

## X-Men Legends II: Rise of Apocalypse

22/03/2009 17:15 by Andrei

### Unlock Characters

#### Professor X:

Beat all the Danger Room missions

#### Deadpool:

Beat the game

#### Iron Man:

Collect four homing beacons in every act. Once four are collected get a piece of [Iron Man's](#) armor. In Act 5 after locating the beacons save Iron Man. Team bonuses:

Use characters together to receive a Bonus.

#### Special Ops:

+5% damage Bishop, Deadpool, Nightcrawler, Gambit

#### Family Affair:

+5 Health regain - Magneto, Professor X, Scarlet Witch, Juggernaut

#### Energy Corps:

+5% Damage - Bishop, Cyclops, Iron Man, Gambit.

#### Agile Warriors:

+5% XP - Sunfire, Toad, Deadpool, Nightcrawler.

#### Brotherhood of Evil:

+5% XP - Magneto, Scarlet Witch, Toad, Juggernaut.

#### Heavy Metal:

+10 to all Stats - Colossus, Juggernaut, Iron Man, Magneto

#### Forces of Nature:

+10 to All Resistences - Iceman, Sunfire, Magneto, Storm.

#### Old School:

+15% Max Energy - Jean Grey, Iceman, Magneto, Toad, Professor X, Cyclops.

#### New X-Men:

+15% Max Health - Storm, Colossus, Wolverine, Sunfire, Bishop, Nightclawler.

#### New Avengers:

+15% Max Health - Scarlet Witch, Wolverine, Bishop, Iron Man.

#### Raven Knights:

+60% Techbit Drops - Professor X, Iron Man, Deadpool, Iceman.

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## Age of Apocalypse:

+100% Attack Rating - Any 4 heroes with Age of Apocalypse skins.

## Femme Fatale:

5% Damage inflicted goes to Health - Scarlet Witch, Rogue, Jean Grey, Storm.

## Dark Past:

5% Damages inflicted goes to Health - Deadpool, Gambit, Wolverine, Rogue.

## Double Date:

20 Health gained per knockout - Jean Grey, Gambit, Rouge, Cyclops.

## Bruiser Brigade:

20 Energy gained per knockout Juggernaut, Colossus, Wolverine, Rogue

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Once the first two acts have been completed you will find an X-Traction Point in Act 3 where they will be available.

Press L2 at the change character screen to switch between available skins.

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