Utopia Arc
This 3-Issue Arc features the battles between the mutants, Simon Trask's Humanity Now! organization, and Norman Osborn's H.A.M.M.E.R. The first issue highlighted several of the main players in this conflict, and last issue filled out even more of the mutants as they strive for Utopia. This final issue will add operatives for H.A.M.M.E.R.'s “peacekeeping” mission.

Bullseye
When Bullseye uses Perfect Aim it will give him ATK until it's equal to the defender's DEF. But if the Defender gains or loses DEF later in the combat, that won't affect Bullseye's ATK.

With Everything's a Weapon, you’ll put the top card of your deck into your KO pile before you choose which enemy character to apply the effect to.

Mimic
Mimic’s Absorption History represents three characters that he’s copied powers from.

Scourge
Betsy's Incendiary Missiles lets you Burn a character. This means “At the end of each of your turns, stun that character.” A Burn effect has no set duration – it will last until the burning character leaves play.

Headsman
Ferocious means – While in melee combat, Headsman strikes before characters without Ferocious.

cards, one Level 1, one Level 2, and one Level 3. They can only be from the Illustrated Universe and they must have three different names (they can’t share a name through AKA). For example, you could have Cyclops Level 1, Dutch Level 2, and Spider-Man Level 3.

During setup when you reveal Mimic as your Main Character, you’ll also reveal the Level 1 character in your Absorption History. Mimic gains its Keyword and Super Powers and loses the powers of the Level 1 character he was previously copying.

When Mimic becomes Level 3, you’ll reveal the Level 3 character in your Absorption History. Mimic now gains its Keyword and Super Powers and loses the powers of the Level 2 character he was previously copying.

Note: While Absorption History is a Keyword and can technically be turned off by certain effects, turning it off doesn’t affect Mimic’s ability to use the pile (it's locked in from the beginning of the game).
**Mister X**
*I Can Predict Your Every Move*
Can temporarily reduce the ATK/DEF of a character while in solo combat with Mister X. For example, if a character with a printed ATK/DEF of 4/4 has three +1/+1 counters it is currently 7/7. However, while in solo combat with Mister X, its ATK/DEF counts as 4/4.

**Emma Frost**
*When Emma transforms via Fluid Forms and Fidelity*, the card that used to be in play is removed from the game. When she transforms, she keeps her orientation (ready/exhausted, face-up/face-down), all of her counters, and any effects on her.

**Alcatraz**
*When the character in “prison” turns face up, the player who used Alcatraz decides which row on its original side it goes back to.*

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**Checklist**

**Main Characters**
- Bullseye (Levels 1-2)
- Daken (Levels 1-2)
- Mimic (Levels 1-3)

**Supporting Characters**
- 4 H.A.M.M.E.R. Enforcer
- 4 Victoria Hand
- 4 Ghost
- 4 Grizzly
- 4 Headsman
- 4 Paladin
- 4 Scourge
- 4 Mister X
- 4 Emma Frost
- 4 The Void

**Plot Twist**
- 4 Mob Mentality

**Location**
- 4 Alcatraz

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**Credits**

*Game Design: Ben Cichoski and Danny Mandel (Super Awesome Games)*
*Brand Manager: Travis Rhea*
*Assoc. Brand Manager: Corinne Deng*
*Director of Game Development: Bubby Johanson*
*Assoc. Product Manager: Mark Shaunessy*
*Project Managers: Louise Bateman, Tonya Lashley*
*Graphic Design: Krista Timberlake*
*Rules Management: Chad Daniel (lead), Garry Hewitt*
*Additional Development: Chad Daniel, Garry Hewitt*
*Director of Creative Services: Mike Eggleston*
*V.P. of Operations: Suzanne Lombardi*
*President, Upper Deck Company: Jason Masherah*