




Cosmic Power Arc


Welcome to the Cosmic Power arc for Vs. System® 2PCG!® This Issue looks at when the Fantastic Four (temporarily) split during the superhero Civil War. Next Issue visits some Frightful Foes in new forms. And the third issue of this Arc features the Future Foundation, a group created by Reed Richards to solve scientific challenges.

Note: Some cards in this Issue refer to cards from The First Family and Civil War Story Arcs.

Invisible Woman

Create Wall of Force puts a Wall of Force Terrain token into your back row. It's just like a normal Terrain except it's a token, which means it starts out of play (but not in any piles such as the City or Forest Terrain piles). Wall of Force is destructible (it has 3 ) , which means an enemy character can attack it if the character would normally be able to attack into that row.





For example, if you have no front row characters, an enemy character can attack your Wall of Force. Or an enemy character with  could fly over your front row to attack your Wall of Force.

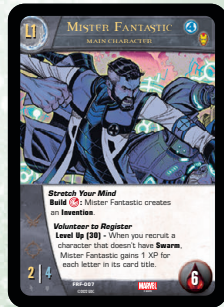
When a character attacks a destructible Terrain, immediately wound the Terrain and then the combat is over. (There is no opportunity to play plot twists or use super powers, etc.) Once the Wall of Force has 3 wounds, remove it from the game.

Mister Fantastic

Volunteer to Register only counts actual letters, not *,s, periods, hyphens, or other punctuation.

Since Mister Fantastic is on both the  and the  teams, when he creates an **Invention** it can be from either of those teams (or a neutral one).

Project Lightning creates a **Clone** of a character in your hand. Put a token copy of the chosen character



onto your side. The copy has all the printed characteristics (name, team, cost, ATK/DEF, Health, powers) of that character plus it gains **Lethal**.

Franklin Richards (Main Character)

Instead of one deck, Franklin actually gets three! Your Multiverse Adventure pile starts with three complete 60-card decks,






each of which must be legal for Franklin to use. (For example, you can't include any Photographic Universe cards.) These piles are **variable** (you choose which cards to include) and **private** (opponents can't look at their contents).

After you find out what main character your opponent is using, you get to pick which one of your three decks you'll start the game with. While Franklin is Level 2, you'll be able to switch your current deck for one of the remaining ones. And then if you want, you can switch that deck for your last one.

There are some special deckbuilding rules for the Multiverse Adventure pile:

Each deck CAN have its own piles: Normally cards in piles can't have their own piles. But each of Franklin's decks is allowed to have its own piles. Just make sure to keep track of which piles go with which deck.

Each specific card can only be in one deck: For example, if you put any number of copies of the 6-cost  Thing in one deck, you can't include any copies of that Thing in the other two decks. However, this doesn't prevent you from including other versions of the same character. For example, you could still include the new 5-cost  Thing in one of the other decks if you like.

This restriction includes basic locations. So if you put any Fortresses in one deck, you can't put any in another deck. (You could include a basic  location with a different name though.)

This also applies to the cards in each deck's piles. For example, if Brainstorm is one deck OR one of that deck's piles, none of the other decks or their piles can have any copies of Brainstorm.

Uatu

Portal to Alternate Realities also messes around with how you build decks. This time you're back to only building one deck, BUT you can include  cards from

both the Illustrated and Photographic Universes.

Keep in mind, characters from different Universes don't count as having the same name for the purposes of uniqueness and power-ups. For example, you can have Illustrated Spider-Man and Photographic Spider-Man in play at the same time. (But they can't be used to power each other up.)




Oath of Non-Interference prevents Uatu from ever being in your front row. This includes when you put him on your side at the start of the game, when you rearrange your Formation, and effects that might move him.

Psychohistory

To make a secret **Prediction** write down the name of any character, whether a character with that name is currently in play or not. The next time a supporting character with that name (including **AKA**) would appear on an enemy side, reveal your **Prediction**. Then put that character into its owner's KO

pile instead. (So the character never actually appears.)

Fantastic!

This plot twist has four team symbols, which means you must have four face-up  characters on your side in order to play it.

Earth and Space

These basic locations are less commonly available to find, so we've included Earth in this Issue and Space in the next.

Select Keyword

Lethal: If this character wounds a defending supporting character, KO it.

Checklist

Main Characters

- Human Torch (Level 1-2)
- Invisible Woman (Level 1-2)
- Mister Fantastic (Level 1-2)
- Thing (Level 1-2)
- Franklin Richards (Level 1-2)
- Uatu (Level 1-2)

Supporting Characters

- 4 Human Torch
- 4 Invisible Woman
- 4 Mister Fantastic
- 4 Thing
- 4 Doctor Doom
- 4 Brainstorm
- 4 Powerhouse
- 4 Silver Surfer

Equipment

- 1 Portal to Prison

Plot Twists

- 4 Fantastic!
- 1 Psychohistory

Locations

- 4 Earth

Terrain

- 1 Wall of Force



Credits

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