issue” which is great for new players.

Our first Arc featured Deadpool, the Brotherhood of Mutants, and the New Mutants. This Arc is a celebration of the Marvel Cinematic Universe (MCU) and all card images will feature moments from the Marvel films.

This Giant-Sized Issue adds two new teams to the game: The Good MCU Heroes (H) and the Evil MCU Villains (V). And the next two Issues each add more cards to the MCU Heroes and Villains respectively.

Two Universes

With the introduction of the MCU, the Vs. System[®] 2PCG[®] is now split into two Universes:

The **Illustrated Universe** includes cards with drawn or painted artwork. (All cards prior to the MCU Arc belong to this universe.)

The **Photographic Universe** includes cards with images from movies or TV shows. (All MCU cards belong to this universe.)

When you build a deck you can't mix together cards (including your Main Character) from the Illustrated Universe with cards from the Photographic Universe. However, you can still play decks from one universe against the other.

The two universes only affect deck building. Once the game starts it doesn't affect anything. For example, if you have an Illustrated deck, it's perfectly fine to play an effect that moves an opponent's Photographic character to your side.

If you're familiar with the Vs. System[®] 2PCG[®]...

If you've already played the Vs. System[®] 2PCG[®] most of these rules will be familiar to you. We suggest you check out Specific Card Clarifications on pages 25-27.

Gameplay Overview

Each player starts with a Main Character, such as Captain America, Iron Man, or Loki. During the game, you'll play resources and recruit Supporting Characters like Falcon, Baby Groot, or Nebula. You'll organize your formation between your Front and Back Rows, 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 play locations and 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. When it levels up during the game, you'll switch it with its Level 2 Version.



Supporting Characters

During your turn, you can recruit Supporting Characters into your Front or Back Row.





Note: Some characters like Winter Soldier have two team affiliations.

Main Characters and Supporting Characters work the same way. They can attack, defend, get stunned, and take wounds. The only exceptions are some cards that specifically refer to Main Characters or Supporting Characters.

Plot Twists

During your turn, you can play Plot Twists from your hand. Plot Twists always say when during the turn you can play them.

You can only play a Plot Twist if you have a face-up character with the matching Team Affiliation.



Equipment

During your turn, you can put Equipment cards onto your characters. Equipment cards have a cost just like characters.

You can play Equipment only if you have a face-up character with the matching Team Affiliation.

Note: There is no Equipment in this Giant-Sized Issue.

Locations

Each turn, you can play a card face down as a resource. But if it's a Location, you may play it face up instead. Each Location has a Power Symbol. **During the game, you can turn a Location face down in order to activate a Super Power that requires that symbol.** (You may also discard a Location from your hand to generate that Power Symbol.)



There are six Power Symbols:



Might



Intellect



Skill



Energy



Humanity



Alien

Note: In this Giant-Sized Issue the Humanity  and Alien  power symbols are not used.

Each team also has a Special Location which grants any Power Symbol that team uses. (Each team only cares about four of the Power Symbols.)



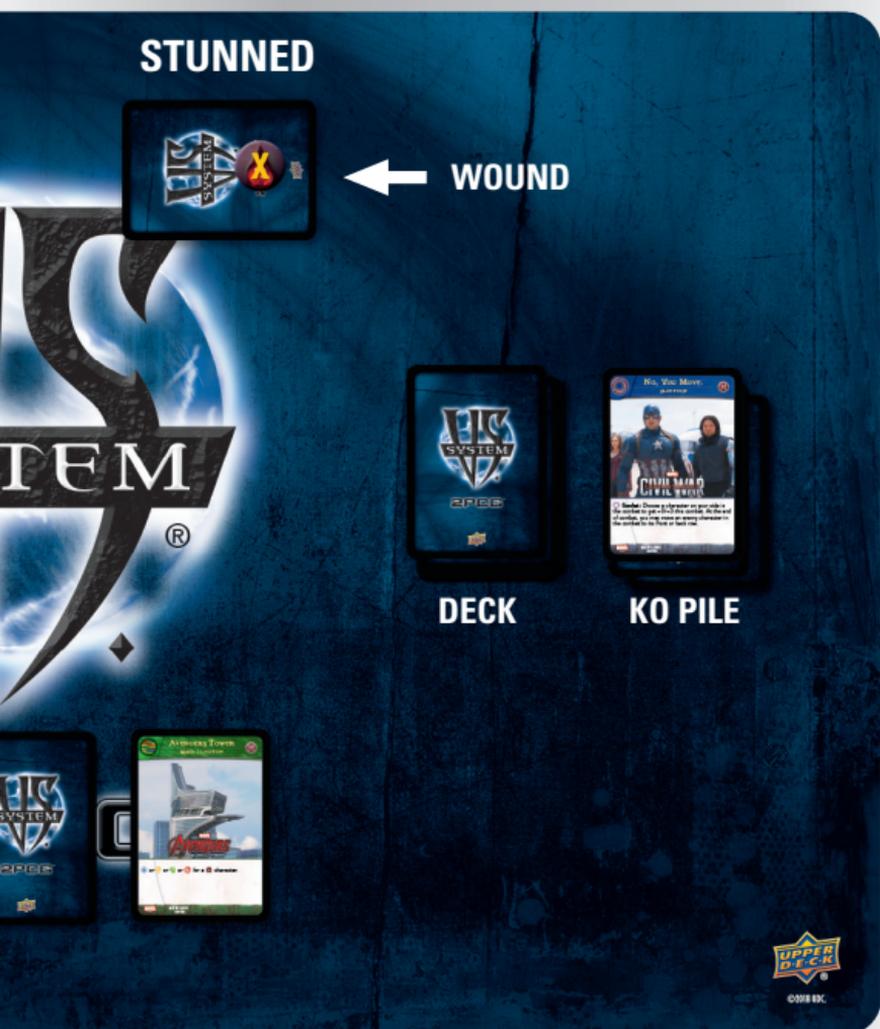
Basic Game Concepts

- **Deck:** Your deck must include exactly 60 cards, not including your Main Character.
- **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.
- **Three Rows:** Each player has three rows, consisting of Front, Back, and Resource.
 - When you recruit a character, it can go into your Front or Back row. Characters in front are your Melee fighters. They also protect characters in your Back Row. Characters in your Back Row are safer, but they can only attack if they have the  symbol.
 - Each turn you may place a Location or a face-down card from your hand into your Resource Row. Your resources give you recruit points each turn which you'll use to play your Supporting Characters and Equipment.

- **Ready/Exhausted:** A card in play is either ready (upright) or exhausted (turned on its side). Only ready characters can attack. Cards enter play ready.
- **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 stunned directly (without it being in combat).



- **KO:** When a character has as least as many wounds as its health, it's KO'd. (Put it into the KO Pile.)
- **Recover:** When a character recovers, turn it face up. It keeps its wounds.



Setting Up the Game

- Each player needs a deck that has one Main Character and exactly 60 game cards. (See pages 30-31 for which cards to include in your first deck.)
- Put the wound, XP, +1/+1, and -1/-1 counters nearby.
- Randomly determine who gets to choose which player goes first.
- Starting with the first player, each player puts their Level 1 Main Character into either their Front or Back Row. Then, they put the Level 2 version off to the side where all players can see it.
- 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. 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. (In a 3 or 4 player game, the next player is the player to your left.)

1. **Draw Phase**
2. **Recovery Phase**
3. **Build Phase**
4. **Main Phase**

1. Draw Phase

During this phase, any “At the start of your turn” effects happen first. 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.**)

2. Recovery Phase

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

3. Build Phase

During this phase, 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, regardless 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. When you play a character, put it into your Front or Back Row. When you play an Equipment, put it onto one of your face-up characters. (We suggest you place the Equipment card partially beneath the character card.)

Note: If you have any Recruit Points left over, they go away after this step.



Example: During Jake's Resource Step, he plays the Avengers Tower Location face up as a resource. He now has four resources so during his Recruit Step he gains 4 Recruit Points. He spends them to play Baby Groot (who costs 1) into his Front Row and Rocket (who costs 2) into his Back Row.

He has 1 Recruit Point remaining but nothing to spend it on so it goes away.

Formation Step

You can now rearrange any or all of your characters 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.

4. 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.

Your Front Row characters can make Melee attacks.

Your Back Row characters that have the  icon can make Ranged attacks.

Note: You can put a  character in your Front Row to have it make a Melee attack if you want.

Making a Melee Attack

Starting 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.
- A character with  may fly over your opponent's Front Row to attack a Back Row character unless your opponent has their own  character in their Front Row.

During Combat

- Once combat has begun, you can play one "Combat" Plot Twist or use one "Combat" Super Power or you can pass. Then, your opponent can do the same. Then, you go again, and so on, until both of you pass in a row. (If a player passes but the other player plays something, the first player can still play something.) Then, resolve the combat.
- **Note:** 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.

Resolving Combat

- To resolve the combat, the attacker now "strikes" the defender, and the defender simultaneously "strikes back" against the attacker.
- 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. Also 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.
- So 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 and put a wound counter on it. You also KO any Equipment on it.

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  to be the attacker.
- The defender only gets to strike back if it also has the  icon.

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

Flight and Ranged

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

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  to make a **Ranged Team Attack**. (Just like in a regular Ranged attack, the defender gets to strike back only if it has .
- In both cases, if all of your attackers have , they can fly over your opponent's Front Row to attack their Back Row (unless your opponent has a Front Row  character).

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, and compares the defender's ATK to that character's DEF to see if it will get stunned.

Example: Let's say 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

After each combat resolves, you can make another attack. Once you're done attacking (either by choice, 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.

Ending the Game

The game ends when you KO your opponent's Main Character or they KO yours. 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.

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.

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

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, it's KO'd. Put it into its owner's KO pile.

Note: If a character only has 1 health, don't bother putting the wound on it. Once it gets stunned, it's immediately KO'd, and you can put it directly into your KO pile.

If a character gets stunned by an effect during combat, it is removed from combat.

A stunned character can't attack, 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.

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, 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. Put the Equipment onto a face-up character on your side. (It doesn’t matter if the character is Main or Supporting, ready or exhausted.) The Equipment gives the character 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 have only 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 Affiliation Symbol, you may play it only if you have a face-up character with that Team Affiliation Symbol on your side (including your Main Character).

However, you can play it on any character on your side.

Equipment is not unique unless it says otherwise.

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.

Note: You can play it any time during your Build Phase, including before or after your Resource, Recruit, and Formation Steps.

If it says "Main", then you can only play it during your Main Phase while there isn't a combat going on.

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  next to it, then you can play it during a combat on any player's turn.

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

When you play a Plot Twist, follow its instructions, and then put it into your KO pile.

Some Plot Twists have one or more Team Affiliation symbols on the top right of the card. That means you may play it only if you have that many face-up characters with that Team Affiliation symbol on your side (including your Main Character). However, you can use it to affect any character regardless of Team Affiliation symbol.

If a Plot Twist has **MARVEL** instead of a Team Affiliation, that means you can only play it if you have a **MARVEL** character on your side. (The Marvel symbol is at the bottom of character cards.)

Character Powers

There are three types of character powers: Keyword Powers, Super Powers, and Level Up Powers.

Keyword Powers

Keyword Powers 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.

Flight and **Ranged** are the two most common Keyword Powers. They are represented by these icons instead of the actual words:  and .



Super Powers

Many characters have Super Powers. A Super Power looks like this:

The Big Guns = Name

Main = When you can use the Power

Hulk Like Raging Fire = Name

You may use this power on another player's turn.

Combat = When you can use the Power

The cost to use the Power

KO a supporting character... = The effect

The cost to use the Power

Choose any number.... = The effect

Each Super Power has a different name and a different effect. The words “Build” or “Main” or “Combat” tell you when you can use the Super Power (just like how Plot Twists work).

Example: War Machine’s **The Big Guns** power can be used only during your Main Phase while there isn’t a combat going on.

Hulk’s Super Power can only be used while he’s in combat. Since it has the  symbol next to “Combat,” you can use it on your turn or another player’s.

You can use a character’s “Combat” Super Power only 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: It’s your Main Phase. You decide to use War Machine’s power, so you turn a Laboratory Location face-down to pay the  cost. You could also have discarded a Laboratory card from your hand to pay the  cost.

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.** (If two characters have the same power you can use each of them once each turn.)

Some Super Powers are **Reactions**, which trigger when a certain condition is met. When that happens, you can pay the cost and if you do, you get the effect.

Some Super Powers have more than one Power Symbol. You have to pay for all of them by turning matching Locations face down, discarding them from your hand, or a combination of both.

Level Up Powers

Most Level 1 Main Characters have a Level Up Power.

4= How much XP Captain America needs to Level Up →



The image shows a Captain America Level Up card. At the top, it says 'CAPTAIN AMERICA MAIN CHARACTER' with a Level 1 icon on the left and a Level Up icon on the right. The card features an illustration of Captain America in his suit, standing with his shield. Below the illustration, there are two text boxes. The first is titled 'Ready To Follow Captain America?' and contains a 'Combat' power symbol and text: 'If this is your first attack this turn, put two +1/+1 counters on each attacker.' The second is titled 'The First Avenger' and contains a 'Level Up 141' power symbol and text: 'When Cap attacks in your first attack each turn, he gains an XP.' At the bottom left of the card, there are two XP counters, one with the number '2' and one with the number '5'. At the bottom right, there is a red circle with the number '5' inside, representing the XP cost. The card also has 'MCU-001' and 'MARVEL' logos at the bottom.

← **When Cap attacks... = XP Condition**

When you meet the XP (experience) condition, put XP counters on the Level 2 version of your Main Character. Once you have XP equal to the number next to “Level Up,” remove the XP counters from the Level 2 version of your Main Character and replace the Level 1 version of your character with its Level 2 version.

The Level 2 version should retain the same orientation as the Level 1 version (ready/exhausted and face up/face down). Put each wound, +1/+1 or -1/-1 counter, and Equipment that was on the Level 1 version onto the Level 2 version.

Level 2 characters work just like Level 1 characters except Level 2 versions are more powerful.

Note: While your Level 1 character is stunned, its Level Up Power is turned off.

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 work only on Main Characters or on Supporting Characters.

Other than that, treat Main Characters 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.

Uniqueness

You can have only one character with a specific name on your side at one time. If you play a second copy of a character that you already have on your side, then 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), then you still must KO the first character.

The only exception to all of this is your Main Character. You may never control a character with the same name as your Main Character. If an effect would cause that, ignore that effect. You can't play a Supporting Character with the same name as your Main Character.

Note: You are only allowed to have more than one character with a specific name if it has the **Swarm** keyword.

Power-Ups

If you have a card in hand with the same name as a **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  **Combat** action.

Example: You attack with your Main Character, Iron Man. During combat, you decide to Power Up Iron Man, so you discard a Iron Man Supporting Character from your hand and put a +1/+1 counter on your Main Character.

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.

There are six basic Locations, one for each of the six Power Symbols. Also, each team has one Special Location that has a Team Affiliation Symbol on the top right of the card. These Locations can produce any of the Power Symbols that team uses, but only for a member of that team. (That matters when you're building your own decks and mixing teams together. See pages 30-31 for more info.)

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

Basic Locations with Different Names

In different settings (like comic or space adventure), basic Locations may have different names. However, they still count as being the same basic Location (for example, one that makes ). Your deck can include up to four copies of a specific basic 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, then 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 after you've finished.

Token Characters

Token Characters are set aside at the start of the game as opposed to in your deck. But some effects can put them directly into play. A Token Character works just like a regular character except that if it ever gets put into a KO pile or otherwise leaves play, set it aside as it is no longer part of the game.

Note: There are no Token Characters in this Giant-Sized Issue.

Timing

When you play a Plot Twist or use a Super Power, it resolves before anyone can play another Plot Twist or use another Super Power. When an effect "triggers," it resolves before anyone 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.

Base ATK and DEF

Some effects refer to a character's Base ATK and DEF. This means a character's stats before any effects or counters modify them. A character's Base ATK and DEF are usually the same as their printed ATK and DEF. The only difference is that some effects might temporarily change a character's Base stats.

Good and Evil

Some effects refer to Good and Evil characters. A Good character is anyone on a Good team, and an Evil character is anyone on an Evil team. The full list of Good Marvel teams is:

. An Evil character is one that's on an Evil team. The full list of Evil Marvel teams is:

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AKA

Some characters have AKA and another name in their text box. For example, Bruce Banner has AKA Hulk. This means that he counts as having both names. This counts for uniqueness and powering up characters.

The Golden Rules

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

MCU Card Rules and Clarifications

Bruce Banner and the Hulk (Main Characters)

Bruce doesn't level up. Instead, when he attacks he transforms right into the Hulk Level 2 main character. **Note:** Hulk doesn't have a Level 1 version. The only way to become him is to start as Bruce.

Star-Lord (Main Character)

Star-Lord's Level Up power lets you start a Dance Off. Starting with you, each player may exhaust one of their ready characters or they're out of the Dance Off. Repeat this process until only one player is left. They're the winner.

Thor (Main Character)

Thor's **Journey of Self Discovery** Level Up power requires him to make three separate attacks in the order printed on his card to gain an XP. These attacks don't have to be in a row. For example, he could make a solo attack, then a team attack with one teammate, then another solo attack, and finally when he team attacks with exactly two other characters he'll gain an XP.

Rocket

Rocket's **I'm Gonna Need a Few Things** power requires you to choose two cards with different names in your KO pile. If you don't have two cards with two different names, his power will have no effect.

Falcon

Falcon's **Air Superiority** power prevents characters with  from striking him. It doesn't matter if that character is attacking or defending, or if it's a melee or ranged attack. As long as it has  it can't strike him.

Star-Lord (Supporting Character)

Star-Lord's **Half Celestial** power prevents him from being KO'd as long as you have a face-up main character on your side. However, if Star-Lord has fatal wounds and your main character gets turned face down, Star-Lord will immediately become KO'd.

Hulk (Supporting Character)

Hulk's **Hulk Like Raging Fire** power allows you to choose any number to give him that much ATK and DEF during combat.

"Any number" means any whole number. Some popular examples are 7, 15, 211, 45,000, 100,000,000, and 9.

Abomination (Main Character)

Abomination's **Give Me a Real Fight!** Power forces a player's first attack to include a specific character and the defender must be Abomination. However if either that character can't attack or Abomination can't be attacked, the effect does nothing. Also, the player can choose not to attack at all on their turn.

Iron Monger (Main Character)

The owner of a character is the player who brought that card to the game, regardless of which side that character is currently on. So Iron Monger's **Steal Idea** power will trigger when a character that an enemy player "owns" gets recruited, whether that enemy player recruited it themselves or if you used Iron Monger's **You Had a Great Idea, Tony** power.

Ultron Facility

Ultron is really six main characters in one: three identical Level 1s, two identical Level 2s, and one Level 3. Before the game starts you'll put one Level 1 Ultron onto your side. The remaining five Ultron cards will start out of play in a face-up pile called your **Ultron Facility**.

During the game you can use any Ultron's **There's Only One Path To Peace** power to put the lowest level Ultron from your Ultron Facility onto your side. When one of your Ultron main

characters gets KO'd it goes back to your Ultron Facility where it will be available to be brought back again.

If all your Ultrons are in the Ultron Facility at the same time, you lose the game.

Note: The Level 3 Ultron's **Your Extinction** power KO's all enemy cards (in a very dramatic way).

Mandarin

Mandarin is really three potential characters in one. If Mandarin is in your deck you'll need to bring your **Behind the Camera** pile with you which includes two copies of **Trevor Slattery** and one copy of **The Ten Rings**. When Mandarin gets KO'd, you'll remove him from the game, shuffle your Behind the Camera pile, and randomly put one of the three cards there into your hand.

This represents who Mandarin really is – lowly actor or deadly warlord. Leave the Behind the Camera pile face down – it's important that your opponent doesn't find out who the Mandarin really is until you're ready to show them.

Nebula

Nebula's **Rivalry** power requires you name a character. You can name any character, including one that isn't in play.

Loki (Supporting Character)

Loki's **I Am Burdened With Glorious Purpose** power lets you discard a character from your hand to increase the stats of a character in combat. Loki himself doesn't have to be in combat to use this power.

Multiplayer Game Modes

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.
- 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 the cards that player owns 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 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 the cards that player owns 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.
- Both players jointly make decisions for all cards on their shared 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.

Building Your First Decks

For your first few games, we recommend building the following decks. You can use any of a team's Main Characters with those decks, but some Main Characters will be much more powerful once you build a new deck for them.

MCU Heroes

Supporting Characters

- 4 Baby Groot
- 2 Heimdall
- 2 Black Widow
- 2 Rocket
- 2 Captain America
- 2 Falcon
- 2 Nick Fury
- 2 Iron Man
- 2 Winter Soldier
- 2 Star-Lord
- 2 Gamora
- 2 War Machine
- 2 Drax
- 2 Thor
- 2 Hulk



Plot Twists

- 4 No, You Move.
- 2 Sokovia Accords
- 2 He's a Friend From Work!

Locations

- 4 Avengers Tower
- 4 Laboratory
- 4 Academy
- 4 Fortress
- 4 Training Ground

MCU Villains

Supporting Characters

- 2 Killian
- 2 Whiplash
- 4 Crossbones
- 1 Mandarin
- 3 Destroyer
- 3 Nebula
- 2 Iron Monger
- 2 Ronan
- 2 Winter Soldier
- 3 Chitauri Leviathan
- 2 Malekith
- 2 Abomination
- 2 Red Skull
- 2 Loki

Plot Twists

- 3 I Have an Army
- 3 Two More Grow in its Place
- 2 He's a Friend from Work!

Locations

- 4 Sokovia
- 4 Laboratory
- 4 Academy
- 4 Fortress
- 4 Training Ground



Deck Building Rules

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

- Your deck must include a Main Character and exactly 60 cards.
- You can only have up to four copies of any one card in your deck.
 - Exception: You can't include cards that are the same basic Location but have different names.
- You can build either an Illustrated deck or a Photographic deck, but you can't mix cards between them.
- You can put any Supporting Characters, Plot Twists, Equipment, and Locations in 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 Super Power for a member of that team.
 - If an Equipment or Plot Twist has a Team Affiliation, it can only be played if you have a face-up member of that team.

Game Terms

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

Appears: When a card enters play, it "appears" whether you played it from your hand or some effect put it into play. (If a card changes sides or turns face up, that does not count as "appearing.")

ATK/DEF: These are the numbers on characters above the  and . 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 they are. They don't ready.

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.

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

Hide: When a character hides, turn it face down but ready. Remove any +1/+1 or -1/-1 counters and Equipment from it. A hidden character can't attack or defend, doesn't protect anyone behind it, and loses its powers. It still keeps its other information like Name and Team Affiliation.

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

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 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 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  Combat action while that character is in combat during your turn or another player's turn.

Ranged Combat: A combat that involves Back Row attackers that have . In a Ranged attack, the defender can't strike back unless it has .

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

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, put a wound on it and KO any Equipment it has. A stunned character can't attack or defend, doesn't protect anyone behind it, and loses its powers. It still keeps its other information like Name and Team Affiliation.

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

Wounds: When a character becomes stunned, it gains a wound. 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.)

Credits

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