



## Disney+ Arc

Welcome to the Disney+ Arc for Vs. System® 2PCG®! This Arc takes our first look in the game at the Marvel TV shows. The first Issue peeked at *WandaVision*, the second Issue didn't fly under the radar with *The Falcon and the Winter Soldier*, and this third and final Issue will try to track down *Loki*.

## Mobius (Main Character)

**TVA Interrogator** checks a card's type. The card types are Equipment, Location, Plot Twist, Main Character, and Supporting Character.

### His You Can Be Someone Good

power references "Good" characters. Team affiliations in Vs. System® 2PCG® are Good or Evil by default. For example, **H** characters are Good and **V** characters are Evil. If a character has a Good and Evil team affiliation, they are both Good and Evil.



## Ravonna Renslayer (Main Character)

**Running the Show** counts every card on your side with a power with "TVA" in its name, including Ravonna's Head of the TVA power.

**For All Time, Always** will recover all characters, including characters on other sides.



## Sylvie (Main Character)

**Fugitive Variant** gives Sylvie 1 XP each time you play a Location, as long as she hasn't already gained XP from a Location with that name. For example, your first Fortress will give Sylvie 1 XP. But she won't gain XP from any additional Fortresses you play.

**Not Supposed to Exist** says to "Resolve the combat." This means the game skips ahead to the part of

combat where characters strike each other. In other words, there are no more opportunities for players to play Plot Twists, use Super Powers, or Power Up the combatants.

**Note:** Combat resolution will occur normally, including characters with **Ferocious** getting to strike before other characters.

## You're Me

This power refers to a character with "Loki" in its name. This includes original Loki, his variant **\*Loki\***, and other variants such as Classic Loki.

## Nexus Event

See the section for Sylvie's **Not Supposed to Exist** for more information.



## TVA Personnel

Paying 1 less or 1 more recruit point does not change the character's actual cost. For example, If you pay 1 less or 1 more to recruit Mobius he still counts as a 2-cost character.

**Note:** You don't have to pay 1 less or 1 more to recruit a **TVA Personnel** character. You can just pay its normal cost. **TVA Personnel** can also be combined with other payment reduction or increase effects such as **Timedoor** found on the Equipment TempPad.

**He Who Remains (Supporting Character)**  
**Founder of the TVA**  
is like **TVA Personnel**



except you can pay up to 7 less or 7 more to recruit He Who Remains. This means you could spend anywhere from 1 to 15 recruit points to recruit him.

## Miss Minutes

**Up to the Minute** requires you to check the time at the moment the power resolves, not while you're searching your deck. So let's say it's 2:30PM when she uses the power. You'll search your deck for a Location card, even if it becomes 2:31PM while you're in the middle of looking through your deck.



## Ravonna Renslayer (Supporting Character)

With **TVA Judge** the enemy player CAN choose a stunned supporting character on their side. In this case if you choose "Guilty" nothing will happen to it.



## ★Loki★ (Supporting Character)

**Time Flies** grants ★Loki★ one of the listed powers if you pay 5, 6, or 7 recruit points to play him. If somehow you pay less than 5 or more than 7, he won't have any of those powers.



## Select Keywords

**Immobilized:** This character can't move during its Formation Step.

**Passive:** This character can't attack or strike.

## Checklist

### Main Characters

- ★Loki★ (Level 1-3)
- Mobius (Level 1-2)
- Ravonna Renslayer (Level 1-2)
- Sylvie (Level 1-3)

### Supporting Characters

- 4 Mobius
- 4 Miss Minutes
- 4 Ravonna Renslayer
- 4 Classic Loki
- 4 ★Loki★
- 4 Sylvie
- 4 He Who Remains
- 4 Alioth

## Time Variance Authority

**TVA Headquarters** allows all players to play an extra resource on each of their turns as long as that extra resource is a Location with a name that isn't already on any side. For example, on the first turn of the game you could play Time Variance Authority as your regular resource, and then play a Fortress as your additional resource.

On the next player's turn they could play ANY resource (including a face down card, a Fortress, or a Time Variance Authority) as their regular resource. And then they could play an extra resource as long as it's a Location that doesn't

have the same name as a Location on any side.

Let's say they play an Academy as their regular resource. They can now play another Location other than Academy, Fortress, or Time Variance Authority as their extra resource.

Now it's back to your turn. You play a Time Variance Authority as your regular resource so now there are two **TVA Headquarters** happening, which means you can play up to two extra Locations. You play a Training Ground as your first extra Location. But the



only other Locations you have in your hand are a Fortress and another Training Ground so you can't play either.

Whew! Make sense? Time travel!

## Photographic Universe and Good/Evil Teams List

The cards in this Arc can only be played in Photographic Universe decks. For more information about the Photographic Universe, and a list of all the Good and Evil teams in Vs. System® 2PCG®, please consult the compiled rulebook at

[www.upperdeck.com/OP](http://www.upperdeck.com/OP).

## Equipment

- 1 Reset Charge
- 1 TemPad
- 1 Time Twister
- 1 Time Stick

## Plot Twists

- 1 The Conqueror
- 4 Nexus Event

## Locations

- 4 Time Variance Authority

## Credits

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