

The cover art for the Marvel Champions: The Card Game - Mutant Genesis Rulebook. It features a dynamic illustration of several characters in action. In the top left, a character in a red and black suit (likely Iron Man) is shown in a dynamic pose. In the top right, a large, red and silver mechanical arm is reaching down. In the center, a character in a yellow and black suit (likely Wolverine) is running forward. In the bottom left, a large, red and silver mechanical head is shown. The background is a cityscape with a large, red and silver mechanical structure. The title "MARVEL CHAMPIONS" is prominently displayed in the top center, with "THE CARD GAME" written below it. The subtitle "MUTANT GENESIS" is written in a large, stylized font at the bottom, and "RULEBOOK" is written in a smaller font at the bottom right.

MARVEL CHAMPIONS

THE CARD GAME

MUTANT GENESIS

RULEBOOK

MUTANT GENESIS

"Welcome to the X-Men. Hope you survive the experience!" –Shadowcat

Welcome to the *Mutant Genesis* campaign expansion! This set features 2 new heroes, as well as 5 new scenarios that tell the story of the X-Men, a heroic team of mutants who fight to protect a world that hates and fears them.

VILLAIN CARDS

Each of the five new scenarios in this expansion features at least one new villain: Sabretooth, Sentinel, Master Mold, the Brotherhood of Mutants, and Magneto. Each scenario has its own entry in this rulebook.



IDENTITY CARDS

Two pre-built player decks introduce two new heroes: Colossus and Shadowcat. See page 22 for their decklists.

COMPONENTS

- ▶ 273 cards, consisting of 108 player cards, 16 villain cards, and 149 encounter cards.

SET SYMBOL

Cards from the *Mutant Genesis* expansion can be identified by this set symbol:



FEATURED KEYWORDS

* *Keywords new to this expansion.*

Hinder X

When a card with hinder X is revealed, place X threat on that card.

Patrol

While any minions with patrol are engaged with a player, that player cannot thwart the main scheme.

Permanent

A card with permanent cannot be defeated, leave play, or have any part of its text box blanked. This rule does not apply to cards within the same set as the card with permanent (*hero set, scenario set, or modular set*).

Piercing

An attack with piercing discards any tough status cards from the target of the attack before dealing damage.

Ranged

An attack with ranged ignores the retaliate keyword.

Setup

A card with setup begins the game in play.

Stalwart

A character with stalwart cannot be stunned or confused.

Steady

A character with steady can have one additional stunned status card and one additional confused status card. That character is not stunned unless they have two stunned status cards, and is not confused unless they have two confused status cards. After that character's activation is replaced by a status card effect, remove all status cards of that type from that character.

Teamwork (TRAIT) *

After a minion with teamwork enters play and engages a player, if there is at least one other minion that shares the specified trait in play, each minion that shares the teamwork keyword with the same specified trait activates against the player it is engaged with.

Example: Jason is engaged with Delgado when Emily reveals and engages Senyaka, who has Teamwork (**ACOLYTE**). Because Delgado also has Teamwork (**ACOLYTE**), both minions activate against the player they are engaged with.

Team-Up

The team-up keyword names two characters. To include a card with the team-up keyword in your deck, your chosen identity must match one of the named characters. Additionally, a card with team-up cannot be played unless both of the named characters (*identity or ally*) are in play.

Villainous

When a minion with villainous activates, give it a facedown boost card from the top of the encounter deck. When you resolve that minion's activation, turn the boost card faceup, resolve any boost ability on that card, and apply its boost icons to the minion's stats for this activation. Discard the boost card after the activation.

Victory X

When a card with victory X is defeated, place it in the victory display instead of its owner's discard pile.

VICTORY DISPLAY

The victory display is an out-of-play game area shared by all players. Cards in the victory display follow the standard rules for out-of-play cards.

AMPLIFY ICON

The amplify icon increases the number of boost icons on boost cards. When a boost card is turned faceup **during an enemy activation**, add one additional boost icon to that card for each amplify icon in play.



NEW RULES

Additional Forms

Some heroes come with cards that grant them additional forms, such as Shadowcat's "Phase form." These forms are in addition to your identity's alter-ego and hero forms and come with their own conditions for changing into them. When an identity changes an additional form, it does not count against the once-per-turn-limit on flipping from hero to alter-ego (or vice versa), but it does count as changing forms for the purpose of triggering card effects such as Ready to Rumble (⊗51).

CAMPAIGN MODE RULES

Each of the scenarios in this expansion can be played individually as a standalone adventure, or together with the other scenarios as part of one epic campaign. Campaign mode combines all five scenarios in the *Mutant Genesis* expansion into one epic experience where the outcome of each game impacts the next scenario. To complete the campaign, the players must win all five scenarios in numerical order, starting with scenario #1 – Sabretooth and ending with scenario #5 – Magneto.

To begin a campaign, the players start by choosing their heroes. Each player must use their chosen identity for the entire campaign, but they are free to change aspects and alter the contents of their deck between scenarios, following the deck customization rules in the *Marvel Champions* Rules Reference.

To play a scenario in campaign mode, set up the scenario as per the normal rules of the game. Then, follow that scenario's setup instructions in the order in which they are listed in the Campaign Instructions.

When the game ends, if the players won, follow that scenario's victory instructions in the order in which they are listed in the Campaign Instructions. If the players lost, they may reset the scenario and try again with no penalty.

CAMPAIGN-SPECIFIC CARDS

During a campaign, campaign-specific cards may be added to encounter decks and player decks. These cards cannot be included in any deck unless playing the *Mutant Genesis* campaign and the players are directed to add them to a deck by the Campaign Instructions.

CAMPAIGN-SPECIFIC CARDS



BASIC / CAMPAIGN

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**THIS CARD IS BASIC
BUT ALSO SPECIFIC TO
THE MUTANT GENESIS
CAMPAIGN.**

Cards 171–195 are cards that were created specifically for use in the *Mutant Genesis* campaign. Cards 171–175 are the encounter-specific campaign cards (all of which are double-sided), while cards 176–195 are the player-specific campaign cards.

CAMPAIGN LOG

The campaign log found on page 24 of this rulebook tracks the progress of the entire campaign. At the end of each scenario, the players record their results by entering the required information in the campaign log.

A printable copy of the campaign log can be found on our support page at:

www.FantasyFlightGames.com/Marvel-Champions

CAMPAIGN ROLES

The X-Men are a team, and each member has a unique role. The *Mutant Genesis* campaign introduces a Roles mechanic that represents each hero's area of expertise on the team.

The four roles are: Brawler, Commander, Defender, and Peacekeeper. Each of these roles represents a specialized skillset that combines the capabilities of two core aspects of *Marvel Champions*, giving players access to new effects that can either enhance their chosen aspect, or augment their deck with effects they would normally not have access to.

The associated aspects for each role are as follows:

- ▶ **Brawler** (Aggression + Protection)
- ▶ **Commander** (Aggression + Leadership)
- ▶ **Defender** (Justice + Protection)
- ▶ **Peacekeeper** (Justice + Leadership)

When setting up Scenario #1 in campaign mode, each player chooses one of these roles and records their choice in the campaign log. Each player must choose a different role, and that choice is not limited by their chosen aspect.

Each role comes with its own set of 5 upgrades. These upgrades can be earned by defeating the campaign-specific side scheme in each scenario. If the players have earned their role upgrades, they will each take a random upgrade from their role's set of cards and put it into play at the start of the game. At the end of the game, those upgrades are removed from the campaign, whether their abilities were used or not. This "use it or lose it" rule is intended to encourage players to look for opportunities to use their role upgrades to assist the team each game.

Role-building

In addition to these unique upgrades, each role gives players the ability to further customize their decks by granting them limited access to their role's associated aspects. When setting up a scenario in campaign mode, each player may choose up to 1 copy of an event and/or 1 copy of an upgrade in their collection from their role's associated aspects. If a player's deck does not already include their chosen event and/or upgrade, they may add either or both to their deck for that game. Cards chosen this way do not count toward minimum or maximum deck size.

EXPERT CAMPAIGN

For players who want an even more challenging campaign experience, the *Mutant Genesis* expansion comes with everything you need to play an expert campaign.

- ▶ Some Setup and Victory instructions are preceded by **Expert Campaign Only**. Ignore these instructions unless you are playing an expert campaign.

PERSISTENT DAMAGE

While playing the *Mutant Genesis* campaign at the expert level, each player must record their remaining hit points in the campaign log after they win a game. This determines each player's starting hit points for the next scenario.

- ▶ If a player's remaining hit point value is greater than their base hit point value, record their base hit points in the campaign log instead.

The setup instructions for each scenario offer each player the opportunity to restore their identity to their full hit point value by placing an acceleration token on the main scheme.

ELIMINATION AND VICTORY

In an expert campaign, if a player is defeated during a scenario that their teammates go on to win, the defeated player does not participate in the Victory steps of that scenario.

However, during the Setup instructions of the next scenario, the defeated player can rejoin their teammates for the next scenario by placing an acceleration token on the main scheme to restore their identity to full hit points.

FUTURE PAST MODULAR SET

The *Future Past* modular set is used throughout the campaign. It represents the Sentinels of the future traveling back in time to eradicate mutants in their past. When not playing a *Mutant Genesis* campaign, this set can be used like any other encounter set.

WASHINGTON D.C.

THE MUTANT MENACE IS A
CLEAR AND PRESENT DANGER
TO THESE UNITED STATES.

MAGNETO AND HIS
BROTHERHOOD HAVE ALREADY
ATTACKED SEVERAL MUTANT
REGISTRATION SITES.

THAT IS WHY I SUPPORT
THE SENTINEL PROGRAM...

I'D LIKE TO SHOW
THIS JOKER JUST HOW
DANGEROUS I AM.

EASY, COMRADE. WE
MUST BE SHOWING HIM
HUMANS AND MUTANTS
CAN LIVE TOGETHER.

HEY, MEAT-BAG!
THE BROTHERHOOD
IS HERE FOR YOU!

THAT MANIAC IS
GOING TO KILL HIM!

HURRY, X-MEN!
YOU MUST RESCUE
SENATOR KELLY!

SCENARIO #1 - SABRETOOTH MYSTIQUE MODULAR SET

Anti-mutant hysteria is sweeping across America. The public lives in fear that their neighbor or child could be a mutant. Senator Robert Kelly has seized the spotlight by spouting pro-human rhetoric and advocating for the Mutant Registration Act. His public address draws the attention of both the X-Men and the Brotherhood of Mutants.

Villain Deck: Sabretooth (I), Sabretooth (II)

Remove Sabretooth (II) and add Sabretooth (III) for expert mode.

Main Scheme Deck: Stalked by Sabretooth, The Injured Senator

Encounter Deck: Sabretooth, Brotherhood, Mystique, and Standard sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Brotherhood and Mystique sets can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

ROBERT KELLY

The Sabretooth scenario tells the story of the X-Men protecting Robert Kelly (⊗66) from Sabretooth's assassination attempt. To help bring the story to life, the scenario features an ally version of Robert Kelly. It has the text:

"Forced Interrupt: When an enemy resolves an undefended attack against you, deal that damage to Robert Kelly."

If Robert Kelly leaves play, the players lose the game, so it is critical that the players protect him.

MODULAR DIFFICULTY

If players wish to modify the difficulty of the Sabretooth scenario, they may place damage on Robert Kelly during setup. This extra damage represents Sabretooth's initial attack on the senator. The amount of damage placed is up to the players as a group, but listed below are some recommendations for each difficulty mode:

- ▶ **Skirmish Mode:** Place 0 damage.
- ▶ **Standard Mode:** Place 1 damage.
- ▶ **Expert Mode:** Place 2 damage.
- ▶ **Heroic Mode:** Place 3 damage.

Mystique is a shapeshifting mutant who uses her power to infiltrate and misdirect her enemies. Her modular set includes unique treachery cards that represent these abilities: Infiltration (⊗82) and Shapeshifter Surprise (⊗83). When you reveal one of these cards, shuffle it into your deck. If one of these treachery cards subsequently enters your hand, trigger its **Forced Response** at that time.

Drawing a treachery card from your deck counts as drawing a card. Each treachery in your hand remains until you discard it, which you may do any time you could discard a player card from your hand. This includes (*but is not limited to*) the end of the player phase, or when instructed to do so by a player or encounter card effect. When you discard a treachery card from your hand or deck, it is placed in the encounter discard pile.

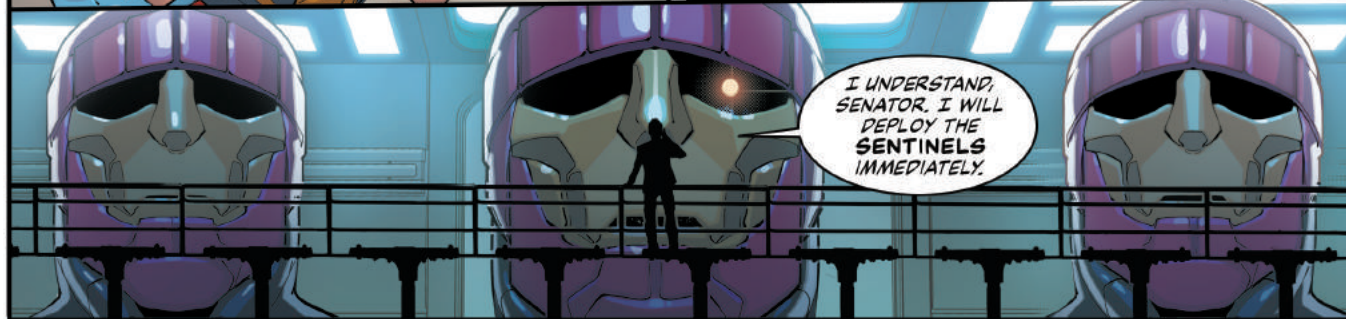
CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Each player records their identity in the campaign log found on the back cover of this rulebook. Players cannot switch identities during a campaign.
- ▶ Each player chooses one of the campaign roles. Record each player's role in the campaign log. Each player takes one random upgrade from their role's set of cards and puts it into play under their control. Each player may role-build to modify their deck (see page 5).
- ▶ Shuffle the cards from the Future Past modular set and set them aside. This is the Future Past deck.
- ▶ Reveal the Frightened Police (⊗171A) side scheme.

VICTORY:

- ▶ If the Frightened Police (⊗171A) side scheme was defeated, record it in the campaign log.
- ▶ Remove each Future Past card in the victory display from the campaign. Add each Future Past card found in the encounter deck, discard pile, and in play to the campaign log.
- ▶ Remove each role upgrade that began the game in play from the campaign.
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points in the campaign log.



SCENARIO #2 - PROJECT WIDEAWAKE

Even though the X-Men rescued Robert Kelly from Sabretooth's attack, the Senator's prejudice against mutants is only intensified by the attempt on his life. He contacts Henry Gyrich, head of the top-secret commission "Project Wideawake," to discuss their response to the escalating conflict. The two men agree that the mutant menace is out of control and they can no longer afford to wait for legislation to pass—they need to activate the Sentinels immediately.

Later that night, mutant-hunting robots deploy across the United States. Utilizing their sophisticated scanners, the Sentinels begin hunting down unsuspecting mutants.

The surge in psionic energy caused by these mutants' primal terror alerts Professor X to their plight. Using his telepathy, he directs the X-Men to stop the Sentinels and rescue as many of the captured mutants as they can.

Villain Deck: Sentinel (I), Sentinel (II)

Remove Sentinel (I) and add Sentinel (III) for expert mode.

Main Scheme Deck: Night of the Sentinels

Encounter Deck: Project Wideawake, Sentinels, Zero Tolerance, and Standard sets. (The Standard set can be found in the Marvel Champions core set.)

The Sentinels set can be removed from this scenario and/or added to other scenarios when using the scenario customization rules. The Zero Tolerance set may be used in other scenarios, but it is required when playing Project Wideawake.

OPERATION ZERO TOLERANCE

Project Wideawake tells the story of Sentinels capturing mutants and rounding them up for internment. To bring this story to life, the Setup instructions on main scheme 1A have the players put the "Operation Zero Tolerance (⊗104)" side scheme into play. This side scheme introduces an alternative loss condition for the players to avoid. It reads:

"Forced Response: After an enemy attacks and defeats an ally, place that ally facedown under this scheme.

If there are X facedown cards under this scheme, the players lose the game. X is 3 more than the number of players."

Main scheme 1B also gives Operation Zero Tolerance the permanent keyword so that it cannot leave play during the scenario. That means the players will need to defeat the Sentinel villain before too many cards are placed under Operation Zero Tolerance.

MODULAR DIFFICULTY

If players wish to modify the difficulty of the Project Wideawake scenario, they may place cards from the top of their deck facedown under Operation Zero Tolerance during setup. These facedown cards represent the Sentinels capturing mutants before the heroes arrive. The number of facedown cards placed under the side scheme is up to the players as a group, but listed below are some recommendations for each difficulty mode:

- **Skirmish Mode:** Place 0 facedown cards.
- **Standard Mode:** Place 1 facedown card.
- **Expert Mode:** Place 2 facedown cards.
- **Heroic Mode:** Place 3 facedown cards.

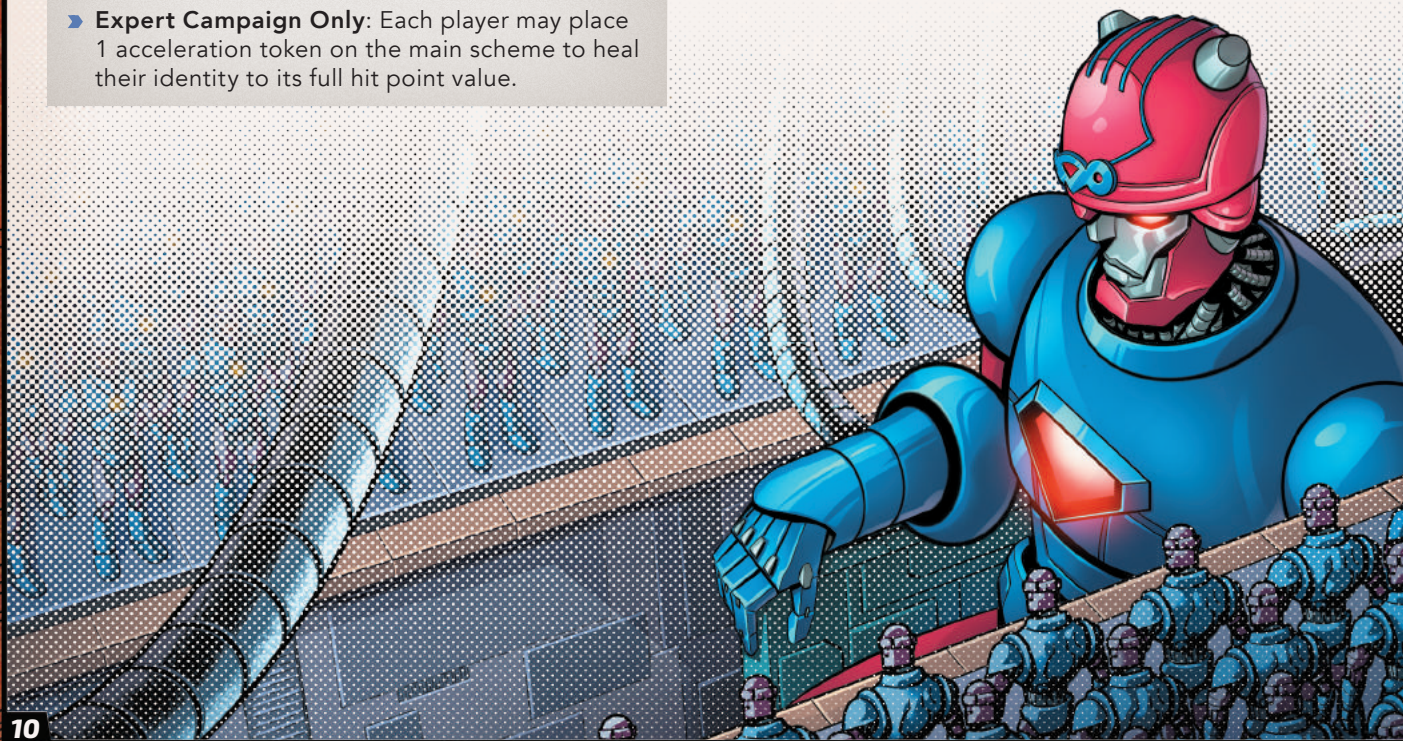
CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Shuffle each Future Past card recorded in the campaign log into the encounter deck. Shuffle the remaining cards from the Future Past deck and set them aside.
- ▶ If Frightened Police Defeated is checked in the campaign log, each player takes 1 random upgrade from their role's set of cards and puts it into play under their control. Each player may role-build to modify their deck (see page 5).
- ▶ Reveal the Enemy of My Enemy (⊗172A) side scheme.
- ▶ **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may place 1 acceleration token on the main scheme to heal their identity to its full hit point value.

VICTORY:

- ▶ If the Enemy of My Enemy (⊗172A) side scheme was defeated, record it in the campaign log.
- ▶ Remove each Future Past card in the victory display from the campaign. Add each Future Past card found in the encounter deck, discard pile, and in play to the campaign log.
- ▶ Remove each role upgrade that began the game in play from the campaign.
- ▶ If Jubilee (⊗88B) is in play, record that in the campaign log.
- ▶ Record the name of each **CAPTIVE** ally that entered play in the campaign log.
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points in the campaign log.





GO ON, SUGAH!
GET OUTTA HERE.

MAGNETO?

YOU X-MEN HAVE
DONE WELL TO
PROTECT OUR
FELLOW MUTANTS
TONIGHT.

BUT
THIS ATTACK
IS JUST THE FIRST
OF MANY, UNLESS
WE DESTROY
THE SENTINEL
PRODUCTION
FACILITY.

AN' YOU KNOW
WHERE DAT IS?

INDEED.

SO YOU WANT US TO JOIN
FORCES WITH YOU AND YOUR
BROTHERHOOD?

THE ENEMY OF MY
ENEMY IS A FRIEND,
CYCLOPS. THE SENTINELS
ARE A THREAT TO ALL
MUTANTS.

ALRIGHT,
MAGNETO.
LEAD THE
WAY.

SCENARIO #3 - MASTER MOLD

The marauding Sentinels have been destroyed thanks in part to Magneto's surprise assistance. The Master of Magnetism reveals that he has discovered the secret location of the Sentinel factory, and suggests he and the X-Men join forces to defeat their common foe. Angered and dismayed by the brazen attack against their fellow mutants, the X-Men agree and follow Magneto to the factory.

Villain Deck: Master Mold (I), Master Mold (II)

Remove Master Mold (I) and add Master Mold (III) for expert mode.

Main Scheme Deck: The Sentinel Factory, Master Mold's Agenda

Encounter Deck: Master Mold, Sentinels, Zero Tolerance, and Standard sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Zero Tolerance set can be removed from this scenario and/or added to other scenarios when using the scenario customization rules. The Sentinels set may be used in other scenarios, but it is required when playing Master Mold.

MASTER MOLD'S MINIONS

The Master Mold scenario tells the story of a rogue Sentinel factory creating more robots to protect itself while it enacts its plan to subjugate humanity.

To bring this story to life, Master Mold has the text:

"Forced Interrupt: When Master Mold schemes against you, discard cards from the encounter deck until a **SENTINEL** minion is discarded. Put that minion into play engaged with you. Do not give Master Mold a boost card for this activation."

The minion that enters play through this ability activates against you as normal after Master Mold's activation, so be careful how often you allow Master Mold to scheme.

Additionally, main schemes 1B and 2B both have the text: "Each **SENTINEL** minion gains guard." This means you will need to defeat each **SENTINEL** minion engaged with you before you can attack Master Mold directly.

CAMPAIGN INSTRUCTIONS

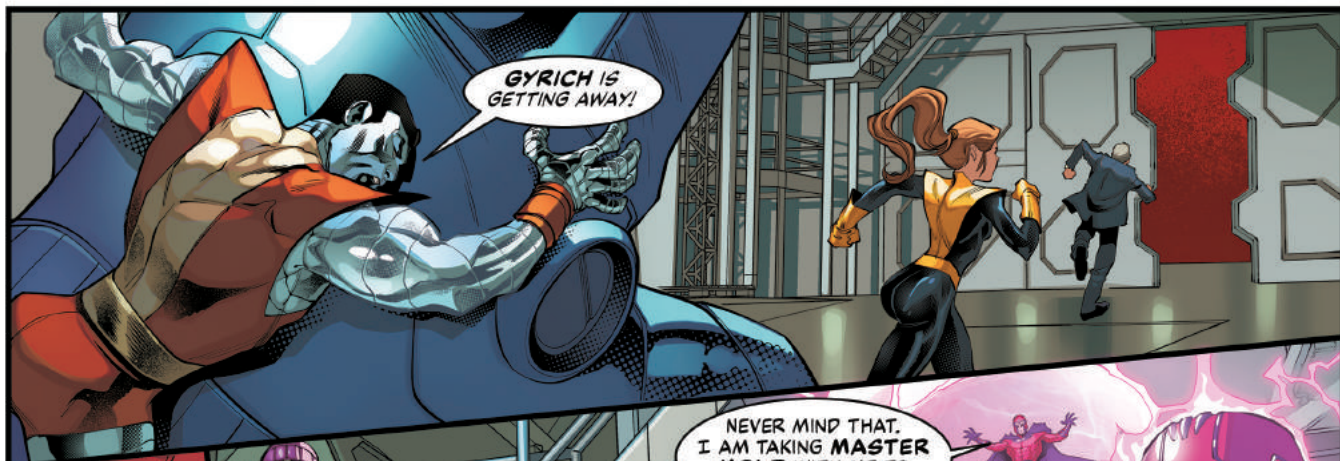
SETUP:

- ▶ Shuffle each Future Past card recorded in the campaign log into the encounter deck. Shuffle the remaining cards from the Future Past deck and set them aside.
- ▶ If Jubilee (X88B) is in the campaign log, put her into play.
- ▶ Each **CAPTIVE** ally recorded in the campaign log may be shuffled into any player's deck.
- ▶ If Enemy of My Enemy Defeated is checked in the campaign log, each player takes 1 random upgrade from their role's set of cards and puts it into play under their control. Each player may role-build to modify their deck (see page 5).
- ▶ Reveal the Find the Prisoners (X173A) side scheme.

- ▶ **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may place 1 acceleration token on the main scheme to heal their identity to its full hit point value.

VICTORY:

- ▶ If the Find the Prisoners (X173A) side scheme was defeated, record it in the campaign log.
- ▶ Remove each Future Past card in the victory display from the campaign. Add each Future Past card found in the encounter deck, discard pile, and in play to the campaign log.
- ▶ Remove each role upgrade that began the game in play from the campaign.
- ▶ If Jubilee (X88B) is in play, record that in the campaign log. Otherwise, remove her from the campaign log.
- ▶ Record the name of each ally that ended the game under Find the Prisoners or Rescue Captives. These allies cannot be used for the rest of the campaign.
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points in the campaign log.



GYRICH IS
GETTING AWAY!



OH NO
YOU DON'T.
YOU'RE NOT
LEAVING TIL
YOU SHUT
THIS THING
DOWN.

NEVER MIND THAT.
I AM TAKING MASTER
MOLD WITH ME TO
ASTEROID M.

THAT WASN'T THE
DEAL, MAGS!

IT WAS ALWAYS MY
PLAN, CHILD. AND YOU
SERVED YOUR PART
ADMIRABLY.



ICEMAN! STORM!
STOP HIM!



FAREWELL, X-MEN. I'M
AFRAID WE'RE BOTH
NEEDED ELSEWHERE.

X-MANSION

HEY, MEGAN.
WAIT UP!

HURRY, VIC!
I'M LATE
FOR CLASS.

KNOCK
KNOCK.

SCHOOL'S OUT,
SUCKERS!

THE MANSION IS
UNDER ATTACK.
TO ME, MY X-MEN!

SCENARIO #4 - MANSION ATTACK

The combined powers of Magneto and the X-Men prove too much for Master Mold and its army of Sentinels to withstand, and the mutants triumph over the machines. But instead of destroying the Sentinel factory as agreed, Magneto used his power of magnetism to lift Master Mold out of its subterranean facility and fly it to his orbital fortress, Asteroid M.

The X-Men try to prevent Magneto from escaping, but they are summoned back to the X-Mansion by a telepathic distress call from Professor X. The Xavier Institute is under attack! Magneto has ordered his Brotherhood to assault the school in order to draw off his pursuers and buy him time to reprogram Master Mold.

The X-Men give up their pursuit and race back to the X-Mansion to confront the Brotherhood of Mutants.

Villain Deck: Avalanche (A), Blob (A), Pyro (A), Toad (A)

Replace each villain (A) with its villain (B) side for expert mode.

Main Scheme Deck: The Brotherhood Strikes!, Attack on Xavier's (x4)

Encounter Deck: Mansion Attack, Brotherhood, Mystique, and Standard sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Mystique set can be removed from this scenario and/or added to other scenarios when using the scenario customization rules. The Brotherhood set may be used in other scenarios, but it is required when playing Mansion Attack.

MULTIPLE VILLAINS

Mansion Attack has four different villains: Avalanche (⊗121), Blob (⊗122), Pyro (⊗123), and Toad (⊗124). Only one villain will be in play at a time, but the order is randomized so players never know who will appear next.

In order to win the scenario, the players must defeat a certain number of villains. That number is determined by the chosen difficulty as listed below:

- ▶ **Skirmish Mode:** Defeat 1 villain to win.
- ▶ **Standard Mode:** Defeat 2 villains to win.
- ▶ **Expert Mode:** Defeat 3 villains to win.
- ▶ **Heroic Mode:** Defeat 4 villains to win.

The Brotherhood Strikes! (⊗125A) instructs players to put the Save the School (⊗130) environment card into play during Setup. Save the School tells the players what to do after the villain is defeated.

VARIABLE MAIN SCHEMES

In addition to four different villains, Mansion Attack also confronts the players with four different versions of main scheme 2B: The Atrium (⊗126B), The Cafeteria (⊗127B), The Basketball Court (⊗128B), and The Courtyard (⊗129B). These four main schemes represent the different parts of the Xavier Institute under attack by the Brotherhood. They are shuffled together during Setup so that the players never know where the villains will strike next. **If the villains complete 2 versions of scheme 2B, the players lose the game.**

To prevent players from deducing the order of the four main scheme 2A/B versions within the main scheme deck, each side 2A of each main scheme is identical to one another. This includes the collector information, with each side 2A assigned the range ⊗126A–129A.

CAMPAIGN INSTRUCTIONS

SETUP:

- ▶ Shuffle each Future Past card recorded in the campaign log into the encounter deck. Shuffle the remaining cards from the Future Past deck and set them aside.
- ▶ If Jubilee (⊗88B) is in the campaign log, put her into play.
- ▶ Each **CAPTIVE** ally recorded in the campaign log may be shuffled into any player's deck.
- ▶ If Find the Prisoners Defeated is checked in the campaign log, each player takes 1 random upgrade from their role's set of cards and puts it into play under their control. Each player may role-build to modify their deck (see page 5).
- ▶ Reveal the Surprise Attack (⊗174A) side scheme.

- ▶ **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- ▶ **Expert Campaign Only:** Each player may place 1 acceleration token on the main scheme to heal their identity to its full hit point value.

VICTORY:

- ▶ If the Surprise Attack (⊗174A) side scheme was defeated, record it in the campaign log.
- ▶ Remove each Future Past card in the victory display from the campaign. Add each Future Past card found in the encounter deck, discard pile, and in play to the campaign log.
- ▶ Remove each role upgrade that began the game in play from the campaign.
- ▶ If Jubilee (⊗88B) is in play, record that in the campaign log. Otherwise, remove her from the campaign log.
- ▶ **Expert Campaign Only:** Record each identity's remaining hit points in the campaign log.





THIS STINKS.

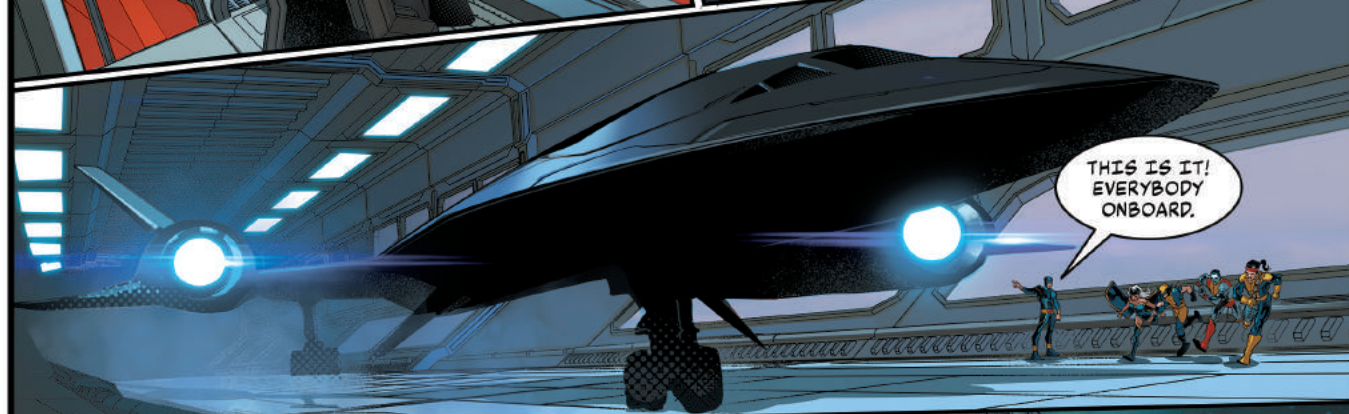
YOU ATTACKED OUR HOME. HOW DID YOU THINK THAT WOULD END?



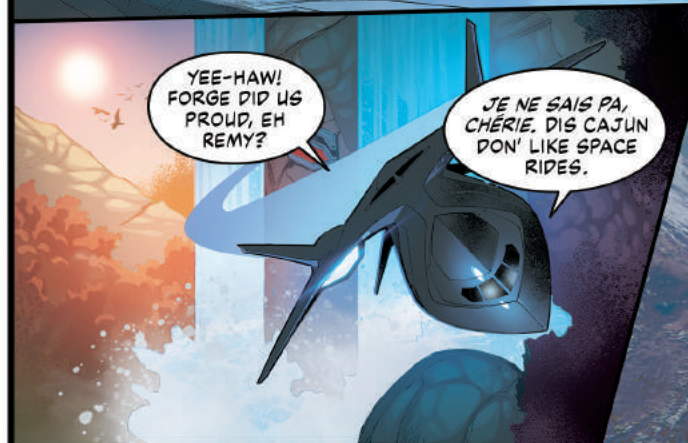
WHAT DO WE DO WITH OUR PRISONERS?

THAT'S A PROBLEM FOR LATER. RIGHT NOW, WE HAVE TO STOP MAGNETO FROM REACTIVATING MASTER MOLD.

I'VE MODIFIED THE **BLACKBIRD** FOR LOW ORBITAL FLIGHT. SHE'LL TAKE YOU TO ASTEROID M.



THIS IS IT! EVERYBODY ONBOARD.



YEE-HAW! FORGE DID US PROUD, EH REMY?

J'É NE SAIS PA, CHÉRIE. DIS CAJUN DON' LIKE SPACE RIDES.



THERE IT IS, X-MEN. PREPARE TO BOARD.

SCENARIO #5 - MAGNETO

Magneto sent his Brotherhood of Mutants against Xavier's school in order to draw the X-Men away while he escaped with Master Mold. The Master of Magnetism used that time to install Master Mold into his orbital fortress, Asteroid M.

Now safely out of reach of the world's governments, Magneto begins reprogramming the Sentinel factory to create new M-Type Sentinels: human-hunting robots. Once complete, he will drop his Sentinels onto the planet below, clearing away human resistance and bringing about his dream of mutant dominion over the world.

Back at the X-Mansion, the mutant Forge finishes making upgrades to the X-Men's supersonic jet, the X-Jet, enabling it to escape Earth's gravity and reach Asteroid M. Professor X wishes his team luck as they blast off to confront his old friend and deadliest foe.

Villain Deck: Magneto (I), Magneto (II)

Remove Magneto (I) and add Magneto (III) for expert mode.

Main Scheme Deck: Asteroid M, Factory Online, The Rule of Magnus

Encounter Deck: Magneto, Acolytes, and Standard sets. (The Standard set can be found in the *Marvel Champions* core set.)

The Acolytes set can be removed from this scenario and/or added to other scenarios when using the scenario customization rules.

RACE AGAINST MAGNETO

The Magneto scenario tells the story of his plan to conquer the world by creating an army of M-Type Sentinels as the X-Men race to stop him. To bring this story to life, the scenario includes two double-sided side schemes: "Boarding Party / Sabotage Master Mold" (⊗144) and "Orbital Decay / Physical Strain" (⊗145). During setup, the players reveal Boarding Party and set Orbital Decay aside. These side schemes represent the X-Men's plan to board Asteroid M, destroy Master Mold, and knock Magneto's fortress out of orbit. Each one they defeat brings the next one into play.

Each of these side schemes has text that prevents Magneto from taking fatal damage, preventing the players from defeating him until the side schemes are defeated. In order to win the scenario in standard mode, the players must defeat each of the side schemes before Magneto completes his main schemes. They must then take advantage of Magneto's weakened state to defeat him.

As Magneto advances through his main schemes, the players will be penalized if they haven't made enough progress through the side schemes, so the players must be careful not to let Magneto get too far ahead.

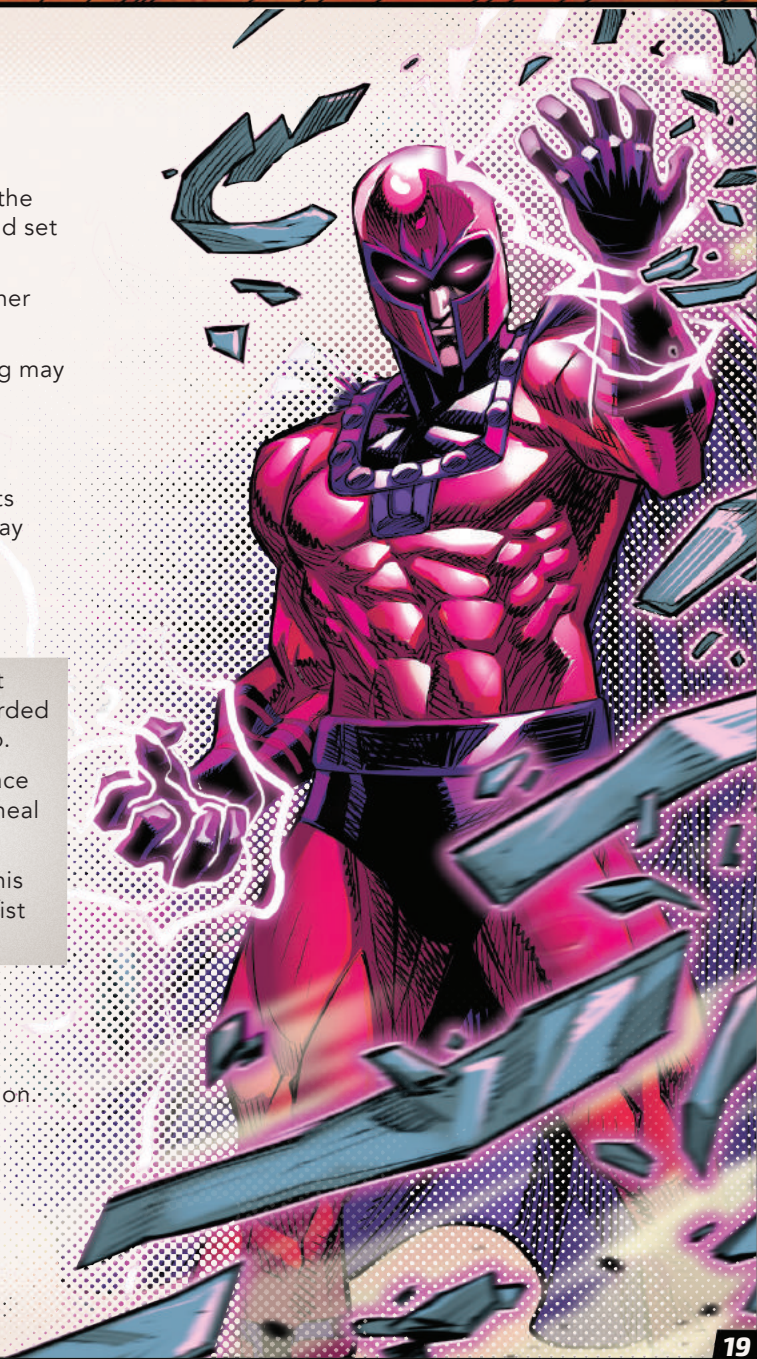
CAMPAIGN INSTRUCTIONS

SETUP:

- Shuffle each Future Past card recorded in the campaign log into the encounter deck. Shuffle the remaining cards from the Future Past deck and set them aside.
 - If Jubilee (X88B) is in the campaign log, put her into play.
 - Each **CAPTIVE** ally recorded in the campaign log may be shuffled into any player's deck.
 - If Surprise Attack Defeated is checked in the campaign log, each player takes 1 random upgrade from their role's set of cards and puts it into play under their control. Each player may role-build to modify their deck (see page 5).
 - Reveal the Magneto's Fortress (X175A) side scheme.
- **Expert Campaign Only:** Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
 - **Expert Campaign Only:** Each player may place 1 acceleration token on the main scheme to heal their identity to its full hit point value.
 - **Expert Campaign Only:** If the players lose this game, Magneto rules the world with an iron fist and the players lose the campaign.

VICTORY:

- Magneto is defeated and the players win the campaign! Turn the page to read the conclusion.





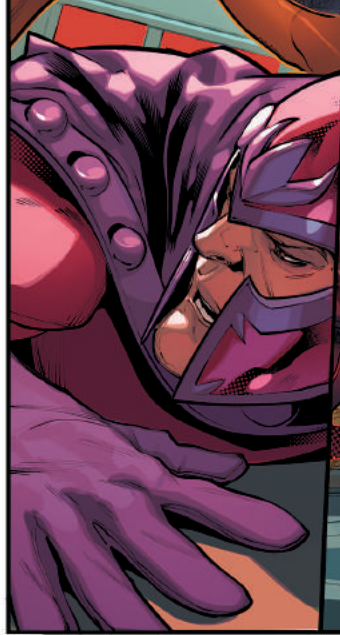
END OF THE LINE, BUB.



ARRRRGH!



OH MY STARS AND GARTERS! THE STATION'S ORBIT HAS DECAYED. WE'RE FALLING!



THAT'S IT, TEAM! TIME TO GO!



DAT WAS TOO CLOSE! LET'S GO HOME, MES AMIS.

WASHINGTON D.C.

STILL NO INTEL ON
MAGNETO OR THE
X-MEN, SENATOR.

BUT I HAVE THE
REPORT YOU
REQUESTED.

NAVY RECONNAISSANCE
CONFIRMS THAT MASTER MOLD
WAS COMPLETELY DESTROYED
WHEN ASTEROID M CRASHED IN
THE PACIFIC.

BLAST! THIS WILL
SET OUR SENTINEL
PROGRAM BACK AT
LEAST FOUR YEARS.

IF YOU'RE LOOKING
FOR A SOLUTION TO THE
MUTANT PROBLEM...

MAY I SUGGEST
SOMETHING MORE...
SINISTER?

STARTER DECKS

These preconstructed decks and character introductions are intended for the player who wants to immediately play the game without customizing their own deck.

COLOSSUS / PROTECTION

Colossus has the amazing ability to transform his skin into organic steel. After Colossus changes into hero form, he gains a tough status card. He can use the tough status to prevent all damage from an enemy attack, or he can use it to power up his attack events: Steel Fist and Made of Rage. Each time a tough card is discarded from Colossus, use Organic Steel to gain another and Iron Will to draw 1 card.

To help Colossus take advantage of his tough status cards, he comes paired with the Protection aspect. Play Bait and Switch to make the villain attack you while you have two tough status cards on your hero. Discard one tough status card from Colossus to prevent all of the damage from that attack, then remove 4 threat from the main scheme. Play Powerful Punch when the villain attacks to pile on 4 more damage, and pay for it with the Defensive Energy resource to draw 1 card!

Colossus cards: Shadowcat, Piotr's Studio, Iron Will, Titanium Muscles, Organic Steel (x2), Made of Rage (x2), Steel Fist (x3), Bulletproof Protector (x2), Armor Up (x2)

Protection cards: Nightcrawler, Polaris, Protective Training (x3), Powerful Punch (x3), Bait and Switch (x3), Perseverance (x3), Mutant Protectors (x3), Defensive Energy (x2)

Basic cards: Professor X, The X-Jet, Shadow and Steel, Energy, Genius, Strength

Nemesis set: Juggernaut, Rampaging Juggernaut, Unstoppable (x2), Slammed

Obligation: Homesick

SHADOWCAT / AGGRESSION

Shadowcat can control her mass to make herself solid or intangible. She begins the game with a double-sided "mass form" upgrade in play: Solid / Phased. In her Phased mass form, Shadowcat cannot take damage while defending, but she flips back to Solid form after attacking or defending. Use cards like Quick Shift to ensure you're in Phased form when the villain attacks. Play Shadowcat Surprise on your next turn to hit back and ready your hero.

In addition to her phasing power, Shadowcat is a formidable fighter. To help demonstrate her martial prowess, she comes paired with the Aggression aspect. While in Phased mass form, play Toe to Toe to make the villain attack you. If Shadowcat defends, she takes no damage and changes to Solid form before dealing 5 damage to the villain. After the attack resolves, she flips back to Phased mass form!

Shadowcat cards: Solid / Phased, Lockheed, Kitty's Room, Acute Control, Intangible Interference, Phased and Confused (x2), Shadowcat Surprise (x3), Phased Strike (x2), Airwalk (x2), Quick Shift (x2)

Aggression cards: Wolverine, Magik, Attack Training (x3), Gatekeeper (x3), Team Strike (x3), Toe to Toe (x3), Aggressive Energy (x2)

Basic cards: Colossus, X-Mansion, Shadow and Steel, Ready to Rumble (x3), Energy, Genius, Strength

Nemesis cards: White Queen, The Hellfire Club, Hellfire Pawn (x2), Telepathic Restraint

Obligation: Permanently Phased

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To the Marvel Comics artists whose amazing work is featured in this game: Thank you, thank you, thank you.

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FANTASY
FLIGHT
GAMES



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**PROOF OF
PURCHASE**

MC32en
Mutant Genesis
Expansion



CAMPAIGN LOG

PLAYER INFORMATION

Player #1's Identity:

Role: _____
Remaining hit points: _____
(expert)

Player #2's Identity:

Role: _____
Remaining hit points: _____
(expert)

Player #3's Identity:

Role: _____
Remaining hit points: _____
(expert)

Player #4's Identity:

Role: _____
Remaining hit points: _____
(expert)

SCENARIO 1



Frightened Police
Defeated

SCENARIO 2



Enemy of my Enemy
Defeated

SCENARIO 3



Find the Prisoners
Defeated

SCENARIO 4



Surprise Attack
Defeated

Future Past Cards in the Victory Display

Scenarios #1-4 (remove these from the campaign)

Future Past Cards in the Encounter Deck

Scenarios #1-4

SCENARIO 1

SCENARIO 2

SCENARIO 3

SCENARIO 4

Role Upgrades in Play

Scenarios #1-4 (remove these from the campaign)

Player #1

Player #2

Player #3

Player #4

Jubilee

Scenarios #2-4

SCENARIO 2



Jubilee in play

SCENARIO 3



Jubilee in play



Jubilee removed from campaign

SCENARIO 4



Jubilee in play



Jubilee removed from campaign

Allies from Abduction Protocols

Scenario #2

Allies under Rescue Captives or Find the Prisoners

Scenario #3 (remove these from the campaign)