



Crossover Vol. 5

At the end of every year the Vs. System® 2PCG® puts out a Crossover **MARVEL** Issue with new cards for previous teams. This year's Crossover focuses on iconic characters and moments from the MCU.

Hulk (Main Character)

We Need Your Help also counts characters with **AKA** for the chosen name. With **It's Like I Was Made For This**, if you have two or more characters that share a name, you choose which one to put on your side. (You can also put none of them onto your side if you wish.)



Iron Man (Main Character)

When Iron Man uses **Earth is Closed Today** the enemy character's ATK is reduced to 0 at that moment, but other effects could later increase that character's ATK during the combat.

To use **I...Am...Iron Man** count the total remaining health of all enemy characters. Then Iron Man may pay exactly that many power symbols (of any types). This will remove all of those characters from the game and also KO Iron Man. **Note:** If this ends the game (because no main



characters are left), the Iron Man player will win the game because it's their turn.

Thor (Main Character)

If **You Take the Little One** causes Thor to stun and then KO an enemy character, this will trigger **Let's Kill Him Properly This Time**.



Frigga

With **I See With More Than Eyes**, after you see an enemy player's hand, you can choose a different player (including yourself) to discard their hand and redraw.



Iron Man (Supporting Character)

With **I Figured Out Time Travel**, choose 1, 2, or 3. Then each player chooses that many of their own resources (they can look at their face-downs first) and shuffles them into their owners' decks.



Captain America (Supporting Character)

"To Cap's left" includes all characters in that row to the player's left of Captain America, not just the one to his immediate left. Whenever an effect moves a character to a row, the controller of that effect chooses where in that row to put the character.



I Went For The Head (Plot Twist)

When the enemy character gets struck in combat, if that wasn't enough ATK to stun it, **I Went for The Head** will cause it to get stunned anyway. And if getting stunned doesn't cause it to get KO'd normally, **I Went for the Head** will cause it to get KO'd anyway. And then **I Went for the Head** will remove that character from the game.




Boss Battles

This Issue adds four new Boss Battles to the game – where one Boss player fights a team of two other players.

Setup: One player chooses a Boss Battle card and a main character with that name. (Example: If you choose Hulk you can play as 🟡 Hulk, the original 🟡 Bruce Banner/Hulk, or the 🟡 Hulk from this Issue.) The other two players choose any main characters other than one with the same name as the Boss. Everyone builds their deck normally.

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 on their first Draw Phase.
- When a Basic Location appears on the Boss's side, they get the related effect from its power symbol, as instructed on their Boss Battle card.
- When a  location that shares a team with the Boss appears on their side, they get the related effect.
- The Boss only wins by KOing the other two players' main characters.
- The other two players only win by KOing the Boss.

Captain America's **Language!** effect counts an acronym as one word for each of its letters.

Checklist


Main Characters

- Captain America (Levels 1-2)
- Hulk (Levels 1-2)
- Iron Man (Levels 1-2)
- Thor (Levels 1-2)

Supporting Characters

- 1 Jane Foster
- 4 Rescue
- 1 Fandral
- 4 Frigga
- 1 Hogun
- 1 Volstagg
- 4 Hulk
- 4 Sif
- 4 Iron Man
- 4 Captain America
- 4 Thor
- 4 Georges Batroc
- 4 ★Thanos★

Hulk's **I'm Always Angry** lets you stack instances of **Berserker**. So if Hulk has three instances of **Berserker**, he'll get three +1/+1 counters when he attacks.

Thor's  effect reveals the top six cards of your deck and then you can put any one of the characters named on the card onto your side. (But there is no additional effect unlike the other Boss abilities.)

Story Mode

In Story Mode, players will play through a series of three games (called Parts) with the same decks, gaining an advantage for each game they win. But Part 3 is winner-take-all! This Issue contains one new Story Mode: The Cosmic Scales.

Plot Twists

- 1 I Am Inevitable
- 1 I Went for the Head

Boss Battles

- 1 Captain America
- 1 Hulk
- 1 Iron Man
- 1 Thor

Story Mode

- 1 The Cosmic Scales

Setup: Choose a Story Mode card, either randomly or by consulting the "Story Complexity" list below.

Story Complexity (from least to most complex): Death of a Loved One, A Symbiote Story, Epic Quest, Altered Reality, The Cosmic Scales, Time Traveler, Galactic Game, Assassination Plot, A Secret Threat.

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.

In the Cosmic Scales, Player A picks three different Main

Characters and builds a single deck that would be legal for any one of those characters to use.

Select Keywords

Berserker: When this character attacks, put a +1/+1 counter on it.

Dodge: This character can't be ranged attacked.

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

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

Credits

Game Design: Ben Cichoski and Danny Mandel

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Assoc. Brand Manager: Corrine Deng

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Assoc. Product Manager: Vito Munoz

Product Coordinator: Zack Stevens

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Senior Project Managers:

Susan Dent, Marsha Weddle

Assoc. Project Managers:

Michael Whaley, Netania Allen

Rules Management:

Garry Hewitt

Sr. V.P. of Production and Logistics:

Suzanne Lombardi

President, Upper Deck Company:

Jason Masherah

Playtesters:

Cody Banks, Roland Christy, David Robbins (The Lab), Bobby Coovert, Richard Berg



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