



Symbiotes Arc

This Arc takes a look at the sticky subject of Symbiotes in the Marvel Universe. The first Issue looked at Symbiotes related to the first Symbiote on Earth, Venom, and the second Issue did the same for Carnage. This final Issue will look at some heroes who have fought the Symbiotes (and even turned their powers to good).

New Team: Symbiotes

This Arc introduces the Symbiotes (🕸️), a new Evil team, to the game.

AKA

AKA is used quite a bit in the Arc, as the Symbiotes change hosts often. And it can be confusing with

the game with a set-aside Binding Pile. This pile is fixed (you must include particular cards) and private (opponents can't look at its contents.) The pile is made up of any Main Characters mentioned on the **Bind** cards in your deck and any Main Characters those Main Characters can Level Up *or* Down into. (Once a new Main Character appears on your side as a result of Bind, it will Level Up and Down as normal.)

Also, if that Main Character requires any piles of its own, you get to have those piles as well. (This is an exception to the usual pile rules. What can we say? Symbiotes are hard to get rid of.)

For example, if Peter Parker is in your deck, you'll start the game

Symbiotes in particular, as they are sentient beings as well. For example, the character Venom could have the **AKA** of every other hero and villain who ever used the same Symbiote, like Agent Venom. Then Agent Venom would need **AKA Venom** as well. But we've already made Venoms and Agent Venoms without these **AKAs**. Our solution was to focus on the hosts, so any character with Eddie Brock as its host, like Anti-Venom, has **AKA Venom**.

Symbiosis

There are a lot of cards in the Arc with this Keyword Power. It reads: "This character can have and gain +1/+1 counters while stunned." Normally, of course, when a character gets

with a Binding Pile with a level 1 🕸️ Spider-Man Main Character that has **Symbiosis**. Currently the only Level 1 🕸️ Spider-Man Main Character with **Symbiosis** has its own Alien Symbiote pile so you'll have that pile as well. The Binding Pile will also include the Level 2 Main Character that the Level 1 Spidey can Level Up into.

Here's how **Bind** works during the game:

At the start of your turn, if you have a face-up **Host** on your side and its listed Symbiote Equipment in your hand, you may play it for free equipped to the **Host**. If you do, KO them both, then place the listed Main Character where the **Host** was (in the same row and in the same space). **Note:** The Main Character appears ready and without

stunned, all counters fall off it except wounds (and vitality counters).

Symbiosis allows characters to keep their hard-earned +1/+1 counters and even gain more, while stunned.

Note: Although the power doesn't say "This power can't be turned off", it does stay on while the character is stunned (otherwise it wouldn't do anything!).

Cloak and Dagger (Main Characters)

These two Main Characters go together. You start with both on your side and your opponent must KO both of them to defeat you.

Their **Level Up** powers refer to Darkforce and Lightforce being

any counters even if the **Host** was exhausted or had counters.

Your opponent does *not* need to KO this additional Main Character to defeat you.

Iron Fist (Supporting Character)

For Chi counters, you can use anything (we suggest you use XP counters).

Iron Fist can spend any number of Chi in a combat with his **Source of My Power**, but only one at a time.

Remember that Chi counters, like all counters except wounds and vitality counters, do fall off when Iron Fist is turned face down (either by being hidden or stunned).

generated. This means when they put counters onto characters with their powers **Darkforce Generation** and/or **Lightforce Generation**.

Note: The **Generation** powers are mandatory once they trigger, and you can place the counters on characters on any side. (The same is true for the powers of the same name on the Supporting Character.)

Favored Symbiote Hosts

There are four famous **Host** Supporting Characters in the Issue. They each allow you to **Bind** a Symbiote to them to become something much more. Here's what **Bind** means when you include a character with it in your deck: If you have a character with a **Bind** power in your deck, you must start

Morbius

If you don't have vitality counters, you can use XP counters.

Arachnia (Battleworld Domain)

This card is a Battleworld Domain for the new game mode in Crossover Vol 3. However, if you don't have that Issue and just have this card, and both players agree, you can start with it in play. If you do, its text will affect characters for the duration of the game. It can't be affected in any way.

Carnage (Boss Battle)

Carnage is the latest in a series of Boss Battle cards introduced in Crossover Vol 3. Here's how it works:

Story Complexity (from least to most complex): Death of a Loved One, A Symbiote Story, Epic Quest, Time Traveler, Galactic Game, Assassination Plot

Rules: Player A always goes first in Part 1, then the winner of each Part goes first in the next Part. After each Part is over, simply follow the directions on the Story Mode card for whichever player wins.

Select Keyword

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

Number of players: 3

Setup: One player will play as Carnage. (They can play as any Main Character named Carnage, even future ones!) They take the Carnage Boss Battle card as a reference and build their deck as normal. The other two players choose any Main Characters as normal (except Carnage) and build their decks as normal.

Rules: Boss Battles use the Free For All game rules with the following changes:

- The Boss goes first, then play proceeds clockwise. No players skip drawing cards during their first Draw Phase.
- When a Basic Location appears on the Boss player's side, they

Checklist

Main Characters (6)

- Cloak (Level 1 and 2)
- Dagger (Level 1 and 2)
- Ezekiel (Level 1 and 2)

Supporting Characters (41)

- 1 Betty Brant
- 4 Deathlok
- 1 Dusk
- 1 Hornet
- 1 Prodigy
- 1 Ricochet
- 4 Nightwatch
- 4 Venom
- 4 Captain America
- 4 Ezekiel
- 1 Cletus Kasady
- 1 Eddie Brock
- 1 Flash Thompson

get the related effect from its power symbol, as instructed on their Boss Battle card.

- When a Special Location (like Klyntar) named on the Boss Battle card appears on the Boss player's side, they get the related effect.
- The Boss player only wins by KOing the other two players' Main Characters.
- The other two players only win by KOing the Boss.

A Symbiote Story (Story Mode)

This card is the latest in a series of Story Mode cards introduced in Crossover Vol 3. Here's how it works:

- 1 Peter Parker
- 4 Cloak and Dagger
- 4 Iron Fist
- 4 Morbius

Equipment (4)

- 1 Sonic Blaster

Plot Twists (1)

- 1 Utility Belt

Battleworld Domain (1)

- 1 Arachnia

Boss Battle (1)

- 1 Carnage

Story Mode (1)

- 1 A Symbiote Story

Number of players: 2

Players will play through a series of three games (called Parts) with the same decks, gaining an advantage for each game they win. Whoever wins Part 3 wins the Story!

Setup: Choose a Story Mode card. If you only have this one, choose it! If you have other Story Mode cards, choose one randomly or by consulting the "Story Complexity" list below. Then choose a player to be Player A.

We suggest you try Stories with decks you have already built, but you might want to build decks especially for particular Stories after a few games.

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