

## THE NEW DEFENDERS

### 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" (like this one), 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. The previous two Issues featured the Spider-Friends and the dastardly Sinister Syndicate. This Issue introduces more cards for an NYC team we've featured before – The Defenders (D).

### Beast

Note that **Acrobatic** doubles his DEF whether he is attacking OR defending.



### Namor

All three of Namor's **Rage** powers DO count face-down exhausted enemy characters as well. Likewise, his two **Level Up** powers also DO count face-down exhausted enemy characters as well.



**Atlantis Rises** adds a new row to your side, between your back row and your resource row, for the rest of the game. A player can't have more than one Atlantis row on their side. Atlantis works just like your front and back rows (you can move characters there during your Formation Step, for example) with the following exceptions:

- Characters in Atlantis can't attack.
- They are 'protected' by face-up characters in your front row and back row.
- They can't be attacked unless each character in your front and back rows is face down.

### Devil-Slayer

His **Shadow Cloak** lets him attack hidden and stunned characters. Treat it as a regular attack (both players can play Plot Twists, Power Up, etc.), but keep in mind the face-down character's powers are turned off and its team affiliation is not available for things like playing a plot twist.



When Devil-Slayer and the defender strike each other:

- Devil-Slayer can be stunned as normal.
- A hidden character can get stunned as normal. (Wound it and change it from ready to exhausted.)
- If Devil-Slayer's strike would stun an already-stunned character, just wound it instead.

## Power Man

Some characters are known by more than one moniker - like Power Man, who says **AKA Luke Cage**.

He counts as having both names, which means you can use a Luke Cage supporting character to Power Up Power Man, and vice versa. It also means they both count as the same person for the purposes of the Uniqueness rules.



Power Man loves a good party, especially if he wasn't invited. His **Crash the Party** power counts each enemy power, even if there are multiple instances of the same power. But remember face-down characters lose their powers so he won't count their powers.

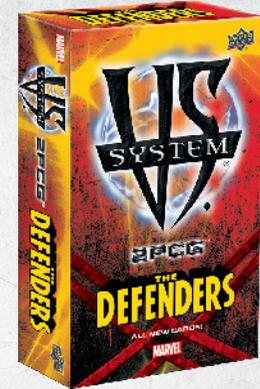


## Hulk

Hulk's **Puny Weapons Can't Hurt** Hulk power means that **Lethal** wounds (and even **Evil Lethal** wounds) won't KO him. This also includes, but is not limited to, things like Gamora's **Godslayer Blade** and MCU Drax's **Finger on Throat Means Death**.



Find more characters from The Defenders, including Ghost Rider and Dr. Strange, in Vs. System® 2PCG®: The Defenders. Available now!



## Checklist

### Main Characters

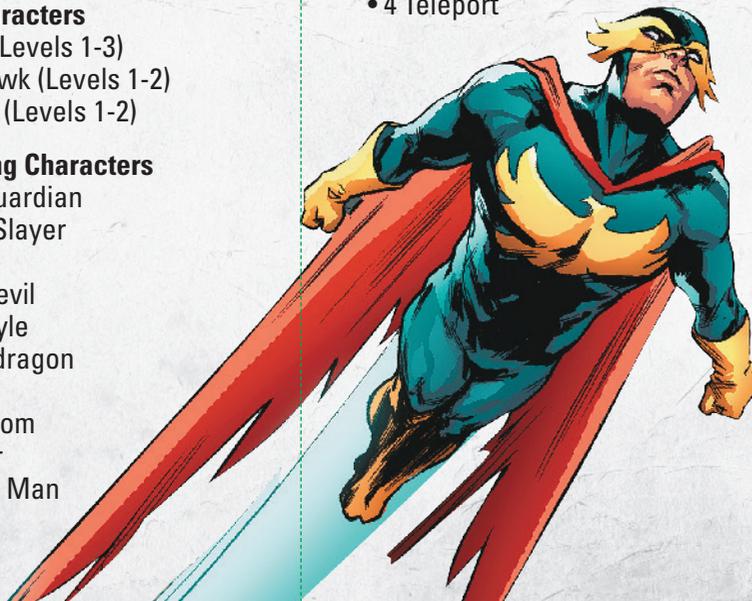
- Namor (Levels 1-3)
- Nighthawk (Levels 1-2)
- Valkyrie (Levels 1-2)

### Supporting Characters

- 4 Red Guardian
- 4 Devil-Slayer
- 4 Beast
- 4 Daredevil
- 4 Gargoyle
- 4 Moondragon
- 4 Clea
- 4 Hellstrom
- 4 Namor
- 4 Power Man
- 4 Hulk

## Plot Twists

- 4 Teleport



## 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  
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**V.P. of Operations:** Suzanne Lombardi  
**President, Upper Deck Company:** Jason Masherah



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