**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 the conflict, this Issue fills out even more of the mutants as they strive for Utopia, and next issue will add operatives for H.A.M.M.E.R.’s “peacekeeping” mission.

**Doctor Nemesis**
He only doubles the +ATK/+DEF from the Plot Twists (not the -ATK/-DEF). If the bonus from the Plot Twist is variable, like from the Plot Twist Nuhumans, calculate the variable first, then double it.

*Note:* +1/+1 counters granted from a Plot Twist are unaffected by Dr. Nemesis.

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**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.

**Gambit**
**Molecular Acceleration** is a Keyword Power, not a Super Power.

**Archangel**
**Violent** means that he strikes Supporting Characters with double his ATK.

**Rogue**
Note that if she Powers Up while Level 1 or 2, Rogue will gain an XP. Also, her **Force Transfer** and **Life Transfer** will each give her 2 XP when they are used.

**Gambit**
Note that discarding a card includes Power Ups. So each time any character on your side Powers Up, Gambit will gain an XP.
Storm
You Can’t Weather This Storm is a Keyword Power, not a Super Power.

Toad
Remember, Toad isn’t just Sort of Awesome.

Trance
When she has an Astral Form Overload, she gains Stealth and Fearless. Stealth means she can melee attack back row characters, even while they’re protected. Fearless means that she strikes Main Characters with double her ATK.

Checklist
Main Characters
• Angel (Level 1)
• Archangel (Level 2)
• Gambit (Levels 1-2)
• Rogue (Levels 1-3)

Supporting Characters
• 4 Doctor Nemesis
• 4 Trance
• 4 Danger
• 4 Toad
• 4 Gambit
• 4 Storm
• 4 Emma Frost (😈)
• 4 Mirage

Plot Twists
• 4 A Great Teacher
• 4 Latent Mutation

Locations
• 4 Danger Room
• 4 San Francisco

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
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