



Omega Level Arc

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

Mystique (Main Character)

Paint with a Broad Brush won't give Mystique XP for recruiting  characters since she has that affiliation and is on your side.

With **The Perfect Metamorph** you may choose a face-down character. If the chosen character would be stunned by **The Perfect Metamorph** but it's already stunned, nothing



happens. (Neither it nor Mystique gets stunned.) If the chosen character is not in play when Mystique would be stunned, Mystique gets stunned. If **The Perfect Metamorph** allows Mystique to avoid getting stunned, that effect remains active. In other words, a single use of **The Perfect Metamorph** could prevent several stuns to Mystique.

Even if **The Perfect Metamorph** is active, Mystique can use it again to change her name, affiliations, and have a different enemy character become her potential stun replacement.

Note: If Mystique takes the name of a unique character with the same name as a supporting character on your side, that supporting character will get KO'd.

Destiny

If a player would draw two or more cards at a time (including during their Draw Phase), **Precognition** will let you look at the top card of their deck before and after each individual draw. In other words, you'll get to see each card they draw.



Blindspot

If **Memory Thief** sets a character's base  to 1, and that character has a wound, it will get KO'd.



Health, powers) of that character but nothing else. It appears face up and ready and does not appear with any counters or status effects (like **Burn**). Uniqueness does apply to the token.

Astra

To create a **Clone**, put a token copy of the chosen character onto your side. The copy has all the printed characteristics (name, team, cost, ATK/DEF,



Pyro

His Level 2 **Trailblazer** ability does allow him to search for characters he gave **Burn Notice** to with his Level 1 **Pyro to the People**.



Rogue

Permanent Power Absorption works like this: Rogue gains an ATK, DEF, and  increase equal to the KO'd character's printed ATK, DEF, and  respectively. She also gains that character's printed keyword and super powers. These gains last until Rogue leaves play.

However, once Rogue absorbs the stats and powers from a character, she loses **Permanent Power Absorption**.



Brotherhood

When you play Brotherhood there must be two exhausted face-up characters that share a team affiliation on your side. Or else the effect does nothing.



Select Keywords and Game Terms

Burn: When a character on your side **Burns** another character, that means “At the end of each of your turns, stun that character.” (“Your turns” refers to the player whose character caused the **Burn** effect, not the character who received the **Burn** effect.) This effect has no set duration. It will last until the character that is burning leaves play.

Dodge: This character can't be ranged attacked.

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

Genius: At the start of your turn, draw a card.

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

Regeneration: At the start of your turn, heal a wound from this character.

Tough: When this character gets stunned, you may recover it. (*It still gets wounded.*)



Checklist

Main Characters

- Avalanche (Levels 1-2)
- Mystique (Levels 1-2)
- Pyro (Levels 1-2)

Supporting Characters

- 4 Destiny
- 4 Lorelei
- 4 Blindspot
- 4 Vanisher
- 4 Astra
- 4 Black Tom Cassidy
- 4 Rogue
- 4 Post
- 4 Scarlet Witch
- 4 Alpha

Equipment

- 1 Helmet of Immunity

Plot Twists

- 4 Boiling Point
- 4 Brotherhood



Credits

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