



Omega Level Arc

This Arc is all about the mutants! This first Issue in this 3-Issue Arc is focused on the Days of Future Past comic storyline - a dark possible future for mutantkind! Sentinels are everywhere! The second Issue will focus on the Brotherhood of Mutants team, led by Mystique, and the third and final Issue in the Arc will feature *only* Omega Level Mutants!

Kate and Kitty Pryde (Main Character)

Kate and Kitty have one name at Level 1 and then gain a new name at Level 2. In case it's not clear that Kate can Level Up into Kitty, the **AKA Shadowcat** can help.

Rachel Summers (Main Character)

Powerful Heritage and **Daughter of the Phoenix** refer to the "card title" for Phoenix and Dark Phoenix. This means the name at the very top of the card must be Phoenix or Dark Phoenix. **AKAs** don't count.



Here are the cards as of this Issue for her **Daughter of the Phoenix**.

Currently, Rachel gets the existing **Teke Shield**, **Life Incarnate**, and **What Was, What Is, What Will Be** at Level 2.



Note: Future releases that include Phoenix or Dark Phoenix card titles will make Rachel even more powerful!



For her **Future** power, you get the resources after you have mulliganed (or decided not to mulligan).

Logan (Main Character)

Logan's Level 4 Main Character grants a **Level Up** power (**Not Nice in Any Timeline**) to every Level 3 Wolverine on your



Nimrod (Main Character)

With his **Enemy Power Analysis**, if the attacker has more than one of the listed items, Nimrod will get the respective powers from all of them, not just one.

Note: "Keyword text" means Keyword Powers in the text box of a card – or in other words, all Keyword Powers except for and .

Ahab

You start the game with a private out-of-game Hound pile. The pile must contain exactly 4 different supporting characters of your choice with , , and/or who do not share any names and do not have any copies in your deck. For the game, Hounds lose their printed team affiliations, and gain the affiliation.

side. As of this Issue, there is only one Level 3 Wolverine (from the 2017 Vs. System® 2PCG®: Legacy Issue).

Note: Logan is from an alternate future timeline, so although Wolverine Levels Up into him, you can have a Wolverine Supporting Character on your side with the Logan Main Character.



Logan (Supporting Character)

Here's how his **Canadian Resistance Colonel** works:

- You can recruit characters from the three mutant teams face down (without revealing them), and if you do, they appear hidden (face down and ready) on your side, instead of face up.
- While you still must pay normally for cards recruited this way (including any additional costs), you do not have to announce the recruit cost of the hidden cards you are recruiting.
- For example, if you have 7 recruit points and you recruit a 3-cost and 4-cost character face down, you don't have to announce how much you paid for each one or how much you paid total. (However, you

can't spend more recruit points than you have.)

- You must also follow any other rules about recruiting, including any restrictions for when a character can appear, including uniqueness rules.
- Hidden cards recruited this way mostly act like other hidden cards:
 - They aren't stunned, can't have Equipment or +1/+1 or -1/-1 counters, can't be attacked, and lose their powers.
 - They keep their names and team affiliations.
 - During your Recovery Phase, you must turn hidden cards on your side face up when you recover your stunned characters.
- There are exceptions to cards recruited this way when

Leader: While this character is team attacking, you decide who the defender strikes back against.

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

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



Mobile: Once per turn during your Main Phase but not during combat, you may move this character to your front or back row.

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

Stealth: This character can melee attack back row characters even while they're protected.

Swarm: You can have any number of characters with this name on your side. This power can't be turned off.

compared to normal hidden cards:

- Only the cards' owner can look at them.
- They can make attacks while hidden on the turn they appear:
 - Cards with printed  and  can make attacks while hidden as if they still had those powers.
 - Remember, these cards keep their team affiliations, so they can make team attacks as normal, even with face-up characters.
 - They don't exhaust when they attack.
 - Right before they strike, turn them face up and exhaust them.

Note: Opponents will need to verify after cards recruited this way are turned face up that they were played within the rules, especially in regard to their costs.

Violent: While attacking a supporting character, this character strikes with double its ATK.

Checklist

Main Characters

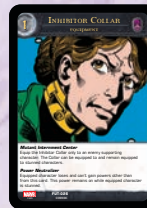
- Kate Pryde (Level 1)
- Kitty Pryde (Level 2)
- Logan (Levels 4-5)
- Rachel Summers (Levels 1-2)
- Nimrod (Levels 1-2)
- Sentinel (Levels 1-3)

Supporting Characters

- 4 Rachel Summers
- 4 Logan
- 8 Sentinel – Alpha Combat Unit
- 8 Sentinel – Executive Type
- 4 Ahab
- 4 Nimrod
- 4 Senator Kelly

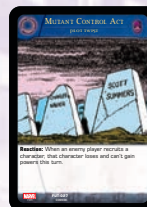
Inhibitor Collar

A player can equip the Collar to a face-up character or a stunned character. If that character already has Equipment equipped, KO it. When an equipped face-up character is stunned, the Collar remains on (and face up). If a character equipped with the Collar hides, KO the Collar (they must have figured out how to take it off!)



Mutant Control Act

This Plot Twist will stop "recruit" and "appears" powers.



Equipment

- 4 Inhibitor Collar

Plot Twist

- 4 Mutant Control Act

Credits

Game Design: Ben Cichoski and Danny Mandel

(Super Awesome Games)

Brand Manager: Travis Rhea

Assoc. Brand Manager:

Corrine Deng

Director of Game Development:

Bobby Johanson

Product Manager:

Mark Shaunessy


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Copy Editor/Writer:

Anders Mattson

Select Keywords

Air Superiority: Characters with  can't strike this character.

Berserker: When this character attacks, put a +1/+1 counter on it.

Bulletproof: Characters with  can't strike this character. (*Even in melee combat.*)

Dodge: This character can't be ranged attacked.

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

Ferocious: While in melee combat, this character strikes before characters without **Ferocious**.

Hunter: This character has +3/+0 while attacking.

Project Managers:

Louise Bateman, Tonya Lashley

Rules Management:

Chad Daniel (lead), Garry Hewitt

Additional Development:

Chad Daniel, Garry Hewitt

Director of Creative Services:

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