

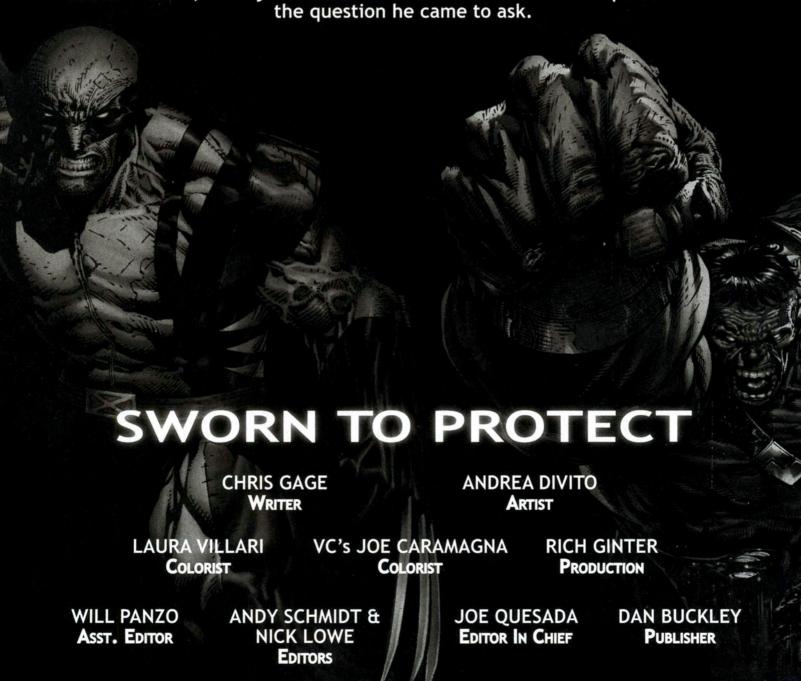
Born with genetic mutations that give them abilities beyond those of normal humans, mutants are the next stage in evolution. As such, they are feared and hated by humanity. But a group of mutants known as the X-MEN fight for peaceful coexistence between mutants and humankind.

While trying to save the life of an innocent, Dr. Bruce Banner was caught in the blast of a Gamma Bomb and became The Incredible Hulk.

WORLD WAR HULK: X-MEN

When the Illuminati voted to send the Hulk into space, one of their members - Professor Charles Xavier, founder of the X-Men - was not present, though he'd been invited. He left on an interstellar mission unaware of what had happened. But now he's returned, and the Hulk arrives at the Xavier Institute demanding he present himself.

The Hulk cuts a swath through the young NEW X-MEN, fights off Professor X's mental attack, and - just as the ASTONISHING X-MEN arrive - puts to Xavier the question he came to ask.



To find Marvel Comics at a local comic shop, call 1-888-COMICBOOK.

WORLD WAR HULK: X-MEN No. 2, September, 2007. Published Monthly by MARVEL PUBLISHING, INC.. a subsidiary of MARVEL ENTERTAINMENT, INC. OFFICE OF PUBLICATION: 417 5th Avenue, New York, NY 10016. © 2007 Marvel Characters, Inc. All rights reserved. All characters featured in this issue and the distinctive names and likenesses thereof, and all related indicia are trademarks of Marvel Characters. Inc. No similarity between any of the names, characters, persons, and/or institutions in this magazine with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. S2.99 per copy in the U.S. and S3.75 in Canada (GST ≠R127028552) in the direct marke: Canadian Agreement ≠40668537. Printed in the USA. ALAN FINE, CEO Marvel Toys & Publishing Divisions and CMO Marvel Entertainment, Inc.; DAVID BABRIEL, Senior VP of Publishing Sales & Circulation; DAVID BOGART, VP of Business Affairs & Editorial Operations; MICHAEL PASCIULLO, VP Merchandising & Communications; JIM BOYLE, VP of Publishing Operations; DAN CARR, Executive Director of Publishing Technology; JUSTIN F. GABRIE, Managing Editor; SUSAN CRESPI, Production Manager; STAN LEE, Chairman Emeritus, For information regarding advertising in Marvel Comics or on Marvel.com, please call 800-217-9158.





