



NEW MUTANTS

Professor X

In this set the Professor gets a whole new main character, and this time he goes up to Level 3. (Note: This new Professor X can't level up into the old one from The Marvel Battles set and vice versa. A main character can only level up into a main character from the same set or into one that has the same artwork as it does.)

Professor X's **Graduation** power lets you turn an **●** supporting character into the main character version of that character. (Once it's become a main character it can level up normally. Professor X is a really good teacher.)

Issues and Arcs

Vs. System® 2PCG® has been reformatted from its small and big box expansions into a monthly release. From now on every three months of Vs. System® 2PCG® content will have a specific theme and be called an "Arc." There will be one new set almost every month. Most of these will be 55-card "Issues" like the one you're holding in your hands. And sometimes there will be a 200-card "Giant-Sized Issue" which is great for a new player. (It will be structured just like past sets such as The Defenders or S.H.I.E.L.D. vs Hydra.)



This allows you to have any number of main characters in play at once. However, Professor X is still your MAIN main character – if he gets KO'd you'll lose the game. (Your other main characters getting KO'd won't cause you to lose the game.)

Our first Arc features Deadpool, the Brotherhood of Mutants and the New Mutants. Issue #3 sees the powerful New Mutants added to the already formidable roster of the X-Men.

The New Mutants are a part of the **●** team. However, there are certain effects that reference "New Mutants" specifically, which means they have a card number that begins with "NEW".

NEW-001
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Issue #1 featured Deadpool and his friends, and Issue #2 introduced the Brotherhood of Mutants.



X-23

X-23 is one of the toughest mutants around. So tough in fact that she only has a Level 1 main character. She can't level up and she doesn't care.



Cable

Cable's **Advanced Cybernetics** power gives all your equipment everywhere the **●** team affiliation for a turn. This makes it so you can play any equipment even if you don't have a character that matches the equipment's printed team affiliation.



Mirage

Mirage's **Create Illusion** power lets you put a basic location from your hand into your resource row. Note that the new resource won't generate any recruit points on the turn it appears. This is because recruit points are only generated at the start of your Recruit Step, which happens before you can recruit characters like Mirage.



Sunspot

Sunspot's **Solar Absorption** power is not optional. At the start of your Main Phase, you must turn a basic ☀ location face down, even if you're the only player with one.



Magik

Magik's **Summon Soulsword** power introduces Equipment tokens to the game. An Equipment token works just like a regular Equipment while it's in play. But if it ever leaves play, remove it from the game (the same way you would remove a character token).



Checklist

Main Characters

- Professor X (Levels 1-3)
- Cable (Levels 1-2)
- X-23 (Level 1)

Supporting Characters

- 4 Cypher
- 4 Wolfsbane
- 4 Cannonball
- 4 Mirage
- 4 Karma
- 4 X-23
- 4 Sunspot
- 4 Magik
- 4 Warpath
- 4 Warlock

Plot Twists

- 4 New Mutants
- 4 And Stay Down!

Equipment Token

- 1 Soulsword



Credits

Game Design: Ben Cichoski and Danny Mandel (Super Awesome Games)

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