

RULES OF PLAY

X-MEN[®]

MUTANT REVOLUTION

It is a pivotal time in the history of mutants.

In the aftermath of the Phoenix event, new mutants are appearing all over the earth, and competing visions for the future threaten to tear the world apart!

*In **X-Men: Mutant Revolution**, 3 - 4 players represent mutant leaders (Wolverine, Cyclops, Magneto, and Storm) who must build teams of heroes, gather and instruct new students, and accomplish missions to further their visions for the future. Heroes from different teams will work with (and against!) each other as they seek to accomplish their goals.*

The Mutant Revolution is upon us. Where will you stand?

GAME CONCEPTS

Each player takes on the role of a **Leader** who is building a team of **Characters**. This team includes a mix of **Heroes** to fight for the Leader's cause and **Students** to be trained for the future. These Characters are often referred to as **Player Characters (PCs)** to distinguish them from **Mission Characters** encountered during **Missions**.

Each Leader runs a **School** where their Player Characters are gathered. Each School is trying to collect the most **Revolution Points** to establish its vision as the future of mutantkind. Schools earn Revolution Points by building a large team to advance the revolution, by playing Plot Cards to promote the School's interests against those of other Schools, and by leading and executing Missions vital to the mutant cause.

COMPONENT LIST

- 1 Rulebook
- 1 Game Board
- 1 Recruit Deck (65 cards)
- 1 Plot Deck (60 Cards)
- 1 Mission Deck (18 Cards)
- 4 School Cards
- 4 Charter Cards
- 4 Bidding Dials
- 60 Hope Coins
- 50 Character Tokens
- 50 Power Tokens
- 12 Mission Tokens
- 12 Triumph/Injured Tokens
- 4 Revolution Markers (1 per School)
- 4 Plot Markers (1 per School)
- 36 School Tokens (9 per School)
- 1 Mission Commander Token
- 4 Leader Figures
- 24 Dice (4 Red, 4 Green, 4 Blue, 6 Black, 6 White)

RECRUIT DECK

The Recruit Deck contains Heroes, Students, and Training Cards that can be acquired by each Leader to build up a team.

HERO CARDS

Hero Cards represent seasoned X-Men who are powerful mutants or mutant allies who possess a depth of training and experience. Maintaining a large team of Heroes increases your options when attempting to complete Missions.



STUDENT CARDS

Student Cards represent younger mutants who are just learning how to control their powers. Although not as strong as Heroes, Students provide a continuous supply of Hope for the Future (in the form of **Hope Coins**).

TRAINING CARDS

Training Cards represent new ways that your Heroes and Students have grown in their **Attributes** (Attack, Defense, and Speed) and in developing their **Powers**. Each Training Card is assigned to a specific Character, and no Character can ever have more than 1 Training Card. Training Cards cannot be assigned to Leaders.

PLOT DECK

The Plot Deck includes Event Cards and Reaction Cards that represent significant moments in the game's storyline. These cards are used to further develop each School's team of mutants, as well as to inhibit the progress of rival teams.

EVENT CARDS

Event Cards detail a variety of possible circumstances that might advance (or lower) each School's standing in the mutant world. A School must spend **Plot Points** (which are reset each round) in order to play Event Cards. A School may also discard Event Cards to receive additional Hope Coins.



REACTION CARDS

Reactions are powerful counter maneuvers played in response to other circumstances in the game. Some Reactions are used to cancel Event Cards played by other Schools.



MISSION DECK

The Mission Deck represents different situations that endanger or otherwise affect the future of mutantkind, such as the rise of powerful villains, the introduction of potent new mutants, or a direct conflict between different Schools. Each round, the players bid Hope Coins to see who will lead the mutants as the Mission Commander during these Missions.



SCHOOL CARDS

School Cards serve as the center of your play area and track your Revolution Points and Plot Points during the game. Each School Card also includes the Attributes and Powers of your School's Leader (Wolverine, Cyclops, Magneto, or Storm) for use during Missions when the Leader participates instead of your other Characters.



CHARTER CARDS

Each School Card also has a corresponding Charter Card that is placed face up beside the School Card. The Charter Card represents a special power that the Leader can provide to your Heroes and Students while they are on Missions. If the Leader is on a Mission, however, you cannot make use of the Charter Card.



BIDDING DIALS

Bidding Dials are used to allow players to secretly bid Hope Coins when recruiting new Heroes, Students, and Training Cards (see "Recruit Phase" on page 9), or when bidding to see who will become the current round's Mission Commander (see "Mission Phase" on page 11).

This game features an all-new application of WizKids' patented Combat Dial system, using the dials for an elegant secret bidding system. This new twist on the dial from HeroClix is sure to provide a fun experience for Combat Dial veterans and newcomers alike!

DICE

There are five different colors of dice in the game. The red, green, and blue dice are placed on the board to designate the Attributes of each Character that is chosen to participate in the current Mission. As these Attributes change during the Mission (see "Mission Phase" on page 11), the dice are rotated to reflect the Character's current **stats** (i.e. the current value of the Character's Attributes).

The black and white dice are rolled by the players when attacking, defending, and rolling for Initiative.



GAME BOARD

The Game Board serves as the **Mission Arena** where the PCs interact with one another and with the various Mission Characters that are introduced during the game. Players use **Character Tokens** (or Leader Figures) to represent their PCs on the board during these Missions. Players also place the red, green, and blue dice in the corners of the Game Board to indicate their PC's current stats.



LEADER FIGURES

These figures represent your Leader during Missions when they participate instead of one of your other Characters. When sending one of your Heroes or Students on a Mission, you instead represent that Character on the board using its corresponding Character Token.



GAME OVERVIEW

The players participate together during each round of the game. Each round is divided into four phases:

- 1) Upkeep Phase
- 2) Plot Phase
- 3) Recruit Phase
- 4) Mission Phase

The **Upkeep Phase** is when Characters recover and can spend Power Tokens to Advance the Revolution. It is also when Schools pay and receive Hope Coins.

The **Plot Phase** is when players play Event Cards in order to increase their standing in the mutant community and/or to slow the progress of their rivals.

The **Recruit Phase** is when players can trade Characters, as well as send Characters on Secret Missions to earn Hope Coins. Players also bid Hope Coins to acquire new Heroes, Students, and Training Cards.

The **Mission Phase** is when each School sends its Characters to accomplish special Missions in order to acquire more Revolution Points and Hope Coins.

SPIRIT OF THE GAME

During the game, Mutant Leaders will work with and against one another. This is a difficult time for the mutant community, and today's allies will often be tomorrow's adversaries. Players should prepare to make bargains with other Schools as they advance in the game, but players should also be prepared for sudden betrayals either through the play of Event Cards, or by a sudden blow to the back of the head in the middle of a Mission. This is part of the game, so players should be prepared for anything!

OBJECT OF THE GAME

The object of the game is to raise your School to a total of 6 Revolution Points. For detailed victory conditions, see "Winning the Game" on page 19.



SET-UP

1. Place the Game Board in the center of the playing area.
2. Each player rolls 3 dice. The player who rolls the highest chooses any School Card. Each player in clockwise order chooses one of the remaining School Cards. Each player then receives their School's corresponding Charter Card, Leader Figure, Bidding Dial, School Tokens, Revolution Marker, and Plot Marker. Each player then places their Revolution Marker on top of the "1" space on top of their School Card's Revolution Track, and then places their Plot Marker directly on top of the Revolution Marker.



Place the Plot Marker directly over the Revolution Marker on the "1" space of the School Card Revolution Track.

3. Remove the 6 Heroes and 13 Students with the special "Starting Character Symbol" (see right) from the Recruit Deck. Shuffle the 6 Heroes separately and deal one randomly to each player. Then shuffle the 13 Students separately and deal two randomly to each player. Each player places their Student Cards face up to the left of their School Card, and their Hero Card face up to the right of their School Card. The remaining Starting Characters are shuffled back into the Recruit Deck.
4. Each player finds the Character Tokens that match each of their Starting Heroes and Starting Students and then places the tokens beside those Characters. You can later use these tokens to represent the Characters during Missions. The remaining Character Tokens are placed in a pile beside the game board.



Starting Character Symbol



5. Each Leader, Hero, and Student has a Power Token limit (see below). Each School places the designated number of Power Tokens on top of each Character in their School. The remaining Power Tokens are placed beside the game board.
6. Give each player 5 Hope Coins, which they place on their School Card in the designated area. Place the remaining Hope Coins in



When you're set up, the table should look sort of like this (depending on the number of players):



a "bank" beside the game board. Players are permitted to make change with different denominations of Hope Coins at any time during the game.

7. Shuffle the Recruit Deck, Plot Deck, and Mission Deck separately and place each deck on its designated space on the game board. Leave space for a separate discard pile for each deck.
8. Give each player 1 red attack die, 1 green defense die, and 1 blue speed die to represent their Character stats during Missions. These dice should be placed on the corner of the board closest to that player. The other dice are placed beside the game board.
9. Give the Mission Commander Token to one player at random. Place the Mission Tokens and the double-sided Triumph/Injured Tokens beside the game board.

UPKEEP PHASE



The Upkeep Phase is when all the maintenance and preparations for the current game round occur.

UPKEEP PHASE SUMMARY

- 1) Recover Characters (up to 3)
- 2) Advance the Revolution
- 3) Acquire Hope
- 4) Set Plot Marker

NOTE: During each stage of Upkeep, all players normally perform their actions simultaneously. If one or more players wish to wait until they see what an opponent does, then the players must perform their activities in clockwise order starting with the current Mission Commander.

RECOVER CHARACTERS

Each player may designate up to 3 of their Characters to Recover. If a Recovering Character is Injured, the player removes the Injured Token. If the Character is not Injured, then the Character gains 1 Power Token, but not above its Power Token limit.

For example, Bas chooses 3 Characters to recover: his Leader (Wolverine), 1 Hero (Colossus), and 1 Student (Pixie). He adds 1 Power Token to Wolverine and 1 Power Token to Colossus, since both were below their Power Token limit. Pixie has an Injury Token, so Bas removes that Injury Token. Since she was injured, Pixie does not also receive a Power Token this round.

ADVANCE THE REVOLUTION

Each player may choose to have 6 different Characters in their School spend 1 Power Token each. If a player does so, their School gains 1 Revolution Point.

It is not possible to perform this activity unless a School possesses at least 6 different Characters with at least 1 Power Token each. A single Character cannot spend more than 1 Power Token to Advance the Revolution.

For example, Catherine has 6 different Characters (her Leader, 2 Heroes, and 3 Students). She chooses to have each of these Characters spend 1 Power Token, and then advances her Revolution Marker 1 point on her School Card.

GAINING & LOSING REVOLUTION POINTS

Whenever a player gains or loses Revolution Points, they record this by sliding their square Revolution Marker forward or backward on the Revolution Track at the top of their School Card. A player cannot ever have more than 6 Revolution Points or less than 0 Revolution Points; if any effect would raise a player's Revolution Points above 6 or below 0, then only move the Revolution Marker as far as it will go on the Revolution Track and ignore the rest.

When moving the Revolution Marker, the Plot Marker (which begins the game on top of the Revolution Marker) stays in its original position; it does not move with the Revolution Marker. Whenever both markers end up in the same position, however, place the Plot Marker on top of the Revolution Marker so that it can be easily seen.

A player who achieves 6 Revolution Points does not immediately win the game. Victory conditions are only checked at the end of each round (that is, after the Mission Phase). It is therefore possible for a player to achieve 6 Revolution Points, but then to lose Revolution Points and no longer be eligible for victory during that round. See "Winning the Game" on page 19 for more details.

ACQUIRE HOPE

Each School thrives on its hope for the future of mutantkind. In **X-Men: Mutant Revolution**, this Hope for the Future is represented by Hope Coins. Students provide a School with new Hope every round, as do memories of the School's recent triumphs (represented by Triumph Tokens). Heroes, however, require Hope to remain steadfast in their convictions.

During this stage of the Upkeep Phase, each player receives 1 Hope Coin for each of their Students plus 1 Hope Coin for each Triumph Token that is located on one of the Characters in their School. Each player must then pay 1 Hope Coin for each of their Heroes. Any Heroes that the player cannot or chooses not to pay for must be discarded immediately.

For example, Kyle's School possesses 4 Students and 2 Heroes. One of his Heroes possesses a Triumph Token. Kyle therefore collects 5 Hope Coins (4 Students + 1 Triumph Token) - 2 Hope Coins (2 Heroes) for a total of 3 Hope Coins.

If a player has no Heroes and no Students left (or if all of the player's remaining Heroes and Students are Injured), that player must choose either to lose half of their remaining Hope Coins (round up) or to lose 1 Revolution Point. The player may choose either option, even if this means they lose nothing because they have 0 Hope Coins and/or 0 Revolution Points.

SET PLOT MARKER

During the final stage of the Upkeep Phase, each player places their Plot Marker on top of their Revolution Marker. This resets each player's Plot Points for the following Plot Phase (see below).

PLOT PHASE



During the Plot Phase, you'll play Event Cards from your hand that affect your School and your opponents' Schools. These Events often allow players to gain (or lose) Hope Coins and Revolution Points, and can also produce other important effects.

PLOT PHASE SUMMARY

- 1) Draw Cards (3 per player)
- 2) Play Events/Discard Cards
- 3) Discard to Hand Size

DRAW CARDS

At the start of the Plot Phase, all players draw 3 new Plot Cards into their hand; it is okay if this increases a player's hand above their Hand Size (see page 9). If the Plot Deck runs out of cards, shuffle and reuse the discard pile.

PLAY EVENTS/DISCARD CARDS

Starting with the current Mission Commander and continuing clockwise around the table, each player may choose to perform one of three possible activities, or to pass. Each player may only perform one such activity at a time. After all players have the chance to perform one activity, the players may continue to perform one activity at a time in clockwise order. Over the course of the Plot Phase, a player may perform the same activity multiple times, but may only perform one single activity when it is their turn to act.

NOTE: During the Plot Phase, players are free to discuss the cards they wish to play, barter for favors, and play Hope Coins to each other to secure assistance. Players may not actually show their cards to each other, nor may they trade Characters (Students and Heroes) during this phase.

When it is a player's turn to act during the Plot Phase, they may perform one (and only one) of the following activities:

1) PLAY 1 EVENT CARD

Each Event Card has a Plot Value in the upper left corner. This is the number of Plot Points that the player must spend in order to play that card. To spend Plot Points, the player moves the Plot Marker on their School Card the appropriate number of spaces to the left. When playing an Event Card, a player must often declare which School is the target; a player may choose themselves if they prefer.



EVENT CARD'S PLOT VALUE

A player cannot play an Event Card unless they have sufficient Plot Points to pay for it. However, a player may ask other players if they are willing to contribute Plot Points towards the cost of the Event Card. A player soliciting help in this way is not required to specify exactly what the Event Card does, although they may be specific if they wish (without physically showing the card). An Event Card can be supported in this way by any number of other Schools.

Once a player has agreed to support an Event, they must pay the agreed number of Plot Points; they cannot later withdraw their support once the actual Event Card is played. However, if one or more players agree to support an Event, then the soliciting player **must** play an Event Card that uses up all of their spent

Plot Points. If for some reason the player does not have such an Event Card, then the supporting players are immediately reimbursed their spent Plot Points.

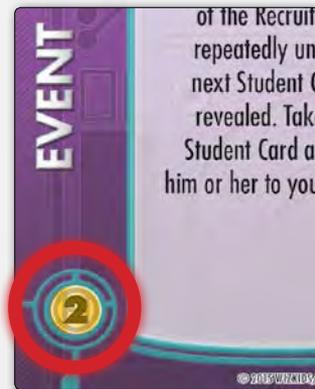
After a player plays an Event Card, it is discarded face up into the Plot Deck discard pile, regardless of whether it succeeded or was canceled by a Reaction (see “Canceling an Event” on the right).

For example, Bas wants to play “Setting Aside Differences,” which has a cost of 4 Plot Points. Bas asks if another player would like to contribute 2 Plot Points towards an Event that will benefit the both of them. Catherine decides to trust Bas, and pays 2 Plot Points. Bas also pays 2 Plot Points, for a total of 4 Plot Points (the cost of the Event). Bas then plays the Event Card, which grants 1 Revolution Point to 2 different Schools. Not wanting to make an enemy of Catherine, Bas wisely chooses both himself and Catherine as the two players receiving the Revolution Point.

REMINDER: Whenever a player receives or loses Revolution Points, the Revolution Marker is moved without affecting the Plot Marker. These 2 markers move independently of each other throughout the game.

2) DISCARD CARDS FOR HOPE COINS

During their turn to act, a player may discard 1 or more Event Cards and/or Reaction Cards from their hand to receive a number of Hope Coins equal to the total Hope Value of the discarded cards. The Hope Value of each card is located in the lower left corner of the card. A player may choose to discard multiple cards at the same time if they prefer. When discarding cards for their Hope Value, a player does not need to spend Plot Points. Each discarded card is placed face up in the Plot Deck discard pile.



EVENT CARD'S HOPE VALUE

3) USE 1 CHARACTER POWER

Some Characters have a Power listed on their card that specifies that it can be used during the Plot Phase. During their turn to act, a player can use 1 of these Powers, which will usually require the Character to spend 1 Power Token in order to succeed.

Each Character Power can only be used once during a player's turn to act.

PASS

A player may choose to pass, which means they cannot perform any additional activities during this phase. A player who has passed may, however, still contribute Plot Points to support Event Cards played by other players. A player who has passed may also still play Reaction Cards at any time during this or subsequent phases (see “Reaction Cards” below).

REACTION CARDS

Reactions are powerful counter maneuvers played in response to specific circumstances. Unlike Event Cards, Reactions are not always played during your turn. Each Reaction will indicate when it may be played. Reactions are not limited to the Plot Phase.

Reactions also have a cost in Plot Points that must be paid for the Reaction to be successful. However, a player **cannot** receive support from other players when playing a Reaction. Reactions represent quick responses and there's simply no time to muster support from another School. After playing a Reaction, place it face up in the Plot Deck discard pile.

CANCELING AN EVENT

Some Reaction Cards state that they “cancel an Event.” These may be played immediately following another School's attempt to play an Event during their turn to act during the Plot Phase. You may cancel **any** Event, not just one targeting yourself. You may only cancel Events; you cannot cancel a Reaction unless the card states otherwise.

When an Event Card is canceled, both the Event Card and the Reaction Card used to cancel it are discarded face up in the Plot Deck discard pile. Any Plot Points spent to play the Event Card are not reimbursed. However, any other costs listed in the Event Card's text (such as paying Hope Coins to another School) are immediately reimbursed.

For example, Kyle spends 1 Plot Point to target Maka with “Impetuous Tantrum,” an Event that allows Kyle to discard one of his own Students in order to force another School of his choice to lose 1 Revolution Point. Maka spends 3 Plot Points to play “Careful Preparations,” a Reaction that cancels the Event. Both the Event Card and the Reaction Card are discarded, and all Plot Points spent by both players remain spent. However, Kyle no longer needs to discard his Student since the full text of the Event Card was canceled.

DISCARD TO HAND SIZE

Once everyone has passed, each player must discard cards from their hand until the number of cards in their hand is equal to or less than their Hand Size. Each player's current Hand Size is listed underneath the Revolution Track on their School Card.

A player is allowed to have more cards than his Hand Size during the earlier stages of the Plot Phase, but must discard down to their Hand Size during this stage. Because of this, players will often choose to play a card that they'd rather keep in order to stay within their Hand Size.

RECRUIT PHASE

During the Recruit Phase, players will have the opportunity to trade Characters with one another and send their Characters on Secret Missions to secure more Hope Coins. Afterwards, players can recruit new Students, Heroes, and Training Cards from the Recruit Deck.

RECRUIT PHASE SUMMARY

- 1) Change Allegiance
- 2) Recruit and Train

CHANGE ALLEGIANCE

During the Change Allegiance stage, players have the opportunity to trade Heroes and Students with one another. Players may trade Hope Coins for Characters as well. There is no turn order during the Change Allegiance stage; players are free to make deals at will.

This stage is the only time that Students and Heroes can change hands with other players. Players cannot trade Training Cards individually. If a player trades a Character with a Training Card attached, that Training Card remains with that Character and moves with that character. Injured Characters also retain their Injured Tokens when traded.

The Hope Values of Characters and Training Cards have no bearing when trading with other players. All manner of deals are permitted concerning the trade of Students, Heroes, and Hope Coins. However, a player can never trade away their last Uninjured Student or last Uninjured Hero in this way.

NOTE: A player cannot trade their Leader, Charter Card, or Plot Cards. These cards can never be traded between players at any time during the game. Also, players cannot discard their Plot Cards to receive Hope Coins during this phase.

SECRET MISSIONS

During the Change Allegiance stage, players may elect to send their Uninjured Heroes and/or Students on Secret Missions, which essentially allows the player to permanently discard those Characters to receive their Hope Value in Hope Coins. Like Plot Cards, the Hope Value of each Character Card is listed in the lower left corner.

A Character sent on a Secret Mission is placed face up in the Recruit Deck discard pile. The player then receives a number of Hope Coins equal to the Character's Hope Value. If a Character has a Training Card attached, then the player also discards that Character's Training Card and receives a number of Hope Coins equal to the Hope Value of that Training Card.

A player cannot send more than 2 of their Characters on Secret Missions in this way during the same Recruit Phase. A player also cannot send their last Uninjured Hero or last Uninjured Student on a Secret Mission. Leaders never embark on Secret Missions.

If one or more players wish to wait to send their Characters on Secret Missions until they see what their opponents do, then the players must send their Characters on Secret Missions in clockwise order starting with the current Mission Commander.

When a player is done trading Characters and/or sending them on Secret Missions, they should pick up their Bidding Dial, which signals that they are ready for the next stage of the Recruit Phase. Once all players have picked up their Bidding Dials, the players proceed to the next stage.



RECRUIT AND TRAIN

Deal a number of cards from the top of the Recruit Deck equal to the number of players (without looking at them) face down in a row in the center of the Game Board. Reveal the first card, which is the first card to be auctioned to the players. All players will bid using their Bidding Dials, which allow them to secretly select an amount of Hope Coins from 0 - 14. During this phase and throughout the game, the number of Hope Coins that a player possesses is public information; any player may request that another player reveal the number of Hope Coins remaining on their School Card at any time.

To bid on a card, select the amount of Hope Coins you are willing to spend (secretly) on your Bidding Dial and then place your Bidding Dial face down on your corner of the board; it is important that no one sees the amount of Hope Coins that you are bidding. You cannot select an amount that is greater than the number of Hope Coins you have remaining.

Once all players have placed their Bidding Dials face down on the board, all of the Bidding Dials are flipped face up. The player who bid the highest amount pays the appropriate number of Hope Coins to the bank and then adds the card to their School. All other bidders keep their Hope Coins.

Recruited Student Cards are placed to the left of the owner's School Card, and Recruited Hero Cards are placed to the right of the owner's School Card. Whenever a new Character is recruited during this phase, that Character immediately receives the number of Power Tokens indicated on its Character Card (1 for Students, 2 for Heroes). Also, be sure to place the corresponding Character Token beside the Character Card. There is no limit to the number of Students and Heroes that a School may possess.



Once the first card has been recruited, the second card is revealed and the players bid their Hope Coins again in the same manner. This continues until all of the cards on the board have been recruited.

RESOLVING TIED BIDS

If two or more players are tied for the highest bid, then they each move the amount of Hope Coins that they bid from their School Card onto their individual corner of the Game Board. Then another round of bidding commences with only the tied players participating. These players' second bids are added to their initial bids. Bidding continues until one player has the highest total bid and pays that amount to the bank. The losing bidders return all of their Hope Coins to their School Cards.

FAILED RECRUITMENT

If all bidders bid zero Hope Coins in the first or subsequent rounds of bidding, the Recruitment for that card fails; no one claims the prize and the card is discarded. Any bids on the Game Board from previous rounds of bidding are returned to their owners' School Cards.

NOTE: The maximum amount of Hope Coins that can be bid during one round of bidding is 14 (the highest amount depicted on the Bidding Dials). If several players wish to bid more than 14, then the players must first bid 14, and then resolve that bid as a tied bid, which means that they continue bidding until the prize is won or the Recruitment fails.

For example, "Emma Frost" is up for Recruitment. Players pick up their Bidding Dials, makes their selections, and then place their Bidding Dials face down on the Game Board. Once all the players have made their selections, the Bidding Dials are flipped face up and their values are revealed. Bas bids 0, Catherine bids 2, Kyle bids 3 and Maka bids 3. Kyle and Maka are tied for the highest bidder; Bas and Catherine are out of the auction for "Emma Frost."

To represent the amount bid so far, Kyle and Maka each move 3 Hope Coins from their School Cards and place them onto the Game Board in front of them. In the second round of bidding, Kyle and Maka both select and reveal 1 Hope Coin on their Bidding Dials; each adds 1 additional Hope Coin to their pile on the Game Board. In the third round of bidding, both players bid 0 Hope Coins. Because they both bid nothing in the third round of bidding, the Recruitment of "Emma Frost" fails and neither player receives the Hero Card. "Emma Frost" is discarded, and both players return their Hope Coins to their School Cards.

Training Cards must be assigned immediately to a Hero or Student (not to a Leader). Each Character may only hold 1 Training Card; if a School recruits a Training Card but does not possess a Character that can hold it, the new Training Card is immediately discarded.



PLOT CARDS EARNED FOR HIGH BIDS

The window of the Bidding Dials depicts a number of bonus Plot Cards that can be earned by a player as a reward for successfully bidding a high number of Hope Coins. If a player bids 0 - 9 Hope Coins, they receive 0 bonus Plot Cards. If a player bids 10 - 14 Hope Coins, then they receive 1 bonus Plot Card **if they immediately win the bid**. If the player does not win the bid, or ties for the bid, they do not receive the bonus Plot Card.

MISSION PHASE

During the Mission Phase, the players reveal that round's Mission and bid to see who will lead all of the Schools during that Mission as Mission Commander. The players then select which Characters they will send on the Mission and then execute that Mission.

MISSION PHASE SUMMARY

- 1) Reveal Mission
- 2) Bid for Mission Commander
- 3) Choose Characters
- 4) Set Up Mission
- 5) Execute Mission
- 6) Receive Rewards
- 7) Confer Triumph Tokens

REVEAL MISSION

The previous Mission Commander draws the top card from the Mission Deck, reads it aloud to all the players, and then places it face up on the Mission Deck discard pile. Players may pick up and re-read this Mission at any time during this phase.

BID FOR MISSION COMMANDER

After the Mission has been revealed, the players bid to become the new Mission Commander. As with Recruitment, the players bid with their Bidding Dials and pay the winning bid to the bank. The player with the winning bid receives the Mission Commander Token and will be in charge of conducting the Mission from that point forward.

NOTE: Bidding for Mission Commander is the only time when the Mission Commander Token changes hands.

All normal bidding rules apply, with one exception. In the event of a failed auction, all the remaining participating bidders roll 3 dice. The player with the highest result receives the Mission Commander Token.

MISSION COMMANDER'S BONUS

The player who becomes the new Mission Commander immediately scores 1 Revolution Point. This applies even if the previous Mission Commander won the bid and retains the Mission Commander Token.

CHOOSE CHARACTERS

Above the Mission Arena on the Game Board are 4 Character Positions (numbered 1, 2, 3, and 4). The Mission Commander **must** request assistance **from each and every School** (one at a time) by pointing to the lowest numbered empty Character Position and then asking the invited School to contribute an Uninjured Character of that School's choice. Although the Mission Commander must invite every School, they invite the Schools in any order they wish.



EMPTY CHARACTER POSITIONS

The invited School responds either by choosing an **Uninjured Character** to go on the Mission or by refusing to go on the Mission. If a School chooses to send a Hero or Student on the Mission, the School places the corresponding Character Token on the indicated Character Position on the Game Board.



A School cannot send its Leader unless it has no Heroes left and no Students left OR all of its remaining Heroes and Students are Injured OR a Mission's text allows it. If a School

is able and willing to send a Leader, then the School places the corresponding Leader Figure on the indicated Character Position on the Game Board.

Any invited School that refuses to contribute a Character immediately loses 1 Revolution Point. Unless the Mission calls for a limited number of Characters, the Mission Commander must also send one of their own Characters or lose 1 Revolution Point.

Some Missions call for only 2 Characters to participate. The Mission Commander continues to invite Schools until 2 Characters are chosen. In this case, only the invited Schools who refused to send a Character lose 1 Revolution Point.

In the unlikely Event that only 1 School chooses to participate in a Mission, the Mission ends immediately, the Mission Phase ends, and the current game round is over.

After all invited Schools have chosen a Character (or refused), each player sets a red die, green die, and blue die on their corner of the Game Board, and then rotates the dice so that the number of pips on each die match their chosen Character's Attributes (see "Attributes" on page 14). The dice are then carefully placed in the corresponding Character Attribute Boxes located on that player's corner of the Game Board.

Afterwards, the chosen Character Tokens and/or Leader Figures are moved down to the Mission Arena as follows:



1. The Character in Position 1 is moved to the Position 1 Hex in the Mission Arena.
2. The Character in Position 2 is moved to the appropriate Position 2 Hex in the Mission Arena, depending on the number of Characters who are participating in the Mission. There are three different Position 2 Hexes, each accompanied by a number of Character symbols. Place the Position 2 Character in the Hex where the "2" is accompanied by a number of Character symbols equal to the number of Characters participating in the Mission.
3. The Character in Position 3 (if any) is moved to the appropriate Position 3 Hex in the Mission Arena, depending on the number of Characters who are participating in the Mission (similar to Position 2 described above).
4. The Character in Position 4 (if any) is moved to the Position 4 Hex in the Mission Arena.

The following example does not correspond to the diagram at left.

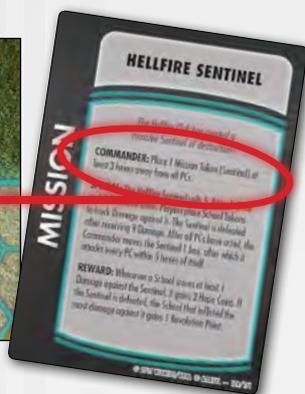
Bas is the Mission Commander for a Mission that involves battling the massive Hellfire Sentinel. Bas points to Position 1 and invites Kyle, who decides to send the Hero Psylocke. Kyle places Psylocke's Character Token onto Character Position 1 above the Mission Arena. Bas then points to Position 2 and invites Catherine, who chooses the Student X-23 by placing X-23's Character Token onto Character Position 2. Bas then points to Position 3 and invites Maka, who refuses to send a Character and immediately loses 1 Revolution Point. Finally, Bas points to Position 3 again and invites himself, choosing to send Cable.

Afterwards, Psylocke's Character Token is moved to the Position 1 Hex in the Mission Arena. X-23's Character Token is moved to the Position 2 Hex with 3 Character symbols (since there are only 3 Characters participating). Finally, Cable's Character Token is moved to the Position 3 Hex with 3 Character symbols.

SET UP MISSION

The Mission Commander places any Mission Tokens on the Game Board that are specified by the Mission Card. The Mission specifies how far the Mission Tokens need to be placed in relation to the other Characters. Remember that PCs are Characters controlled by the players, and Mission Characters are Characters represented by Mission Tokens.

For example, the Mission Token representing the Hellfire Sentinel must be placed at least 3 spaces away from all PCs. This means that there must be at least 2 empty spaces between the Mission Token and each Character Token.



EXECUTE MISSION

The Mission is played out by all of the participating Characters. The Mission Card specifies the exact parameters of the Mission and what needs to be accomplished for the Mission to be completed successfully.

The PCs involved in the Mission may freely attack one another during the Mission, although they receive no direct benefit for doing so unless the Mission specifies that they do. However, there are significant penalties for the player whose PC is defeated (see “Defeated PCs” on page 18), so players may decide to team up against a fellow PC (or later turn on a PC who has been softened up by a powerful villain) in order to weaken that player, especially if that player is winning the game.

The Mission is played until:

- All Mission Tokens are removed:** If a Mission calls for the placement of Mission Tokens, the Mission ends as soon as the last Mission Token is removed from the board. If no Mission Tokens were placed, ignore this condition.
- All Player Characters are defeated:** If all PCs are defeated, then the Mission ends immediately in failure.
- Other Specifications:** Some Missions specify that they end when certain other conditions are met.

For more details on how to execute Missions, see “Playing Missions” on page 14.

RECEIVE REWARDS

Sometimes the Mission grants Hope Coins to certain Characters during the Mission. These Rewards are received immediately;

do not wait until the end of the Mission. Often a Mission will grant 1 or 2 Hope Coins each time a PC inflicts “at least 1 Damage” against the Mission Token. In this case, the player receives this exact number of Hope Coins each time their Character damages the Mission Token, no matter how much damage the Character inflicts each time.

For example, whenever a School inflicts at least 1 Damage against the Hellfire Sentinel, it gains 2 Hope Coins. The first time Psylocke attacks the Hellfire Sentinel, she inflicts 1 Damage and gains 2 Hope Coins. The second time Psylocke attacks the Hellfire Sentinel, she inflicts 3 Damage but still gains exactly 2 Hope Coins.

Any Revolution Points specified by the Mission are bestowed at the conclusion of the Mission **but only if the Mission is successful**. If all of the PCs are defeated, then the Mission is a failure and no one receives any Revolution Points.

Many Missions award 1 or 2 Revolution Points to the player who destroyed the most Mission Tokens or who inflicted the most Damage against a particularly powerful Mission Token. If two or more PCs are tied when making these determinations, then all tied PCs receive the full Revolution Points for that Mission.

For example, at the end of a Mission, it is determined that Catherine and Maka’s Heroes each inflicted 4 damage against Captain America, while the other players’ Heroes each inflicted less than 4 damage against him. In this case, both Catherine and Maka receive the Mission’s specified Reward (1 Revolution Point).

CONFER TRIUMPH TOKENS

Each PC still in play at the end of the Mission receives 1 Triumph Token **if its School received at least 1 Revolution Point as a Mission Reward**. A PC who survived the Mission but did not receive Revolution Points as a reward does not receive a Triumph Token.

A single PC is limited to 1 Triumph Token at a time. A PC currently holding 1 Triumph Token cannot earn another.

THE GAME CONTINUES

After the Mission Phase ends, if at least 1 School possesses 6 Revolution Points, the game ends (see “Winning the Game” on page 19).

Otherwise, the next game round begins, starting with the Upkeep Phase.

PLAYING MISSIONS

When a major event occurs that affects the future of mutantkind, each School sends one of its Characters to investigate. Sometimes the Characters from the different Schools will work together to defeat a common foe. Other times, the Characters may decide that old grudges need to be settled first...

ATTRIBUTES

Every Leader, Hero, and Student in the game has three Attributes listed down the lefthand side of its card. These numbers determine how many dice that Character rolls when attacking, defending, or rolling for Initiative (i.e. to see who goes first during each turn of the Mission).

When a player chooses a Character to participate in a Mission, they immediately rotate their red die, green die, and blue die so that each die displays a number of pips equal to the level of that Character's corresponding Attribute (Attack [red], Defense [green], or Speed [blue]). These dice are then carefully placed in the corresponding Character Attribute Boxes located on that player's corner of the Game Board.



NOTE: Any Damage received during earlier Missions does not affect a Character's Attributes during future Missions.

The numbers displayed on the three dice indicate how many dice the Character rolls when using that particular Attribute. The Character's level in a particular Attribute may fluctuate; the Character's current levels in each of the 3 Attributes are referred to as the Character's "stats."

As a Character takes Damage, its stats are weakened and the player rotates their red, green, and blue dice so that they display lower numbers. This reduces the number of dice that the Character rolls when using that stat.

ATTACK (ATK): The red die indicates how many dice to roll when your Character attacks. The more attack dice you roll, the more likely you are to Damage your opponent.



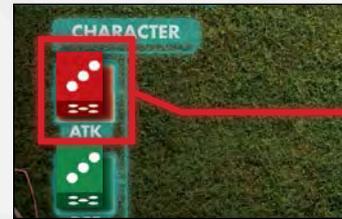
DEFENSE (DEF): The green die indicates how many dice to roll when your Character defends. The more defense dice you roll, the more likely you are to avoid your opponent's attacks, either by skillfully dodging out of the way or by deflecting the blow with body armor.



SPEED (SPD): The blue die indicates how many dice to roll when determining who goes first during each Mission Turn. Your Speed stat also determines how many Hexes you move each time you take a Move Action.



NOTE: The red, green, and blue dice are only used to display each Character's current stats. They are not actually rolled during Missions. Whenever a Character attacks, defends, or rolls for Initiative, the Character picks up the corresponding number of black or white dice and rolls them to determine the results of the Action.



DICE AS HEALTH

The combined stat numbers of a Character represent its current health. As the stats decrease as the result of taking Damage, the Character's effectiveness decreases. This attrition of ability mimics the reduction of power over the course of a long, difficult battle.



Rogue will start with each of her stats set to 4. Her total health is 12.

MISSION TURNS

Each Mission Turn begins with the PCs making an Initiative Roll. The winner of the Initiative Roll then chooses which Character goes first, followed by the other Characters in clockwise seating order. During their turns to act, each Character performs up to 2 Actions. After all Characters have taken their Actions, the Mission Commander follows any special instructions detailed on the Mission Card (such as moving and attacking with one or more Mission Characters). When they are finished, the Mission Turn ends and a new one begins, with each PC rolling for Initiative once again.

ROLLING FOR INITIATIVE

To determine Initiative, each player rolls a number of black or white dice equal to their Character's current Speed stat and totals the result. The player with the highest total then decides which PC will perform Actions first. The other PCs will then perform their Actions in clockwise seating order.

In most cases, the order for physically rolling the dice to determine Initiative does not matter. If a player wishes to wait to see what others roll before rolling their own dice for Initiative (due to having a Character with a Power that affects Initiative), the Mission Commander must roll first, followed by the other players in clockwise order.

In case of a tie for Initiative, each tied player rolls again until a winner is determined.

TAKING ACTIONS

During a Character's turn to act, it may perform up to 2 Actions. If performing 2 Actions, the Character performs its second Action right after the first. The Character chooses from among the following Actions:

1) Move

2) Attack

3) Perform Special Action

A Character can perform Actions in any order, and can even perform the same Action twice. The only limitation is that a player cannot Attack the same Character more than once during the same Mission Turn. (**Exception:** *Cable's Power allows him to spend 1 Power Token to permit him to attack the same Character twice in a row*).

Special Actions include Character Powers that require a Character to spend an Action (see "Using Powers During Missions" on page 17), or unique Actions specific to the current Mission, such as opening a crate or calming a mutant whose new powers are out of control.

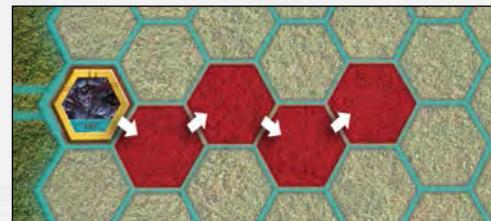
For example, Iceman can choose to move and then attack OR attack and then move OR move two times in a row OR attack two times in a row (as long as he attacks two different Characters). Iceman can also substitute Special Actions instead of moving and/or attacking.

MISSION STALEMATE

If three consecutive Mission Turns ever transpire without any PCs or Mission Characters attacking or performing Special Actions, the Mission immediately ends in failure. As long as at least 1 Character attacks or performs a Special Action during a turn, this rule does not apply.

MOVING

A Character may move a number of Hexes equal to or less than its current Speed stat. A Character **cannot** move through Obstacles or other Characters.



Beast has a Speed of 4, so he can move 4 Hexes. If he wishes to spend both of his Actions moving, he can move up to 8 Hexes.

ATTACKING

Characters with an Attack Range of 1 may only attack adjacent PCs or Mission Characters, while those with an Attack Range of 2 can attack opponents who are 2 Hexes away. There are also Powers and Training Cards that can extend a Character's Attack Range even further. Characters can attack through Obstacles and other Characters without penalty.

Attacks are resolved through opposed dice rolling. The attacking Character rolls a number of black or white dice equal to its current Attack stat. These dice are considered "attack dice" for card text purposes. **Simultaneously**, the defending Character rolls a number of dice equal to its current Defense stat. These dice are considered "defense dice" for card text purposes.

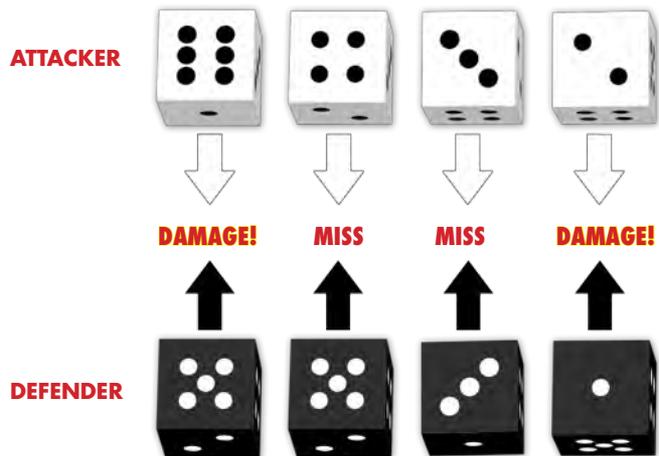
Both Characters then line up their dice, highest to lowest, creating a Dice String. The combatants then compare Dice Strings: highest to highest, second highest to second highest, lowest to lowest, etc.

Arranging Dice Strings



1 Damage is inflicted for each attack die that is greater than the corresponding defense die for that position in the Dice String. Ties go to the defender.

Comparing Dice Strings

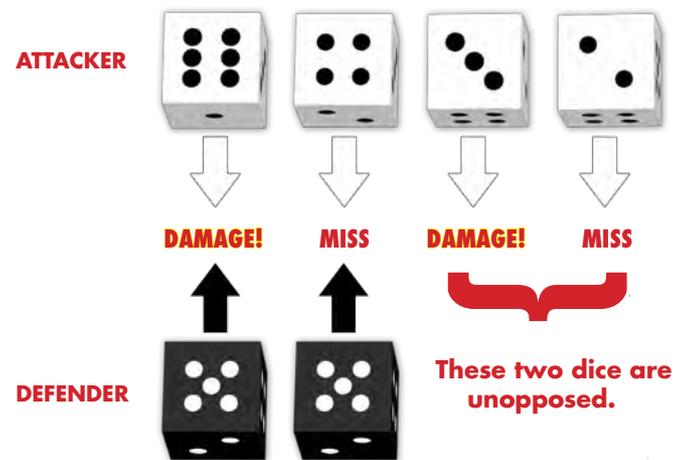


UNOPPOSED ATTACK DICE

In the event that the attacker is rolling more attack dice than the defender has defense dice, any unopposed attack die roll of 3 or higher causes 1 Damage. Unopposed attack rolls of 1 or 2 are considered to miss and no Damage is inflicted.

Remember that when comparing Dice Strings, you always start with the highest dice. A defender who rolls fewer dice than the attacker cannot choose to “shift” their Dice String to avoid the attacker’s highest roll.

Unopposed Attack Dice



Unopposed attack dice inflict Damage on 3+.

UNOPPOSED DEFENSE DICE

If more defense dice are rolled than attack dice, the lower unopposed defense dice are ignored; only the higher defense dice are used.

TAKING DAMAGE

Any Damage inflicted is resolved immediately. You must lower a damaged Player Character's stats to compensate for the exact amount of Damage inflicted (each point of Damage = 1 lost stat point). You may choose which stats to lower, and may choose to lower the same stat multiple times or spread the damage out however you see fit.

When a stat is lowered, you rotate the Character's corresponding stat die to reflect the new number.



For example, Nightcrawler begins the Mission with an Attack of 3, a Defense of 4, and a Speed of 3. An opponent inflicts 3 Damage on Nightcrawler. Nightcrawler chooses to lower his Defense stat by 2 points (down from 4 to 2), and his Speed stat by 1 point (down from 3 to 2). He rotates his green and blue dice as appropriate to reflect this change.

THE RULE OF ONE

A Character cannot reduce one of its stats below 1 until all of its stats have been reduced to 1. Once all of a Character's stats have been reduced to 1, each additional point of Damage will cause one of the Character's stats to drop to 0; no stat can ever be reduced below 0. If at least 1 stat drops to 0, the Character is defeated and removed from the Mission. Remove the corresponding Character Token (or Leader Figure) from the Mission Arena.

The severity of the penalty for being defeated depends on how many of the Character's stats were reduced to 0 from the final blow they received. Having only 1 stat reduced to 0 means the Character is simply knocked out. Having 2 stats reduced to 0 means the Character is badly injured. Having all 3 stats reduced to 0 means the Character is hospitalized (see "Defeated PCs" on page 18 for more details).

NOTE: Psylocke's Power cannot be used to violate the Rule of One.

USING POWERS DURING MISSIONS

Leaders, Heroes, and Students often have Powers that can be triggered during Missions. To use such a Power, a Character must spend 1 Power Token by removing the Power Token from its Character Card.

A Character may activate its Power multiple times during the same Action, as long as it spends 1 Power Token each time it activates the Power.

For example, after Wolverine moves, he can spend 1 Power Token to regain 1 lost stat of his choice. If Wolverine wishes, he can spend multiple Power Tokens after a single movement in order to restore several lost stat points.

As another example, Dagger can spend 1 Power Token to add 1 attack die to one of her attacks. She may spend 2 Power Tokens to add 2 attack dice to the same attack if she wishes.

USING CHARTER CARDS DURING MISSIONS

Each School comes with a unique Charter Card that reflects the teachings of that School. During a Mission involving a School's Hero or Student, the Leader may spend 1 or more of the Leader's own Power Tokens to activate the Charter Card's ability in order to assist the members of their team. However, if a School's Leader is engaged in a Mission, they cannot make use of their School's Charter Card.

Similar to Character Powers, a Leader can activate their Charter's ability multiple times during the same Action, as long as they spend 1 Power Token each time they activate the ability.

For example, the Brotherhood of Mutants Charter Card allows Magneto to spend 1 Power Token to temporarily increase the Attack Range of one of his Heroes or Students for one attack. Magneto can spend multiple Power Tokens to greatly increase the Attack Range of a single attack made by one of his Heroes or Students. However, if Magneto is himself engaged in a Mission, he cannot make use of this ability.

CONTROLLING MISSION CHARACTERS

During Missions, the Mission Commander controls the movement and attacks of any **Mission Characters** who are represented by Mission Tokens in the Mission Arena. Mission Characters are always moved **after** all the PCs have performed their Actions for that turn. Each Mission Card specifies how many spaces the Mission Characters move, as well as the range of their attacks. Mission Characters always attack every PC within their attack range.

The Mission Commander may move the Mission Characters however they see fit, but with the following limitations:

- a. Each Mission Character who is able to move must move at least 1 space.
- b. If it is possible for a Mission Character to end its movement in such a way that it can attack at least 1 PC, the Mission Character must do so. The Mission Commander cannot purposefully move the Mission Character in such a way that it cannot make any attacks. If, however, it is impossible for the Mission Character to move within attack range of any PCs, the Mission Commander is not obligated to move the Mission Token in any particular direction.
- c. If the Mission Commander's PC becomes the last PC in the Mission Arena, the Mission Commander immediately surrenders control of all Mission Characters. The other players each roll 3 dice, and the player with the highest roll assumes control of the Mission Tokens for the remainder of the Mission.

NOTE: It is often a good strategy for the Mission Commander to avoid using the Mission Characters to eliminate multiple PCs, or else the Mission Commander may end up fighting a powerful villain alone!

FIGHTING AGAINST MISSION CHARACTERS

Each Mission specifies the number of attack dice and defense dice rolled by the Mission Characters. Unlike PCs, Mission Characters always roll their maximum attack dice and defense dice, no matter how much Damage they have sustained.

Players should record Damage against Mission Characters by placing their School Tokens on top of the corresponding Mission Tokens. As soon as a Mission Character receives lethal Damage, remove the corresponding Mission Token (and all School Tokens used to record damage against it) from the Mission Arena.

For example, the "Sentinel Swarm" Mission pits the PCs against 4 Sentinels, each of whom can sustain 4 Damage before being destroyed. When a PC damages a Sentinel, the player should place their School Tokens directly on top

of the Sentinel until it is destroyed and removed from the Mission Arena. When a PC destroys a Sentinel, the player should slide the Mission Token representing that Sentinel over to the player's corner of the board so that everyone can easily see who has destroyed the most Sentinels.

If a particular Mission involves a single powerful Mission Character who can sustain a lot of Damage (such as the Hulk or Apocalypse), then the players should instead place their School Tokens on the Game Board outside the Mission Arena so that it is easy to keep track of how much Damage has been inflicted against the Mission Character, and by whom.

For example, the "Sinister Trouble" Mission matches the PCs against a single enemy: Mister Sinister, who is only defeated after receiving 11 Damage. When a PC damages Mister Sinister, the PC should place its School Tokens outside the Mission Arena so the players can quickly see how much Damage has been inflicted against Mister Sinister, and who has inflicted the most Damage against him so far.

NOTE: It is okay for the final attack to inflict excess Damage against a Mission Character. This excess Damage counts when determining who has inflicted the most Damage against this Character.

DEFEATED PCS

Whenever a PC is defeated during a Mission, the owning player must immediately remove the PC's corresponding Character Token (or Leader Figure) from the Mission Arena. All Damage inflicted by that Character against the Mission Characters remains, however, and it is still possible for that Character to win the Mission and score Revolution Points. Defeated Characters cannot, however, receive a Triumph Token (see "Confer Triumph Tokens" on page 13).

Defeated Characters receive additional penalties based on their Character types (Student, Hero, or Leader), as well as how badly the Character was damaged during the Mission. These penalties are incurred immediately (see below).

DEFEATED STUDENTS

A Defeated Student loses all **Power Tokens** and **Triumph Tokens**.

If only one of the Student's stats was reduced to 0, the Student is simply knocked out. The player must pay a number of Hope Coins equal to that Student's Hope Value (including any attached Training Cards) or the player must discard the Student. If a player chooses to discard a Student that was defeated by another School, the School that defeated the Student may choose to pay the Student's Hope Value instead (including the

Hope Value of the Student's attached Training Card), in which case the victorious School immediately recruits the Student and the attached Training Card, if any.

If two of the Student's stats were reduced to 0, the Student is seriously hurt and receives an Injured Token. In addition, the player must pay a number of Hope Coins equal to that Student's Hope Value (including the attached Training Card) or the player must discard the Student. If a player chooses to discard a Student who was defeated by another School, the School that defeated the Student may choose to pay the Student's Hope Value instead (including the Hope Value of the Student's attached Training Card), in which case the victorious School immediately recruits the Student and the attached Training Card, if any. The Student still retains the Injured Token in this case.

If three of the Student's stats were reduced to 0, the Student is hospitalized and the player must discard the Student (and all attached Training Cards) from play.

DEFEATED HEROES

A Defeated Hero loses all **Power Tokens** and **Triumph Tokens**. In addition, the Hero's School loses **1 Revolution Point**.

If only one of the Hero's stats was reduced to 0, the Hero is simply knocked out. The player must pay a number of Hope Coins equal to that Hero's Hope Value (including the attached Training Card) or the player must discard the Hero. An opposing School **cannot** recruit the lost Hero.

If two of the Hero's stats were reduced to 0, the Hero is seriously hurt and receives an Injured Token. In addition, the player must pay a number of Hope Coins equal to the Hero's Hope Value (including the attached Training Card) or the player must discard the Hero. An opposing School **cannot** recruit the lost Hero.

If three of the Hero's stats were reduced to 0, the Hero is hospitalized and the player must discard the Hero (and all attached Training Cards) from play.

DEFEATED LEADERS

A Defeated Leader loses all **Power Tokens** and **Triumph Tokens**. In addition, the Leader's School loses **1 Revolution Point**.

If only one of the Leader's stats was reduced to 0, the School immediately loses 6 Hope Coins.

If two of the Leader's stats were reduced to 0, the Leader receives an Injured Token **and** the School immediately loses 6 Hope Coins.

If three of the Leader's stats were reduced to 0, the Leader receives an Injured Token **and** the School immediately loses 6 Hope Coins **and** the School loses an additional Revolution Point (for a total of 2 lost Revolution Points).

WINNING THE GAME

The goal of the game is to reach 6 Revolution Points. If at the end of any game round (i.e. the end of the Mission Phase) only 1 School has 6 Revolution Points, that School wins the game.

To win, you must still have 6 Revolution Points at the end of the game round and be the only School to do so. Having 6 Revolution Points at the end of any phase other than the Mission Phase does not matter.

If at the end of any game round there are 2 or more Schools with 6 Revolution Points, the game's winner must be determined by a Final Tournament in the Mission Arena! Each School that ends the game round with 6 Revolution Points immediately enters into a battle to determine the winner. The number of tied Schools determines the rules for the tournament (see below).

TWO-PLAYER TOURNAMENT

The two Schools with 6 Revolution Points each select one Uninjured Character to fight in the Mission Arena. It is okay for a player to select their Leader for this tournament. Characters who already participated earlier in that round's Mission receive their full Attribute totals, but they are not reimbursed spent Power Tokens before the tournament. Therefore, each player must choose wisely which Character to bring based upon the Power Tokens they have remaining.

When selecting Characters, the School with fewer Hope Coins must choose its Character first and place the corresponding Character Token or Leader Figure on Character Position 1. The School with more Hope Coins then chooses its Character and places the corresponding Character Token or Leader Figure on Character Position 2. If the Schools have the same amount of Hope Coins, then players roll dice to determine which School must choose its Character first.

Unlike normal Missions, a tournament cannot end in a stalemate. The Characters continue battling until one of them is defeated.

The winner of the tournament wins the game!

THREE-PLAYER TOURNAMENT

Among the three tied Schools, the two Schools that have the fewest Hope Coins must first fight a Tournament in the Mission Arena using the Two-Player Tournament rules described

above. If any Schools are tied when determining who has fewer Hope Coins, then roll dice to break the ties.

The School that wins the first match then fights another match against the remaining School (the one that had the most Hope Coins). The winner of the first match can send the same Character or a new Character to the second match. If they send the same Character, the Character is restored to its full Attribute totals, but is not reimbursed spent Power Tokens.

The winner of the second tournament wins the game!

FOUR-PLAYER TOURNAMENT

In the unlikely event that all 4 Schools have 6 Revolution Points at the end of the game round, the two Schools that have the fewest Hope Coins must first fight a tournament in the Mission Arena using the Two-Player Tournament rules described above. If any Schools are tied when determining who has fewer Hope Coins, then roll dice to break the ties.

After the first match, the two remaining Schools (i.e. the two Schools that had the most Hope Coins) must fight a tournament using the Two-Player Tournament rules.

Finally, the two victorious Schools (i.e. the Schools that won the first two matches) fight a tournament against each other using the Two-Player Tournament rules. These Schools may send the same Characters or new Characters to fight in the final match. All Characters are restored to their full Attribute totals, but they are not reimbursed any spent Power Tokens.

The winner of the final tournament wins the game!

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PHASE SUMMARY

1. UPKEEP (PAGE 6)

- 1) RECOVER CHARACTERS (Up to 3):** Remove Injured Token OR restore 1 Power Token.
- 2) ADVANCE THE REVOLUTION:** 6 different Characters each spend 1 Power Token; gain 1 Revolution Point.
- 3) ACQUIRE HOPE:** Gain 1 Hope Coin for each Student and Triumph Token. Pay 1 Hope Coin for each Hero.
- 4) SET PLOT MARKER:** Place your Plot Marker on top of your Revolution Marker.

2. PLOT (PAGE 7)

- 1) DRAW CARDS:** Every player draws 3 Plot Cards.
- 2) PLAY EVENTS/DISCARD CARDS:** Starting with the Mission Commander, players take turns playing Event Cards, discarding cards, and using Character Powers.
- 3) DISCARD TO HAND SIZE**

3. RECRUIT (PAGE 9)

- 1) CHANGE ALLEGIANCE:** Trade Characters and Hope Coins with other Schools. Send Characters on Secret Missions (discard for Hope Coins).
- 2) RECRUIT & TRAIN:** Deal cards from the Recruit Deck. Reveal cards one at a time and bid on them.

4. MISSION (PAGE 11)

- 1) REVEAL MISSION:** Draw a Mission Card and read it aloud to all players.
- 2) BID FOR MISSION COMMANDER:** Bid to see which School will lead the Mission and receive 1 Revolution Point.
- 3) CHOOSE CHARACTERS:** The Mission Commander invites every School one at a time. Each invited School chooses 1 Uninjured Character to send (or loses 1 Revolution Point).
- 4) SET UP MISSION:** The Mission Commander places the Mission Tokens.
- 5) EXECUTE MISSION:** The Characters attempt to complete the Mission and/or attack one another.
- 6) RECEIVE REWARDS:** The victorious School receives Revolution Points.
- 7) CONFER TRIUMPH TOKENS:** Each undefeated Character belonging to a School that received Revolution Points gains 1 Triumph Token.