



SPIDER-FRIENDS

Issues and Arcs

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 two Arcs featured Deadpool and the Marvel Cinematic Universe. This Arc is all about Spider-Man and his friends and enemies. This Issue introduces a new Good team: The Spider-Friends (🕷️). The next two Issues feature the Sinister Syndicate and The Defenders.

Spider-Man

This issue introduces the powerful Alien Symbiote version of Spider-Man. But as they say, with great alien power comes great alien... danger. While the symbiote does make him stronger, he must remove it or it will quickly be game over. In the comics, when Spider-Man fights off the symbiote, it splits off from him as a separate entity. In the game, when Spider-Man sheds the symbiote, it splits



off from him as a separate card. When this happens, Spider-Man will become Level 2 and now wears a cloth version of his black costume and the Alien Symbiote will look for a new host. (Note: Spider-Man Level 2 has one less Health – this represents losing the strength of the symbiote.)

When a character with the Alien Symbiote is turned face down but isn't KO'd, just keep the equipment token face up and ready, just like when it's equipped to a face-up character (it doesn't exhaust or turn face down). And remember, the symbiote is a jealous entity – it can't be destroyed or removed from its host (at least until the host leaves play).

Climb

Spider-Man and many of his friends and foes are great at climbing up buildings. In the game, this lets them get an advantage before the fighting starts: **At the start of your Main Phase, you may exhaust a location on your side to put a +1/+1 counter on your character with Climb.**

A character can only climb one location per turn and the same location can't be climbed by more than one character. (You exhaust the location to show that it's been climbed.) So if you have two locations but three climbers, one of them is out of luck. During your Recovery Phase your exhausted locations will ready the same time your characters do.

Scarlet Spider

Before he was the Scarlet Spider, the man who would become Ben Reilly was created from Peter Parker's DNA to be a perfect clone. So in the game he actually starts off as a different "Spider" hero until his true self is revealed (once he reaches Level 2). Here's how it works:

Your Spider Web is a new out-of-play pile that includes up to one copy of every other Level 1 main character with



"Spider" in its name. (Currently this includes Spider-Man from The Marvel Battles expansion, *Spider-Man* from Monsters Unleashed, and Spider-Man and Spider-Woman from this Issue.)

Your Clone Pile is another out-of-play pile. It starts empty but during the game you'll put characters from your Spider Web into it.

Before the game begins, when each player reveals their main character, you'll reveal the Scarlet Spider. Then instead of putting him on your side during setup, you'll put a character from your Spider Web onto your side.

When that character would become Level 2, you'll instead transform it into Level 2 Scarlet Spider. (It will keep

its counters, any effects on it, and its ready/exhausted and face-up/face-down orientation.) Then put the Level 1 main character he started the game as and the Level 1 Scarlet Spider main character into your Clone Pile.

Once he's Level 2, if he would be wounded, there's a chance it was just a clone body instead: reveal a random card from your Clone Pile. If you reveal Scarlet Spider, he'll get wounded as normal – they found you! But if you reveal someone else, he doesn't get wounded (although whoever was revealed goes back into your Spider Web.)

Spider-Woman

If Spider-Woman's **Venom Blast** reduces an enemy attacker or defender DEF to 0, it will be stunned and she **will** gain an XP. Her **Pheromone Control** power temporarily takes away enemy characters' powers while they're in melee combat with her. This will prevent triggered powers like **Shrink** or **Berserker** from triggering in the first place.



Spider-Man

Spider-Man's **Spider-Powers** do not have a limited duration. Any new keywords he gains will last until he leaves play.



Scarlet Spider

Scarlet Spider's **Paralytic Darts** cause an enemy character to become immobilized indefinitely. This effect lasts even after Scarlet Spider leaves play. (It will end once the immobilized character leaves play.)



Black Cat

Black Cat has often wavered between being a hero and a villain. In the game she doesn't have a team affiliation and is neither Good nor Evil... until she's on a side (she is neither Good nor Evil while she is in your hand, deck, or KO pile). Then if Spider-Man is your main character, he has a good influence on her and she'll ferociously fight alongside her partner. But if he's not your main character, she'll go back to slinking around as a criminal.



Select Keyword Powers

Unlike most keywords, these are mentioned on cards without their definitions:

Dodge: This character can't be ranged attacked.

Fearless: While this character is attacking a main character, it strikes with double its ATK.

Ferocious: While in melee combat, this character strikes before characters without **Ferocious**.

Genius: At the start of your turn, draw a card.

Grab: While this character is in the front row, enemy characters can't fly over it.

Leader: While this character is team attacking, you choose who the defender strikes back against.

Leap: This character has  during your turn.

Lethal: When this character wounds a defending supporting character, KO it.

Mobile: Once during your Main Phase (but not during combat), you may move this character to your front or back row.

Noble: While defending, this character strikes with double its ATK.

Pounce: While this character is attacking an exhausted character, that character can't strike back at it.

Stealth: This character can melee attack back row characters even while they're protected.

Symbiosis: This character can have and gain +1/+1 counters while stunned.

Checklist

Main Characters

- Spider-Man (Levels 1-2)
- Scarlet Spider (Levels 1-2)
- Spider-Woman (Levels 1-2)

Supporting Characters

- 4 Madame Web
- 1 Flash Thompson
- 1 Mary Jane Watson
- 1 J. Jonah Jameson
- 1 Aunt May
- 4 Black Cat
- 4 Silver Sable
- 4 Scarlet Spider
- 4 Prowler
- 4 Silk
- 4 Spider-Man 2099
- 4 Spider-Woman
- 4 Spider-Man

Plot Twists

- 4 Great Power and Great Responsibility

Locations

- 4 Daily Bugle

Token

- 1 Alien Symbiote

Credits

Game Design: Ben Cichoski and Danny Mandel (Super Awesome Games)

Brand Manager: Travis Rhea

Director of Game Development: Bobby Johanson

Assoc. Product Manager: Mark Shaunessy

Gaming Coordinator: Rob Ford

Project Managers: Louise Bateman, Tonya Lashley

Graphic Design:

Krista Timberlake

Rules Management:

Chad Daniel (lead), Garry Hewitt

Additional Development:

Chad Daniel, Garry Hewitt

Director of

Creative Services:

Mike Eggleston

V.P. of Operations:

Suzanne Lombardi

President,

Upper Deck Company:

Jason Masherah



©2018 UDC. 5830 El Camino Real, Carlsbad, CA 92008. All rights reserved. Printed in the USA.

