



BROTHERHOOD OF MUTANTS

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.)

Our first Arc features Deadpool, the Brotherhood of Mutants and the New Mutants. Issue #2 focuses on the evil Brotherhood of Mutants. This expansion introduces a new Evil team: The Brotherhood of Mutants. In addition to a new Magneto, Juggernaut and Sabretooth join in to lead the Brotherhood as Main Characters. Issue #1 featured Deadpool and his friends, and Issue #3 will highlight Cable and the New Mutants.

Magneto

In this set Magneto gets a whole new main character card, and this time it goes to Level 3. This card represents Magneto's desire to bring all mutants together as one. (Note: The  version of Magneto can't level up into the  version of him 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.)



Juggernaut

Juggernaut is so big and powerful it's almost impossible to beat him physically. Fortunately (for his enemies) he's vulnerable to other kinds of attacks. This is represented on his card by his **It's Gonna Take Something More to Stop Me!** power, which allows enemy players to spend an  to weaken him. Note: This works just like any other super power – except an enemy player can only use it once per turn during their Main Phase. And keep in mind special locations like Avengers Mansion can't be used by an opponent on Juggernaut's power.



Pyro

Pyro's **Fire Manipulation** power lets him create a supporting character creature that has the stats of a random character from your deck. The new character uses a physical supporting character card but erases its name, team affiliation, and game text and powers and replaces them with the name Fire Man, the  team symbol, and the **Creature** keyword. (Which means it can't have equipment.) When it's KO'd or otherwise leaves play the card will go back to counting as the character printed on it.



Avalanche

Avalanche's **Sustained Seismic Waves** power gets stronger each time he uses it. However, if you play a new copy of Avalanche later, the super power on that copy will start over.



Daken

Daken's **Pheromone Control** power takes away enemy characters' powers while they're in melee combat with him. This will prevent triggered powers like **Shrink** or **Berserker** from triggering in the first place.



Blob

Blob's **Stuck in His Stomach** power represents a melee attacker getting temporarily trapped by Blob's flab. This effect will take place even if Blob gets KO'd in the attack. (Just imagine him unconscious lying on top of the attacker.) And his **Bounced Off His Belly** power represents projectiles getting bounced back at any ranged attackers. Note: In the event that Blob somehow had  he would **not** strike back using his own ATK because **Bounced Off His Belly's** strike back would override his normal strike back.



Sauron

Sauron's **Terrifying Delusions** power tricks a main character into striking a supporting character on their side. When this happens compare the main character's ATK to the supporting character's DEF to see if it gets stunned. This doesn't count as a combat and there will be no strike back.



Shadow King

Shadow King is technically a supporting character but he doesn't want to actually be in play. He prefers to have a physical host. If he would appear for any reason, you'll remove him from the game instead and choose a face-up character on your side to be his Host. If you don't have a face-up character, Shadow King will still be removed from the game. When his Host gets stunned or leaves play Shadow King will remain removed from the game.



Checklist

Main Characters

- Magneto (Levels 1-3)
- Juggernaut (Levels 1-2)
- Sabretooth (Levels 1-2)

Supporting Characters

- 4 Pyro
- 4 Avalanche
- 4 Toad
- 4 Mesmero
- 4 Unus the Untouchable
- 4 Daken
- 4 Quicksilver
- 4 Blob
- 4 Sauron
- 4 Shadow King

Plot Twists

- 4 Superior Genetics

Locations

- 4 Asteroid M



Credits

Game Design: Ben Cichoski and Danny Mandel (Super Awesome Games)
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Project Manager: Louise Bateman
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Rules Management: Chad Daniel (lead), Garry Hewitt
Additional Development: Chad Daniel, Rob Ford, Garry Hewitt, Mark Shaunessy
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