

Heroes of Krakoa Arc

This arc highlights the struggles of Mutantkind in the Marvel Universe. The first Giant-Sized Issue, House of X, reintroduced the X-Men as they faced off against the Brotherhood in an age-old battle. This second Issue brings Magneto some much needed reinforcements to make his foes rue the day they crossed paths with the New Brotherhood. The final Issue calls on a secret mutant strike force of trackers and hunters to join the fray.

A Nightmare Made Real

The effect of this Plot Twist lasts until your next turn. So attackers strike with double their ATK on your turn. And then attackers strike with double their ATK on each other player's turn.



Joseph (Supporting Character)

and are keyword powers and included among the p ers **Send in the Clone** can grant Joseph.



Lorelei

A character with "man" in its name means the word "man" is either by itself (Iron Man, Power Man), separated by a hyphen (Spider-Man, Man-Thing), or part of a compound word (Iceman, Flatman). It does not count words that include the letters "man" (Mantis, Mandarin). "Woman" and "Human" also do not count.



Magma

Too Hot to Handle takes away enemy characters' powers while they're in ranged combat with Magma. This will prevent triggered powers like **Shrink** or **Berserker** from triggering in the first place.



Mesmero

Lumbering works like this: When you attack with a **Lumbering** character (even if it's a team attack), announce which enemy side you're attacking. Then the defending player chooses who the defender will be. They must choose a character that could be legally attacked.



Xorn

Disperse is a new game action that means: First a character loses its powers, then the character gets removed from the game.



Checklist

Main Characters
- Joseph (Level 1-2)
- Mesmero (Level 1-2)
- Xorn (Level 1-2)

Supporting Characters
- 4 Mesmero
- 4 Vanisher
- 4 Blindspot
- 4 Destiny (4 different cards)
- 4 Lorelei
- 4 Sauron
- 4 Mastermind
- 4 Unus
- 4 Magma
- 4 Joseph
- 4 Xorn

Plot Twists
- 1 A Nightmare Made Real
- 4 Homo Superior

Credits

Game Design: Ben Cichoski and Danny Mandel (Super Awesome Games)
Senior Brand Manager: Travis Rhea
Assoc. Brand Manager: Corrine Deng
Director of Game Development: Bubby Johanson
Product Manager: Mark Shaunessy
Assoc. Product Manager: Vito Munoz
Product Coordinator: Bobby Coovert
Graphic Design: Krista Timberlake
Senior Project Managers: Susan Dent, Marsha Weddle
Assoc. Project Managers: Amy Poe, Keli Dorynek, Lisa Nguyen
Rules Management: Chad Daniel (lead), Garry Hewitt
Additional Development: Chad Daniel, Garry Hewitt
Sr. V.P. of Production and Logistics: Suzanne Lombardi
President, Upper Deck Company: Jason Masherah
Playtesters: Cody Banks, Roland Christy, David Robbins





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