



## DEADPOOL & FRIENDS (AND ENEMIES)

### 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 the one you're holding in your hands. And sometimes there will be a 200-card "Giant-Sized Issue" which is great for a new player. (It will be structured just like past sets such as The Defenders or S.H.I.E.L.D. vs Hydra.)

Our first Arc features Deadpool and the X-Men. Issue #1 focuses on Deadpool and his friends (and enemies).

This expansion introduces a new Deadpool main character. This time around he's less hero and more mercenary so he, along with the rest of the Mercs for Money, are on the Underworld team. (Except for Colossus of course – he's still an X-Man.)

Issue #2 introduces the Brotherhood of Mutants to the Vs. System® 2PCG®, and Issue #3 features Cable and the New Mutants.

### Ajax

Ajax's **Pain Tolerance** power says he can only be KO'd by fatal wounds at the end of a turn. A character has fatal wounds if it has at least as many wounds as its health. So Ajax can have any amount of wounds but won't actually get KO'd until the end of a turn.

### Masacre

Masacre es el Deadpool de México, por eso el texto de su juego está escrito en español. No te preocupes. Si no hablas español, traduciremos sus poderes aquí. Él tiene **Mercenario** lo que significa "**Mercenary,**" y **Letal** lo que significa "**Lethal.**"

### Chimichanga

Deadpool's favorite deep-fried burrito has two different costs to use its super power. You must choose which cost to pay – you can't combine them. For example, you couldn't pay  and  and then say Chimichanga twice. That would be madness.



### Evil Deadpool

Made from Deadpool's discarded body parts that fused back together into a new person, Evil Deadpool gains XP whenever you discard a character. This includes powering up as well as any effect that causes you to "discard" a card (whether you or your opponent controls the effect).

Evil Deadpool loves being Evil. That's why he can grant Evil characters on your side the new keyword, **Evil Lethal**. Evil Lethal works just like regular Lethal except after you KO the supporting defender you laugh evilly. (If you're unable to laugh evilly you'll still resolve the effect as much as possible and KO the defender.)



### Break the Fourth Wall

This plot twist really lets you get in the game. When you put a "Me" token onto your side, you get to choose a team affiliation and your age will determine your ATK and DEF. You'll have **Leader** because you're still in charge of your team, but don't worry – if you get KO'd you don't lose the game because you're also still a player. We figure you have more questions about all this, so let's dive in.

**How do you prove your age?** If you're at a tournament you'll need an ID with a birthday. If you don't have one, we'll just pretend you're 11.



Evil Deadpool's Level 2 super power puts Good characters into play but turns them Evil and adds the word "Evil" at the beginning of their name. Changing their name DOES affect the uniqueness rules.

For example, it would allow you to have "Iron Man" and "Evil Iron Man" on your side at the same time. However, you would not be able to add "Evil" to regular Deadpool because then his name would be "Evil Deadpool" which is the same name as your main character. And Evil Deadpool hates Deadpool anyway.

**Does this card have different power levels for different players depending on their age? Yes. Isn't that ageist?** Great question. Think about it this way: Yes. **What happens if I'm 29 and tomorrow's my birthday, but then it turns to midnight in the middle of the game?** You'll become a 3/0 and get stunned. **Isn't that kind of stupid?** Play faster next time. **I feel like you're not taking this seriously.** That's not a question.

## Deadpool

HIYA KIDS, IT'S YOUR OLD PAL, DEADPOOL. GUESS WHAT? I'M THE FIRST CHARACTER IN THE GAME TO GO ALL THE WAY TO LEVEL 4. THERE'S PROBABLY A BREAK-THE-FOURTH-WALL JOKE IN THERE SOMEWHERE, BUT I HAVEN'T FOUND IT YET. ANYHOO, THE POWERS THAT BE WANT ME TO TELL YOU THAT EVEN THOUGH I'M NOW ON TWO DIFFERENT MAIN CHARACTER CARDS, THE  AND  VERSIONS OF ME CAN'T LEVEL UP INTO EACH OTHER.

IT'S BECAUSE A MAIN CHARACTER CAN ONLY LEVEL UP INTO A MAIN CHARACTER FROM THE SAME SET OR INTO ONE THAT HAS THE SAME ARTWORK. AND GUESS WHAT? I DON'T MEAN TO BRAG BUT I'M ACTUALLY A DESIGNER NOW. YOU KNOW ALL THE CARDS IN THIS SET THAT YOU LOVE? THAT'S RIGHT -- I DESIGNED THEM. (ALL THE CARDS THAT YOU HATE WERE DESIGNED BY THOSE OTHER TWO DUMMIES.) DESIGNING STUFF IS SWEET. YOU CAN PRETTY MUCH DO WHATEVER YOU WANT.

I LIKE DESIGNING SO MUCH, I WANTED TO DO SOME WHILE I WAS IN THE GAME TOO. MY NEW MAIN CHARACTER CAN **NERF** STUFF, **ERRATA** STUFF, AND EVEN **BAN** STUFF. CHECK IT OUT:

**NERF:** NAME A CHARACTER. FOR THE REST OF THE GAME, SUPPORTING CHARACTERS WITH THAT NAME ON ENEMY PLAYERS' SIDES, AND IN ENEMY HANDS, DECKS, AND KO PILES ARE O/I WITH 1  AND NOTHING CAN EVER, EVER CHANGE THAT.

**ERRATA:** NAME A CHARACTER. FOR THE REST OF THE GAME, SUPPORTING CHARACTERS WITH THAT NAME ON ENEMY PLAYERS' SIDES, AND IN ENEMY HANDS, DECKS AND KO PILES LOSE (INCLUDING  AND .

**BAN:** NAME A CHARACTER AND CHOOSE A NUMBER. PUT ALL SUPPORTING CHARACTERS WITH THAT NAME ON ENEMY SIDES INTO THEIR OWNER'S HANDS. FOR THE REST OF THE GAME, SUPPORTING CHARACTERS WITH THAT NAME ON ENEMY PLAYERS' SIDES, AND IN ENEMY HANDS, DECKS AND

KO PILES HAVE A COST EQUAL TO THE CHOSEN NUMBER AND NOTHING CAN EVER, EVER CHANGE THAT. (EXCEPT BANNING IT AGAIN. YOU KNOW THE OLD SAYING: "IF YOU REALLY, REALLY HATE A CARD, BAN IT TWICE.") ANY EFFECTS THAT WOULD INCREASE OR DECREASE WHAT AN ENEMY PLAYER PAYS TO RECRUIT A BANNED CARD ARE IGNORED.



### HERE ARE SOME QUICK TIPS:

- IF YOU STEAL A CHARACTER WITH ONE OF THOSE EFFECTS THE EFFECT WILL STOP BECAUSE IT'S NOT AN ENEMY CHARACTER ANYMORE. YAY! HOWEVER, IF IT GOES BACK TO AN ENEMY SIDE THE EFFECT WILL TURN ON AGAIN. BOO!
- WHEN YOU BAN A CHARACTER, YOU CAN NAME ANY NUMBER YOU WANT. EVEN A MILLION BAZILLION. TRY IT, IT'S FUN!
- IF SOMEONE TRIES TO TELL YOU THAT THIS ISN'T REALLY HOW NERFING, ERRATA-ING, AND BANNING WORKS, YOU JUST TAKE YOUR KATANA AND DO SOME "DEVELOPMENT" ON THEM, IF YOU KNOW WHAT I MEAN.

## Checklist

### Main Characters

- Deadpool (Levels 1-4)
- Evil Deadpool (Levels 1-2)
- Colossus (Levels 1-2)

### Supporting Characters

- 4 Solo
- 4 Hit Monkey
- 4 Slapstick
- 4 Ajax
- 4 Copycat
- 4 Masacre
- 4 Negasonic Teenage Warhead
- 4 Dreadpool
- 1 Fantomex
- 4 Shiklah

### Plot Twists

- 1 Breaking the Fourth Wall
- 4 Mercs for Money

### Equipment

- 1 Chimichanga

### Supporting Character Tokens

- 1 Fantomex
- 1 Cluster
- 1 Weapon XIII
- 1 Me



## Credits

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

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