

LEGENDARY®

THE NEW MUTANTS



The New Mutants emerged as a brand-new class of superpowered teenagers attending Professor X's academy. They followed in the footsteps of the fabled X-Men before them. Over time, they grew into a formidable super-team in their own right, fighting demons both real and metaphorical. Now Emma Frost's rival mutant students "the Hellions" compete with the X-Academy at every turn. Meanwhile, Demon Lord Belasco hunts the New Mutants' very souls.

The earlier *Legendary®: X-Men* set included the New Mutants characters as special bystanders that turn into Heroes when you rescue them. This represented their younger versions, starting to come off the sidelines to join the fight. Now in this set, the New Mutants have grown into full-fledged Heroes.

The classic core of the New Mutants from the comics are Sunspot, Wolfsbane, Mirage, Warlock, and Karma (in this set) along with two that appeared in previous sets: Magik (in *Legendary®: Secret Wars Volume 1*) and Cannonball (in *Legendary®: X-Men*).

Moonlight and Sunlight:

As a werewolf, Wolfsbane gets extra powerful at night or under a full moon. By contrast, Sunspot absorbs solar energy to fuel his powers, gaining strength from the force of full sunlight. To fight at their best, they must carefully consider when to engage the enemy, by moonlight or sunlight. This is represented by this new matched pair of keywords.

- Some Hero cards say things like "**Moonlight:** You get +2 ." Others say things like "**Sunlight:** Draw a card."
- **Moonlight abilities work only when most of the Heroes in the HQ have odd-numbered costs. Likewise, Sunlight abilities work only when most of the Heroes in the HQ have even-numbered costs.**
- Besides Heroes, some Villains and Masterminds also say they get extra or abilities during Moonlight or Sunlight.

- If there are a tied number of odd and even-numbered Heroes in the HQ (because some HQ spaces have been added or destroyed), then neither Moonlight nor Sunlight is in effect.
- Only the printed costs matter. Abilities that change the costs of Heroes in the HQ won't affect Moonlight and Sunlight.
- "Divided Cards" from *Civil War* and other sets count as just one card for Moonlight/Sunlight.

Manipulating Moonlight and Sunlight:

- Clever players can recruit cards out of the HQ at crucial times to manipulate whether it is Moonlight or Sunlight.
- When Villains escape, KO'ing Heroes from the HQ, you can also use this opportunity to shift towards Moonlight or Sunlight.
- In a game with many Moonlight and Sunlight effects, some players like to shift the odd-numbered cost cards in the HQ down a little bit, as shown below. This makes it easier to tell at a glance whether Moonlight or Sunlight is in effect.



Moonlight and Sunlight Timing

As always, do a card's abilities in the order they are listed. You check Moonlight or Sunlight at the moment when you would use that ability.

- For example, Sunspot has a card that says "**Moonlight:** You may put a Hero from the HQ on the bottom of the Hero Deck. **Sunlight:** Draw a card." Sunspot's cards primarily benefit from Sunlight, so the

Moonlight ability here mostly helps him push the HQ towards Sunlight.

- You do these abilities in the order they are listed. So if there are three odd-numbered cards in the HQ, and you play this card, you might be able to use the Moonlight ability to change the HQ to have only two odd-numbered cards, and then you could immediately use the Sunlight ability.
- Once you are completely done playing a Hero card or fighting a Villain with a Moonlight or Sunlight ability, move on. If later in the turn you change Moonlight or Sunlight, you don't go back in time to change the past.

Remembering Odd and Even

- To help you remember that Moonlight uses odd-numbered cards, all the Moonlight-loving Hero cards have odd-numbered costs. Likewise, all the Sunlight-loving Hero cards have even-numbered costs.
- Similarly, Moonlight-loving Villains all have odd-numbered  while Sunlight-loving Villains all have even-numbered . Of course, some cards use both Sunlight and Moonlight, so they don't follow this guideline.
- You can also remember with the phrase "The odd ones come out at night..."

Waking Nightmare

The New Mutants often confront demons, monsters, sadists, trauma, and psychological horror. This keyword represents these attacks on their very sanity. It's also used to represent how the Hero Mirage uses her powers to bring dream and nightmare constructs to life.

- Some cards tell you to "have a Waking Nightmare." This means **"Discard a non-grey Hero from your hand. If you discard a Hero this way, draw a card."**
- Getting pummeled by Waking Nightmares can downgrade your hand from powerful superheroes to mere S.H.I.E.L.D. Agents. However, you can sometimes find new courage in a nightmare: you may be able to discard a non-grey Hero you don't need very much and have a chance to draw something more helpful.
- Some Mirage Hero cards also let you have a Waking Nightmare and give you specific benefits for it.



Conflicting Card Abilities

When two card effects tell you to do different things with a card at the same time, you can choose which to do. So when you discard Empathic Link to Belasco or the Demon Bear, you can use the Empathic Link ability to set itself aside instead of letting Belasco KO it or the Demon Bear capture it. The Demon Bear will capture another player's discarded Hero instead. When you discard Empathic Link to a Waking Nightmare and set it aside, you still draw a card for the Waking Nightmare.

"Your Cards" and "Cards You Have"

Remember that the phrases "your cards" and "cards you have" include both cards in your hand and cards you played this turn. (They don't count cards in your deck or discard pile.) So when Emma Frost and Empath say they "get +1  for each grey Hero you have," that includes both grey Heroes in your hand and grey Heroes you played this turn.

Game Contents

Rules insert and 100 cards:

- 5 New Heroes of 14 cards each (Each Hero has 1 rare, 3 uncommons, 5 of one common, and 5 of another common)
- 2 New Villain Groups of 8 cards each
- 2 New Double-Sided Epic Masterminds (Each has 1 Mastermind card and 4 Mastermind Tactic cards)
- 4 New Schemes

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