



Four New Teams

This expansion introduces three Good teams — the Inhumans (I), Champions (C), and Monsters Unleashed (M) — who must defend the Earth from the Evil Leviathon (L) invasion.

For complete rules, please visit:

<https://www.upperdeck.com/OP/> and click on

Vs. System 2PCG Compiled Rulebook.

Leviathons are Weird

While the Inhumans, Champions, and Monsters Unleashed each have the usual mix of Main Characters, Supporting Characters, Plot Twists, and Locations, the Leviathons work differently. They only have one Main Character — the Leviathon Mother. They have one Supporting Character with **Legion**, which means you can have up to eight copies of it in your deck. And all twenty of their other Supporting Characters are **One of a Kind** which means you can only have one copy of each in your deck.

Dual Team Affiliations

Moon Girl and Devil Dinosaur each have two different team affiliations. Moon Girl is on the Inhumans and Devil Dinosaur is on the Monsters Unleashed team. But both of them are also on the Moon Girl/Devil Dinosaur team. This allows them to Team Attack together or with members of their respective teams. (Keep in mind all members of a Team Attack must share at least one team affiliation.)

Shared Mantles

Some characters share the same title or “mantle”. In the game, two characters who share a mantle will have their names differentiated by ★s. For example, Peter Parker’s card title is Spider-Man and Miles Morales’s card title is ★Spider-Man★. This allows you to have both on your side at the same time. If an effect ever asks you to name a card, you don’t mention any ★s. For example, you would just say “Spider-Man” and it would count both of them. If an effect refers to a character that “shares a mantle”, this applies to any character with ★s in its name or any other character in the game that shares a mantle with someone. For example, it would count Spider-Man, Ms. Marvel, and Hulk (as well as their newer counterparts ★Spider-Man★, ★Ms. Marvel★, and ★Hulk★).

Hidden Characters

Spider-Man’s Invisibility power allows him to Hide. When instructed to hide a character, turn it face-down but in the ready orientation. It does not count as having been Stunned and while it’s face-down it doesn’t count as a Stunned character. When a character hides, remove all +1/+1 and -1/-1 counters from it and KO any Equipment on it. A hidden character can’t Attack or be Attacked and it doesn’t protect any characters. It can’t gain +1/+1 or -1/-1 counters, and it temporarily loses its powers while hidden.

During your Recovery Phase, you must turn a hidden character face-up the same time you recover your Stunned characters. A player can look at a hidden character at any time.

Two Main Characters at Once

The Main Characters, Moon Girl and Devil Dinosaur, go together. You start with both on your side and you’re only out of the game once both are KO’d.

Amplify-Only Super Powers

Black Bolt’s Super Powers use the Amplify ability. When you use a Super Power, if you discard a Location (instead of turning it face-down in your resource row), you get the Amplify text. Previous Amplify Super Powers grant an effect to begin with but a larger effect if you Amplify it. Black Bolt’s powers only grant an effect if you Amplify them.

Multiple Defenders

Fin Fang Foom and Leviathon Hydra are each able to attack multiple enemies at once. When they do, they will strike with their full ATK against each defender, and the defenders will total up their ATK to strike back.

Lumbering

Some Leviathons have the Lumbering keyword. When you attack with one (even if it’s a Team Attack), announce which enemy player side you’re attacking. Then the defending player will choose who the Leviathon is attacking.

Deck Lists

Here are some deck lists designed to introduce you to the characters and Plot Twists of the new teams. You can use any Main Character, but some will be stronger than others with these lists.

Inhumans

Supporting Characters

- 2 Captain Swain
- 2 Naja
- 2 Inferno
- 2 Panacea
- 2 Triton
- 2 Frank McGee
- 2 Grid
- 2 Moon Girl
- 2 Flint
- 2 Lockjaw
- 2 Quake
- 4 Ahura
- 2 Iso
- 2 Karnak
- 2 Gorgon
- 2 Reader
- 2 Black Bolt
- 2 Medusa
- 1 Devil Dinosaur

Plot Twists

- 2 The Inhumans
- 2 A Killer Voice
- 2 Emerge from the Cocoon
- 2 Diplomatic Immunity

Locations

- 4 New Attilan
- 2 Academy
- 2 Fortress
- 3 Laboratory
- 2 Training Ground



Champions

Supporting Characters

- 2 ★Cyclops★
- 2 Dinah Soar
- 2 Big Bertha
- 2 Darkstar
- 2 Black Widow
- 2 Doorman
- 2 ★Ms. Marvel★
- 2 Flatman
- 2 Iceman
- 2 ★Spider-Man★
- 2 Angel
- 2 Viv Vision
- 2 Gwenpool
- 2 Mister Immortal
- 2 Nova
- 2 ★Hulk★
- 2 Ghost Rider
- 2 Hercules

Monsters Unleashed

Supporting Characters

- 2 Tim Boo Ba
- 2 Creature from the Black Bog
- 2 Googam
- 2 Hi-Vo
- 2 Devil Dinosaur
- 2 Elsa Bloodstone
- 2 Scragg
- 2 Aegis
- 2 Kid Kaiju
- 2 Pildor
- 2 Goom
- 2 Mekara
- 2 Monstro
- 2 Slizzik
- 2 Thing That Crawls by Night
- 2 Fireclaw
- 2 Fin Fang Foom
- 2 Zzutak
- 1 Moon Girl

Leviathons

Supporting Characters

- 8 Leviathon Servitors
- 20 Different Leviathon One of a Kind Supporting Characters

Plot Twists

- 2 Baby Avengers
- 2 Tough Kids
- 2 Fall Back
- 2 Change the World

Locations

- 4 Jersey City
- 4 Academy
- 3 Fortress
- 3 Laboratory
- 2 Training Ground

Plot Twists

- 2 Krakle-Thoom!
- 2 Monsters Unleashed!
- 2 The Fight is Finished
- 2 Flatten

Locations

- 4 Mu
- 2 Academy
- 4 Earth
- 3 Fortress
- 2 Laboratory

Locations

- 4 The Desecrated Nest
- 4 Academy
- 4 Fortress
- 4 Space
- 4 Training Ground






Plot Twists

- 4 Property Damage
- 4 The Leviathon Tide
- 4 The Queen Demands Tribute!

New Game Mode: The Leviathon Invasion (2 vs 1)

In this game mode two players must work together to defend Earth against the Evil Leviathon invasion. Use the Free-for-all rule from the Marvel Battles with the following changes:

- One player's Main Character must be the Leviathon Mother.
- The Leviathon Mother wins by KOing each enemy Main Character.
- The other players win by KOing the Leviathon Mother.
- The Leviathon Mother goes first. No players skip drawing cards during their first Draw Phase.
- When the Leviathon Mother plays a Location she gets one of the following effects depending on which power symbol it has:

-  **Defend Your Mother:** You may put a  character from your hand onto your side as long as its cost is less than or equal to the number of Resources you have.
-  **The Time of Nesting is Here:** Draw another card for each **One of a Kind** character on your side.
-  **Face Me and Die:** Put three +1/+1 counters on the Leviathon Mother.
-  **This Planet Angers Me:** Each enemy player chooses one of their face-up Supporting Characters and Stuns it.
- **The Desecrated Nest:** When you play this Location, choose any one of the four above effects.

We recommend using the suggested decklists to try out the Leviathon Invasion mode. However, the Leviathon Mother will be heavily favored until the defending players tune up their decks.

Select Keyword Powers

Most Keyword powers in this set have their game text explained on the cards. But the following are older keywords or are so commonly used in this set that they are not always defined on the cards.

Creature: This character can't have Equipment. This power can't be lost or turned off.

Durable: If this character would get Stunned other than by getting struck in combat, it doesn't get wounded. When it gets Stunned this way, you may Recover it.

Fearless: While attacking a Main Character, this character strikes with double its ATK.

Lethal: When this character wounds a defending Supporting Character, KO it. (Note: This is a wording update from previous versions of Lethal. Previously a Lethal character needed to Stun a defender. Now it must wound the defender.)

Legion: You may have up to eight of this card in your deck.

Monstrous: While this character is defending against a melee Team Attack, it strikes back against each attacker.

One of a Kind: You may only have one of this card in your deck.

Regeneration: At the start of your turn, if this character is face-up, heal a Wound from it.

Swarm: You can have more than one character with this name on your side at the same time. This power can't be lost or turned off (even while the character is Stunned).

Tough: When this character gets Stunned, you may Recover it.

Credits

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