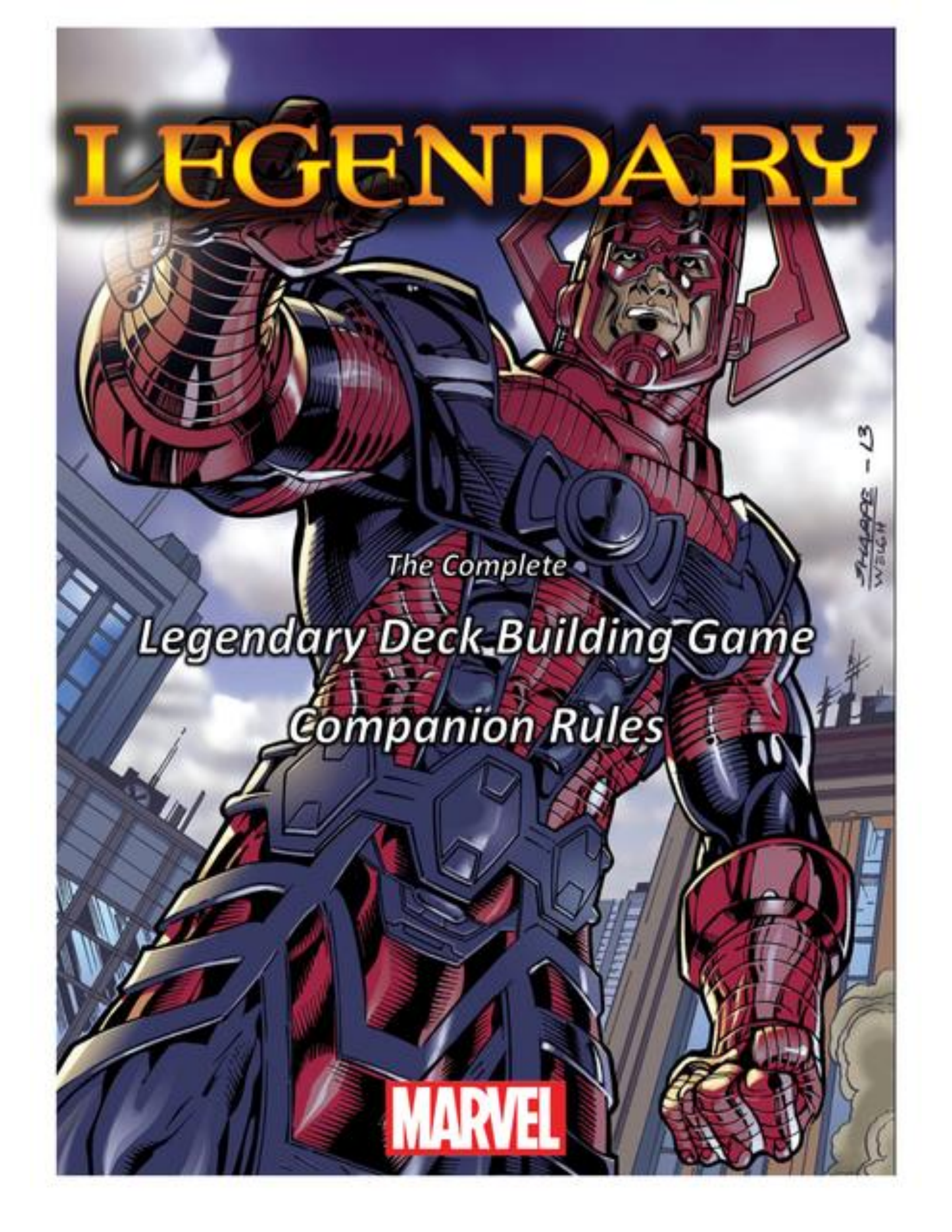


LEGENDARY

A full-page illustration of Iron Man in his classic red and gold armor. He is shown from the waist up, standing against a backdrop of a city skyline with tall buildings under a cloudy sky. Iron Man's right arm is raised, with the repulsor glowing. The overall style is a classic comic book illustration.

The Complete
Legendary Deck-Building Game
Companion Rules

SHAGGE - L3
W/EGH

MARVEL

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Overview

Welcome to *Legendary*, the Marvel Deck-Building Game! Evil Masterminds like Magneto and Dr. Doom lead a horde of powerful Super Villains, planning dark Schemes to destroy the Marvel Universe! Only you can stop them, leading awesome Marvel Super Heroes like Spider-Man, Iron Man, and Wolverine!

In *Legendary Villains: A Marvel Deck-Building Game*, you'll lead Marvel Super Villains like Loki, Magneto and Dr. Octopus to smash Super Heroes and dominate the Marvel Universe! The only thing in your way is the game itself fighting back against you, with powerful Commanders like Nick Fury and Professor X leading terrifying adversaries like Hulk, Thor and Wolverine!

If You Have Played Previous Marvel Legendary Sets

The Villains set uses the same fundamental rules as other Marvel *Legendary* sets, but with a sinister twist: The players are now evil Villains working to smash the forces of Good!

- This set is fully compatible with previous Marvel *Legendary* sets. The sets are designed so that you can mix and match Heroic sets and Villainous sets freely and there are cool combos between them. This Villainous set is also optimized to be played by itself as a standalone game. See section under "Fully Compatible with Other Marvel *Legendary* Sets" for the new terminology in this set and how to combine it with other Marvel *Legendary* sets.
- Instead of S.H.I.E.L.D. Officers, you can now recruit Madame HYDRA and New Recruits, which work differently than S.H.I.E.L.D. Officers.
- This set includes four new Keyword Abilities: Demolish, Dodge, Elusive, and X-Treme Attack.
- Instead of wounds, the Villain set features Bindings, which work differently. See page 21 for details

Game Summary

In this game for 1-5 players, each player starts with their own deck of basic Hero or Ally cards. At the start of your turn, you play the top card of the Villain/Adversary Deck, showing how Villains/Heroic Adversaries invade/enter the city, capture/guard Bystanders, and create special events. Then you play Hero/Ally cards from your hand to generate Attack, Recruit Points, and special abilities. You attack with your Heroes/Allies to defeat Villains/Adversaries. You spend Recruit Points to recruit better Heroes/Allies storing them in your discard pile.

Whenever your deck runs out of cards, you shuffle your discard pile to make a new deck, including all the new Heroes/Allies you recruited. This way your deck gets stronger and stronger over time. Build up enough Attack and you can defeat the evil Mastermind/powerful Commander of the forces of Good! But be careful: if the players don't defeat the Mastermind/Commander quickly enough, then the Mastermind/Commander will complete their dark Scheme/Plot and win the game for evil/good!

How to Win

Players must work together to successfully attack the evil Mastermind/defeat the game's Commander four times. If they do, then the Mastermind/Commander is beaten once and for all, and all the players win the game for the forces of good/forces of Evil!

In addition, defeating Villains/Adversaries and rescuing/kidnapping Bystanders earns each player Victory Points. If the players defeat the Mastermind/Commander, then the player with the most Victory Points is the most legendary Hero/Villain of all and also wins an individual victory.

How the Evil Mastermind/Commander Wins

Unlike other games, in *Legendary*, the game itself fights back against the players! The evil Mastermind/Commander, like Magneto, Dr. Doom, Nick Fury or Professor X, isn't played by a player. Instead, the game itself plays the part of the Mastermind/Commander.

The Mastermind/Commander works to accomplish an evil Scheme/Plot throughout the game. Every Scheme card has a part that says "Evil Wins", every Plot card a part that says "Good Wins", which tells you how the Mastermind/Commander completes their Scheme/Plot. If the Scheme/Plot is completed, then the Mastermind/Commander wins the game for evil/good and all the players lose!

Your First Game

For your first game, follow the setup rules on the following page, using the specific card stacks listed there instead of choosing card stacks at random. After your first game, every game of *Legendary* uses different Heroes/Allies, Villains/Adversaries, Masterminds/Commanders, and Schemes/Plots, so there are always new challenges to master and new combinations to explore.

Your First *Legendary* Game - Cards to Use

Mastermind: Red Skull

Scheme: Unleash the Power of the Cosmic Cube.

Heroes: Spider-Man, Iron Man, Wolverine, Cyclops, Hawkeye

Villain Groups for the Villain Deck:

For 2 players: HYDRA, Spider-Foes, Sentinels.

For 3 players: HYDRA, Spider-Foes, Sentinels, Skrulls

For 4 players: HYDRA, Spider-Foes, Sentinels, Skrulls, Hand Ninjas

For 5 players: HYDRA, Spider-Foes, Sentinels, Skrulls, Hand Ninjas, Masters of Evil

Your First Villains Game - Cards to Use

Commander: Dr. Strange

Plot: Graduation at Xavier's X-Academy

Allies:

For 1 players: Dr. Octopus, Kingpin, Mysterio

For 2-4 players: Also add Green Goblin, Venom.

For 5 players: Also add Mystique

Adversary Groups for the Adversary Deck:

For 1 players: Marvel Knights, Cops (for 1 player, only use 3 Cop Cards.

For 2 players: Also add Defenders (for 2+ players, use all 10 Cop cards.)

For 3 players: Also add Uncanny Avengers

For 4 players: Also add Asgardian Warriors

For 5 players: Also add X-Men First Class.

Game Setup Player Decks

Give each player their own personal 12-card deck, made of these cards:

Legendary:

- 8 S.H.I.E.L.D. Agents
- 4 S.H.I.E.L.D. Troopers



Villains:

- 8 HYDRA Operatives
- 4 HYDRA Soldiers



Game Stacks

Put these stacks of cards faceup on their spaces on the board. Use all the cards of each type:

Legendary:

- 30 S.H.I.E.L.D. Officers
- 30 Wounds
- 30 Bystanders



Villains:

- 12 Madame HYDRA
- 15 New Recruits
- 30 Bindings



Mastermind and Scheme

- Pick 1 Mastermind at random. Put the Mastermind card faceup on the Mastermind space on the board. Take the 4 Mastermind Tactics cards that match the Mastermind you selected. Put them underneath the Mastermind card, facedown in random order.



- Pick 1 Scheme card at random. Put it faceup on the Scheme space on the board. Each Scheme card has a "Setup" section. Follow the setup instructions for that Scheme now. A Scheme card's "Setup" section always tells you how many "Scheme Twist" cards to put into the Villain Deck. Put that many Scheme Twist cards onto the Villain Deck space to start the Villain Deck. Many Schemes also have unique special rules.



Commander and Plot

- Pick 1 Commander at random. Put the Commander card faceup on the Commander space on the board. Take the 4 Commander Tactics cards that match the Commander you selected. Put them underneath the Mastermind card, facedown in random order.



- Pick 1 Plot card at random. Put it faceup on the Scheme space on the board. Each Plot card has a "Setup" section. Follow the setup instructions for that Plot now. A Plot card's "Setup" section always tells you how many "Plot Twist" cards to put into the Adversary Deck. Put that many Plot Twist cards onto the Adversary Deck space to start the Adversary Deck. Many Plots also have unique special rules.



Villain Deck

- Add 5 Master Strike cards to the Villain Deck.



Adversary Deck

- Add 5 Command Strike cards to the Adversary Deck.



- Now add Villain/Adversary Groups to the Villain/Adversary Deck. A Villain/Adversary Group is a group of eight Villain/Adversary cards that work together, like "HYDRA", "Skrulls", "X-Men First Class" or "Marvel Knights". Each Villain/Adversary card lists its Villain/Adversary Group under its card name. The more players you have in the game, the more Villain Groups/Adversary you use, as shown in this table:

Number of Players	Villain/Adversary Groups	Henchmen Groups/Backup Adversaries	Bystanders
1	1	1* (3 cards)	1
2	2	1	2
3	3	1	8
4	3	2	8
5	4	2	12

* (1-player solo play uses only 3 cards from Henchmen Group/Backup Adversaries instead of all 10 cards. For important details about solo play, see pages 29-30.)

To Add Villain/Adversary Groups:

- Each Mastermind/Commander card says that the Mastermind/Commander "Always Leads" a particular Villain/Adversary Group or Henchman Group/Backup Adversaries. Be sure to include that group as one of the groups you add to the Villain/Adversary Deck.
- Pick the other Villain/Adversary Groups at random.
- For each Villain/Adversary Group you pick, add all 8 Villain cards from that Villain/Adversary Group to the deck.



To Add Henchman Groups/Backup Adversaries:

- Pick the listed number of Henchmen Groups/Backup Adversaries at random. Henchmen/Backup Adversaries are weaker Villains/Adversaries where each group has 10 identical cards. Add those cards to the Villain/Adversary Deck.



To Add Bystanders:

- Check the table on the previous page to see how many Bystander cards to add to the Villain/Adversary Deck. Add cards at random from the facedown Bystander Deck, so you might add any combination of regular Bystanders and Special Bystanders. Special Bystanders first appeared in the Dark City Expansion.



Hero/Ally Deck

There are fourteen cards for each Hero/Ally in the deck. Make the Hero/Ally Deck this way:

- Pick 5 Heroes/Allies at random. For each of those Heroes/Allies, add all 14 cards for that Hero to the Hero Deck. That's 70 cards total.
- If you are playing with 5 players, add a 6th Hero.



Starting the Game

- Shuffle the Villain/Adversary Deck. Put it face-down on the Villain/Adversaries space.
- Shuffle the Hero/Ally Deck. Put it face-down on the Hero/Ally space. Flip 5 cards from the Hero/Ally Deck face up into the 5 Hero Spaces in the HQ/Lair.
- Each player shuffles their own personal deck and draws a hand of 6 cards from it.
- Choose a player to go first. Players take turns in clockwise order.

On Your Turn:

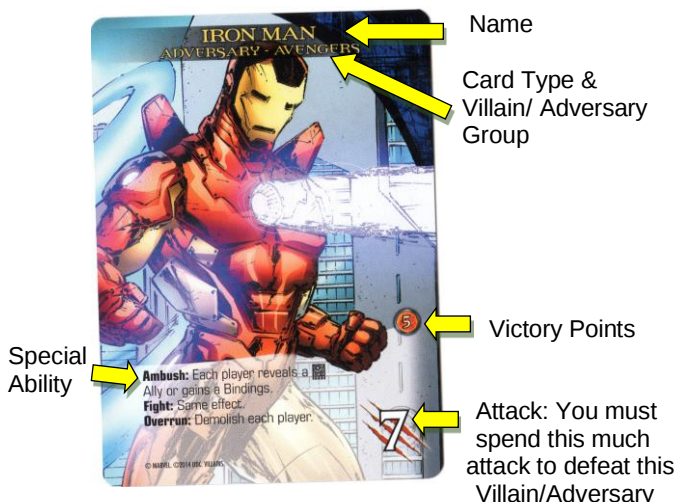
On your turn, you do 3 things:

1. Play the top card of the Villain/Adversary Deck.
2. Play cards from your hand, using them to recruit and fight.
3. Discard your hand and draw 6 new cards.

Step 1) Play the Top Card of the Villain/Adversary Deck

At the beginning of your turn, reveal the top card of the Villain/Adversary Deck and play that card. What you do with that card depends on what kind of card it is. There are four kinds of cards in the Villain/Adversary Deck: Villains/Adversaries, Bystanders, Scheme/Plot Twists, and Master/Command Strikes.

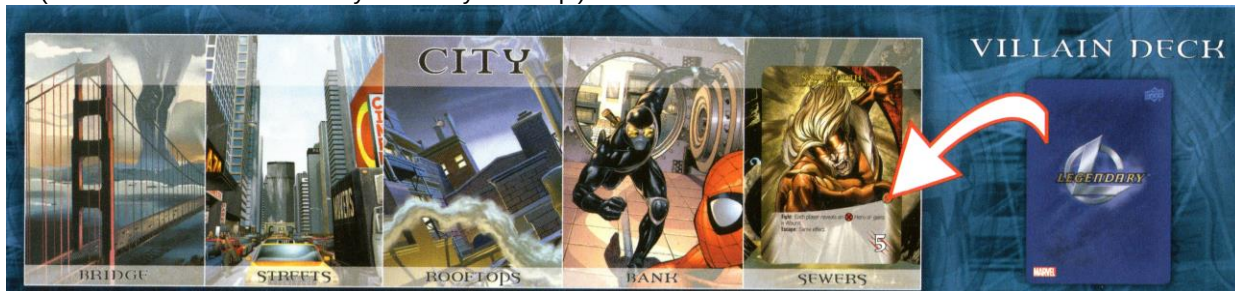
If the Villain/Adversary Deck Card Is a Villain/Adversary: That Villain/Adversary invades/enters the city! Here are the different parts of a Villain/Adversary card:



To have the Villain/Adversary invade/enter the city, here's what you do:

Villain/Adversary Enters the City

Move the new Villain/Adversary into the city space closest to the Villain/Adversary Deck. That city space is labeled either "Sewers" or "Bridges". (Villains/Adversaries in the city are always face up.)



Push Other Villains/Adversaries Forward if Necessary

Each of the 5 city spaces can only hold one Villain/Adversary. Whenever a Villain/Adversary enters a city space, if there's already another Villain/Adversary there, that existing Villain/Adversary gets pushed one space to make room. So a single Villain/Adversary entering the city sometimes causes a chain reaction of several Villains/Adversaries getting pushed forward.

- Remember: Only push a Villain/Adversary forward if it needs to move to make room for another Villain/Adversary entering that space.



A Villain/Adversary Might Escape/Overrun

If a Villain/Adversary gets pushed off the final, fifth city space, then that Villain "escapes"/Adversary "Overruns" the city and goes into the Escaped/Overrun pile on the game board, face up. Here's what happens when a Villain escapes or the Adversary overruns:

- The escaping Villain/overrunning Adversary KO's a Hero/Ally that costs 6 or less from the HQ/Lair. (KO stands for "knocked out.") The player whose turn it is chooses which of those Heroes/Allies gets KO'd. Put that Hero/Ally into the KO pile to the side of the game board, face up. Immediately flip a new Hero/Ally from the Hero/Ally Deck, face up, to fill the empty space in the HQ/Lair.
- If the escaping Villain/overrunning Adversary has any Bystanders, then each player must discard a card from their hand as a penalty for failing to rescue/kidnap the Bystanders. After all, what kinds of Super Heroes/Super Villain let innocent Bystanders get carried away/rescued by Villains/Adversaries? Each player only discards one card, no matter how many Bystanders were carried away by that Villain/Adversary. Put the captured Bystanders in the Escaped/Overrun pile.
- If the escaping Villain/overrunning Adversary has an "Escape"/"Overrun" effect on its card, do what it says.



New Villain Might Have an Ambush Effect

If the new Villain has an "Ambush" effect on its card, do what it says. Remember: if a Villain escaped when this new Villain appeared, handle all the Escape effects for the escaping Villain before handling any Ambush effect for the new Villain.

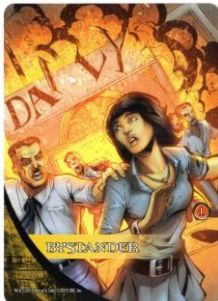


Ambush Effect

If the Villain/Adversary Deck Card Is a Bystander:

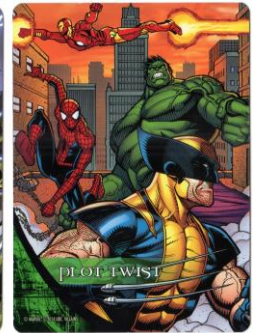
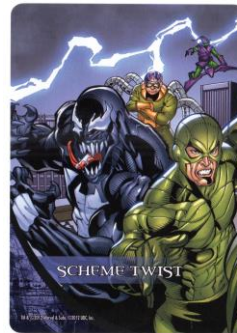
This innocent Bystander is captured by a Villain/guarded by the Adversary! Put the Bystander under the Villain/Adversary in the city that's closest to the Villain/Adversary Deck. If there are no Villains/Adversaries in the city, then the Bystander is captured by the Mastermind/guarded by the Commander. Make sure the Bystander pokes out a bit so players can see it.

- Whenever a Villain/Adversary with one or more Bystanders moves to a new city space, those Bystanders all go with that Villain/Adversary.
- It's up to the players to rescue/capture that Bystander! When a Villain/Adversary or Mastermind/Commander with a Bystander is defeated by a player, that player rescues/captures that Bystander and puts it into that player's personal Victory Pile. Each Bystander is worth 1 Victory Point, so the more Bystanders you rescue, the more Victory Points you earn.



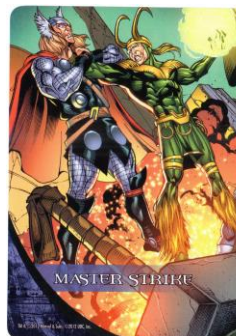
If the Villain/Adversary Deck Card Is a Scheme/Plot Twist:

A Scheme/Plot Twist card represents the Scheme/Plot moving forward towards victory for the Mastermind/Commander. Every Scheme/Plot works in a different way, with its Scheme/Plot Twists doing a specific thing related to that Scheme/Plot. When a Scheme/Plot Twist card is played, look at the "Twist" effect on the main Scheme/Plot card and do what it says. Put the Scheme/Plot Twist in the KO pile unless the Scheme/Plot tells you to put it somewhere else. Some Schemes/Plots say they do something special when a certain number of Twists come up.



If the Villain/Adversary Deck Card Is a Master/Command Strike:

A Master/Command Strike card represents the Mastermind/Commander coming down to smash the players themselves. Each Mastermind/Commander card has its own specific Master/Command Strike effect. When a Master/Command Strike card is played, look at the "Master/Command Strike" effect on the Mastermind/Commander card and do what it says. Put the Master/Command Strike in the KO pile.



Note: Villains/Adversaries in the city don't get pushed forward when the Villain/Adversary Deck card is a Bystander, Scheme/Plot Twist, or Master/Command Strike.

Step 2) Play Cards from Your Hand, Using Them to Recruit and Fight

The only types of cards that can be in your hand are Heroes/Allies and Wounds/Bindings. Here are the different parts of a Hero/Ally card:



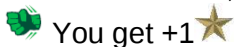
After you play the top card of the Villain/Adversary Deck, you play the cards from your hand. Some of your cards produce "Recruit Points" that let you recruit more Heroes/Allies. Other cards produce "Attack" that let you defeat Villains/Adversaries. Some cards give you special abilities, like drawing more cards. Here's what you do:

- Play each card in your hand in any order, one at a time.
 - Each time you play a card, do what that card says.
 - You also get any Recruit Points listed in the Recruit icon on the card.
 - You also get any Attack listed in the Attack icon on the card.
- Some cards have a number like "2+" inside their Recruit icon. The "2" means that you always get at least 2 Recruit Points from that card. The "+" symbol means that you might get even more Recruit Points based on what the card says in its special ability.
- Keep the cards you play in front of you until the end of your turn.



Superpower Ability

- Some cards have a Superpower ability with a hero class icon and a colon, like



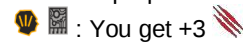
- You can use that special Superpower ability only if you

have already played another card of that hero/ally class earlier in your turn.

- A card's hero/ally class is shown with the class icon in the card's upper left, and also in the color of the card's border.
- Some Superpowers use a team icon like Avengers or X-Men instead of a hero/ally class icon. These work the same way as Superpowers that use hero/ally class icons. A card's team icon is in the card's upper-left-hand corner.
- Important: You can only use a card's Superpower once, even if you played two or more cards of the required hero/ally class earlier in the turn.
 - However, a few Superpower abilities will explicitly tell you to count a number of cards played earlier in a turn, by saying something like " : You get +1 for each other Hero/Ally played this turn."
- You must use the Superpower ability if you can (unless the ability says "You may...")
- The more Heroes/Allies of the same class you recruit, the more often you will be able to use your Superpower Abilities! A deck focusing on one or two classes can be very powerful.

"Critical Hit" Superpower Abilities

Some Superpower abilities show two icons instead of one, like:



- : You get +3
- You can only use this Superpower ability if you have played cards with both of those icons earlier in your turn.
- For example, you can only use the Superpower ability on Hidden Weapons if you have played both another card and an card earlier in the turn.
- Playing Hidden Weapons by itself isn't enough to satisfy its own requirement. You must have already played another card earlier in the turn. That could be another copy of Hidden Weapon or could be a different card.

Example of Superpower Abilities:

- Thor's "Odinson" card, shown here, always gives you 2 Stars when you play it, even if you don't have any other ("Strength Hero") cards.
- But if you have already played another IP card earlier in the turn, then you can use Odinson's Superpower ability to get an additional 2 Stars, so that Odinson gives you 4 Stars in total.
- The card you played earlier in the turn could be a*Captain America card, another b*:Thor card, or even another copy of Odinson.
- If you play two Odinson cards as your first two cards of the turn, you won't get to use the Superpower ability for the first Odinson card you play this turn, but you will get to use the Superpower for the second Odinson card you play this turn. So you would get 6 Stars total.



Recruiting Heroes/Allies and Fighting Villains/Adversaries

In between playing cards from your hand, or after you've played all your cards, you can recruit any number of Heroes/Allies and fight any number of Villains/Adversaries. You can recruit and fight in the same turn. If you wish, you can play some cards, recruit a Hero/Ally, play some more cards, fight a Villain/Adversary, play your last cards, then Recruit another Hero/Ally. The order is up to you.

How to Recruit a Hero/Ally:

You spend Recruit Points to recruit Heroes/Allies from the HQ/Lair, one at a time. The "HQ/Lair" area of the game board has five spaces. Those five spaces always contain exactly five Heroes/Allies, all face up. You can also recruit "S.H.I.E.L.D. Officer/Madame HYDRA" and "New Recruits" from the stacks on the game board. To recruit a Hero/Ally:

- Spend Recruit Points equal to that Hero's cost and put that Hero into your discard pile. A Hero's/Ally's cost and put into your discard pile. The hero's/Ally's cost is in its lower right corner. When your deck runs out and you shuffle your discard pile to make a new deck, you will soon draw that new Hero/Ally and be able to use their abilities.
- Then refill the empty space in the HQ/Lair with a new card from the Hero/Ally Deck, face up. Whenever there is an empty space in the HQ/Lair for any reason, you refill that space immediately with the top card of the Hero/Ally Deck, face up. You can even recruit a Hero/Ally, see what new Hero/Ally appears in its place from the Hero/Ally Deck, and then recruit that new Hero/Ally too, if you have enough Recruit Points.

How to Fight a Villain/Adversary:

You use Attack to fight any number of Villains/Adversaries in the city, one at a time. It doesn't matter which city space holds the Villain/Adversary. To fight a Villain/Adversary, do these steps in order:

- Expend Attack equal to that Villain's/Adversary's Attack to defeat it. You then have the remaining Attack value available to attack another Villain.
- Put the defeated Villain/Adversary and any Bystanders it captured/guarding into your personal Victory Pile.
- If the Villain/Adversary card has a "Fight" effect on it, do what it says prior to comparing Attack totals.
- Then, if any of those Bystanders had special effects that occur when you rescue/kidnap them, do those effects.

You can only fight a Villain/Adversary if you have at least as much Attack as the Villain's/Adversary's Attack value. As you play Heroes/Allies from your hand, you generate a pool of Attack that you can spend to defeat Villains/Adversaries that turn. You don't have to match up specific Heroes/Allies against specific Villains/Adversaries. You can also fight the

Mastermind/Commander - see the Masterminds/Commanders section for details.

Step 3) Discard Your Hand and Draw 6 New Cards

- At the end of your turn, put all the cards you played this turn into your discard pile.
- Also discard any cards in your hand that you didn't play this turn. (You don't have to play all the cards from your hand if you don't want to.)
- Then draw six new cards from your deck. If you don't have enough cards left in your deck to draw six, then shuffle your entire discard pile into a new face down deck, as described below.

Shuffling Your Discard Pile into a New Deck

Whenever you don't have any cards left in your deck, and you still need to draw more cards, shuffle your discard pile to form a new face down deck. Then draw the rest of the cards you need.

- For example, if your deck has two cards left and you need to draw six, then you draw those two cards from your deck, then shuffle your discard pile to form a new deck, then draw your next 4 cards from the newly shuffled deck.
- If your deck exactly runs out, and you don't yet have to draw more cards, don't shuffle your discard pile to form a new deck yet. You only shuffle your discard pile to form a new deck when you need to draw a card from your deck and cannot.
- In the unusual case that your deck runs out, you have to draw more cards, but you have no more cards left in your discard pile to shuffle into a new deck, then you just can't draw any more cards this turn.
- Sometimes a card effect tells you to reveal the top card of your deck or do something else with the top card of your deck, and you don't have any cards left in your deck, if that happens, shuffle your discard pile into a new deck, then do the "reveal the top card" effect or other effect.

Masterminds/Commanders

A Mastermind/Commander is a powerful, ingenious leader that commands the Villains/Adversaries and works to accomplish a Scheme/Plot. A player can choose to fight the Mastermind/Commander just like fighting a Villain/Adversary. Like any other fight, you have to spend Attack equal to the Mastermind's/Commander's Attack to fight that Mastermind/Commander.

Mastermind/Commander Card



Your Victory Pile

- Each player has their own personal Victory Pile. Your face up Victory Pile holds all the Villains/Adversaries you defeat and all the Bystanders you rescue/kidnap.
- Villains/Adversaries and Bystanders are never shuffled into your deck.
- Keep your Victory Pile horizontal so you don't mix it up with your face up discard pile.
- At the end of the game, Villains/Adversaries and Bystanders in your Victory Pile are worth the Victory Points shown on their cards.

Adapting Masterminds

The Hydra-Supreme Super-Adaptoid and the Hydra High Council constantly adapt their tactics to attack the Heroes in new ways. Accordingly, each of these Masterminds is a new "Adapting Mastermind" with 4 different Master Strikes. Here's how they work.

- A normal Mastermind has a Mastermind card and 4 Mastermind Tactic cards. An Adapting Mastermind instead has just 4 Mastermind Tactic cards. Whichever Tactic is currently on top of the stack of Tactics counts as the current Mastermind card.
- Say you are using Hydra Super-Adaptoid as your Mastermind. Keep all his Tactics in a face up stack. Use only the rules on that top card, ignoring the rest of the cards in the stack.
- Whenever as Adapting Mastermind does a Master Strike, it says "**Adapt**" at the end. This means "**Shuffle the Mastermind Tactics and randomly put one on top, face up.**" You might randomly pick the same Tactic that was previously on top, or it might be a different Tactic.
- Likewise, when you fight as Adapting Mastermind, you always fight the Tactic currently on top of the stack. You ignore all the card abilities and bonuses that are not currently on top of the stack. The "Fight" ability also says "Adapt" at the end. So you put the Tactic you just fought into your Victory Pile, do its Fight effect, then shuffle the remaining Tactics and randomly put one on top face up.

Double-Sided Epic Masterminds

As an extra-hard challenge, Legendary X-Men introduces 6 new "Double-Sided Epic Masterminds." Each has a normal side, or can be flipped over to use its extra-nasty Epic Mastermind side, using the same Mastermind Tactics.

- "Regular" Onslaught and Dark Phoenix are already devastating. Their "Epic Mastermind" versions are insanely hard, with god-like powers!

Villains Ascending into Masterminds

Some powerful Villains ascend to become new Masterminds, so there are multiple Masterminds in the game! Players must defeat them all to win. When a Master Strike occurs, each Mastermind does its Master Strike ability. The player whose turn it is picks the order.

Global Mastermind/Commander Abilities

Some Masterminds/Commanders have feature to make them even more powerful: Global Mastermind/Commander Abilities. These abilities spread the Masterminds/Commanders influence continuously, forcing players to battle through them.

Mastermind/Commander Tactics

Masterminds/Commanders use different abilities during fights, represented by "Mastermind/Commander Tactic" cards. All four "Mastermind/Commander Tactic" cards have the same Attack number, but they each have different "Fight" effects on them. When you fight a Mastermind/Commander:

- Choose a random card from the four face-down Mastermind/Commander Tactics cards underneath the Mastermind/Commander.
- Put that Mastermind/Commander Tactic card into your Victory Pile. It's worth several Victory Points. Also put any Bystanders that Mastermind/Commander was kidnapping/guarding into your Victory Pile.

- Follow the "Fight" effect listed on that Mastermind/Commander Tactic card.

Mastermind/Commander Tactic Card



A Mastermind/Commander is not truly defeated until all four of their Mastermind/Commander Tactics cards have been defeated by the players. If you create an amazing combo that gives you tons of Attack, you can even fight the Mastermind/Commander multiple times in one turn.

- When you fight the 4th Mastermind/Commander Tactic, players win even if the 4th Mastermind/Commander Tactic causes the Hero/Ally or Villain/Adversary Deck to run out, or meets the "Evil/Good Wins" condition on the Scheme/Plot.

Winning the Game:

Players win the game when they have defeated the Mastermind four times.

Note: There is an optional rule that allows players to compete in one final showdown after the Mastermind has been defeated four times. For rules on this optional form of play, please see Final Showdown rules at the end of this book.

"A Player is the Mastermind"

Secret Wars introduces an intense, new, optional mode where one player takes on the role of the evil Mastermind. That player plots against the other players, using powerful "Ambition cards" to help Evil win! This mode makes the game dramatically harder for the heroic players to win. To use this mode:

- Choose who will be the Mastermind Player before the game. That player gets a starting deck like every other player.
- Put the "Pure Evil" Ambition card face up near the Mastermind player to start an "Ambition Row."
- Shuffle other "Ambition" cards into a special Ambition Deck near the Mastermind Player.
- Use a number of Heroes, Villains, Henchmen, and Bystanders based on the number of "Heroic players," not the Mastermind Player.
- However, the Scheme does count the Mastermind Player as a "player", including its "Setup," "Special Rules," & "Evil Wins" rules.

Playing "Ambition" Cards

- At the start of the Mastermind Player's
- turn, that player doesn't play a card from the Villain Deck. Instead, that player adds the top card of the Ambition Deck to the Ambition Row, face up.
- There can be a maximum of 4 Ambition cards face

up at once in the Ambition Row. If there are already 4 cards there when a new Ambition card is revealed, then the Mastermind Player must discard one of those Ambition cards or the newly drawn Ambition card to make room. That player can see the new Ambition card before they decide what to discard. Discarded Ambition cards always go to a special Ambition Discard Pile next to the Ambition Deck.

- During the Mastermind Player's turn, that player can spend the Attack points shown on an Ambition card in the Ambition Row to "play" that Ambition card. That player uses its ability immediately, then puts
- it into the Ambition Discard Pile. These abilities can hurt the other players in a variety of ways.

Other Mastermind Player Details

- The Mastermind Player takes the first turn.
- The Mastermind Player can still recruit Heroes from the HQ as normal, corrupting them to the side of Evil. The Mastermind Player and the Heroic players should look to steal Heroes the other side might find useful!
- The Mastermind Player can also fight Villains as normal. For example, if they want to grab beneficial "Fight" effects from Villains, or stop Heroic players from getting them.
- Master Strikes, Ambush effects, and Escape effects don't affect the Mastermind Player. That player doesn't discard when a bystander is carried away by an
- escaping Villain.
- However, other card effects (like Schemes, Heroes, & Villain "Fight" effects) still work on Mastermind Player and Heroic players alike.
- For a truly epic Good vs. Evil experience, if you have the Legendary Villains set, make a Lair Deck of 3 Villainous

Allies from the Villains set shuffled together, 42 cards total. Then the Mastermind Player Recruits Villainous Allies from their own 5-space Lair, while all the Heroic players recruit Good Heroes from the HQ as normal!

- Or flip it around, with several Villainous players using Allies from the Legendary Villains set against a single Good "Commander Player" recruiting Heroes!

Keyword Abilities

Abomination

This keyword ability is used by Villains that are twisted genetic experiments of HYDRA scientists. It means "This Villain gets + equal to the printed  of the Hero in the HQ space under this Villain's city space."

Likewise, "Ultimate Abomination" means "This Mastermind gets +  equal to the total printed  of all the Heroes in the HQ."

An Abomination Villain's  can go up and down as the Villain moves through the city.

Artifacts

The Guardians of the Galaxy set introduces powerful new "Artifact" cards that players can use for permanent

advantages. Some Hero cards are also Artifacts. (They still count as Hero cards too.) When you gain a Hero Artifact, put it in your discard pile like any other Hero card. When you draw the Artifact later in the game, you may play it in front of you and use its effects, usually once on each of your turns. This means you "control" that Artifact. At the end of your turn, when you discard all the cards you played that turn, the Artifacts you control stay in.

- You can use an Artifact on the first turn you play it.
- You can control multiple Artifacts with the same card name and use each of them.
- You can't use your Artifacts "once per turn" abilities during another player's turn.
- If a card effect during any player's turn ask you to "Reveal a  Hero," you may reveal a  Hero Artifact you control. Card effects that say "your Heroes" or "Heroes you have" include Hero Artifacts you control as well. So the one Hero Artifact in the Asgard Set that costs 5 or more does make you Worthy.
- However, you only "played" an Artifact on the turn you put it out, so it only activates Superpower Abilities (like  : You get +1 ) on the turn you play the Artifact, not every turn of the game. Likewise, card effects that count "each  Hero you played this turn" only count an Artifact if you played it this turn.
- You don't have to use an Artifact's abilities on a turn if you don't want to.
- If you are using the Final Showdown, you can use Artifacts during your Showdown Turn.
- If a card effect like Rogue or Chameleon would let you "copy" an Artifact card, then you can use that Artifact's "Once per turn" ability once, and there is no other effect.

Thrown Artifacts

Some Ally Cards in the Fear Itself set and Hero Cards in Asgard set

- **To "throw" a Thrown Artifact, put it on the bottom of your deck and use its listed ability.**
- You can throw it on the same turn that you play the Thrown Artifact, or you can wait until a later turn.
- If you use this when your deck has not that many cards left, you might draw the Thrown Artifact again quite soon. (Much like Thor's hammer, a Thrown Artifact can return to your hand very quickly!)
- You can throw as many Artifacts as you want in a turn, including multiple Artifacts with the same card name.
- You can only throw artifacts during your turn. (unless it specifically says otherwise).
- If a card effect like Rogue, HULKING, or Scarlet Witch would let you "copy" an Artifact card, you can use that Artifact's "Once per turn" or "When you throw this" ability once, and there is no other effect. (Don't put anything on the bottom of your deck,)

Artifacts and Card Effects

- If a card effect asks you to "Reveal a  Ally," you may reveal a  Ally Artifact you control. Card effects that say "your Allies" or "Allies you have" include Ally Artifacts you control as well.
- However, you only "played" as Artifact on the turn you put it out, so it only activates the turn you put it out, so it only activates Superpower Abilities (Like:  You get +1 )

on the turn you play the artifact, not every turn of the game.

- (Likewise, card effects that count "each Ally you play this turn" only count an Artifact if you played it this turn.)
- You can use Artifacts during the Final Showdown.
- If the card effect like Rogue, Chameleon, or Star-Lord would let you "copy" a Thrown Artifact card, use that Artifact's "When you throw this" ability once, and there is no other effect. (Don't put anything on the bottom of your deck.)

Berserk

This keyword represents some X-Men going into a berserker rage of unpredictable violence.

- "Berserk" means **"Discard the top card of your deck. You get + equal to the discarded card's printed ."** (So, if the discarded card gives "2+ ", you just count 2.)
- Some cards say, "Berserk, Berserk, Berserk" so you discard three cards in a row.
- Some cards say things like **"Berserk, X-Gene : You get +1 ."** You do the card abilities in order, so Berserk might discard a card from your deck, letting you use your X-Gene ability.
- Berserk gives no benefit from discarding printed ★ or values.

Bribe

You can fight villains with the keyword "Bribe" by spending any combination of Attack and/or Recruit points. For example, you may play two S.H.I.E.L.D. Agents and two S.H.I.E.L.D.

Troopers to fight the +4 Maggia Goons.

Burrow

Subterranean Villains use the new Burrow keyword. This allows them to retreat by digging to safety when they are attacked.

"Burrow" means:

"Fight: If the Streets were empty, put this Villain back into the Streets."

When you fight a Villain with Burrow, do all of that Villain's Fight effects. You rescue any Bystanders the villain may have captured as normal. Then, if the "Streets" city space was empty, put that Villain back into the Streets space. This means that to stop a Villain with **Burrow** permanently, you have to:

- Fight it while it's in the Streets, or
- Fight it while another Villain occupies the Streets, or
- Fight it once to drive it back to the Streets then fight it again in the Streets to finish it.
- If you fight a Villain with Burrow twice in a turn, you'll do that Villain's "Fight" effects twice. Cards that do something "when you defeat" a Villain still work if the Villain burrows to the Streets. When a Villain burrows to the Streets, it does not do any Ambush effects.

Charge

"Ambush: Charge one space" means "(After this villain enters the Sewers,) it charges forward an extra space, pushing other Villains forward."

- This might cause more escapes.
- Some Villains charge multiple spaces!

Cheering Crowds

This keyword represents the Champions being inspired to redouble their efforts by adoring fans.

- Several Hero cards say "Cheering Crowds." This means "You may play this card twice in a row if you return a Bystander from your Victory Pile to the bottom of the Bystander Stack."

Example 1: Say you have a Hero that gives 1★ and says "Draw a card. Cheering Crowds." As you play this Hero, you could return a Bystander to play the Hero twice in a row, getting 2★ and drawing two cards.

- Essentially you play the card itself, and then you play a bonus copy of that card.

Example 2: Say your first play of the turn was an card that gives 2 and says " : Draw a card. Cheering Crowds." You decide to return a Bystander to play this card twice in a row.

The first play wouldn't get to use the " : Draw a card" ability, since you haven't played an card earlier in the turn. However, the second play would get to use that Superpower ability, since you now have played an card earlier in the turn. So, you would end up getting 4 and drawing one card.

- If you had played a different card before doubling the Cheering Crowds card, then you would get to use the " : Draw a card" ability both times, getting 4 and drawing two cards.

Example 3: Say your first play is using Cheering Crowds to play a card twice. Then, you play another card that says " : You get +1 for each other Hero you played this turn." That ability would count both plays of your Cheering Crowds card, giving you +2 total.

- When playing out a big turn, some people like to put the Bystander they're returning temporarily on the Cheering Crowds card to remind themselves that they played it twice.

Chivalrous Duel

This keyword represents how Morgan le Fay and the knights of her "Queen's Vengeance" hail from a realm of honorable single combat. You can't gang up on an enemy in a Chivalrous Duel – you have to pick just one Hero Name to duel the enemy.

- **To fight an enemy with "Chivalrous Duel," you can only use from a single Hero Name.**
- For example, to fight a 3 Villain with Chivalrous Duel, you can spend 3 from two different Black Knight hero cards. But you can't combine 2 from Black Knight cards and 1 from a Wasp card.
- If a Hero like "S.H.I.E.L.D. Trooper" doesn't have a Hero Name listed, then its Hero Name is the same as its card name. So, you can play three S.H.I.E.L.D. Troopers then fight a 3 Villain with Chivalrous Duel. But you can't spend 2 from Black Knight cards and 1 from a S.H.I.E.L.D. Trooper to fight an enemy with Chivalrous Duel.
- (You can't use you get from anything that's not a Hero card, including Microscopic Size- Changing Villains, Mastermind Tactics, Shard tokens from other sets, etc. You can use from Hero Artifacts in other sets with the right Hero Name, since those are Hero cards.)

- In a setup with lots of Chivalrous Duels, like fighting Morgan le Fay or the Scheme “Pull Earth into Medieval Times,” you will want to build your deck to concentrate your  cards into just one or two Hero Names!

Circle of Kung-Fu (and Quack-Fu)

“5th Circle of Kung-Fu” means “During your turn, this Villain has +5  unless you reveal a Hero that costs 5 or more.”

- Likewise, the 7th Circle gets a +7  unless you reveal a Hero that costs 7 or more, etc.”
- If a Villain or Mastermind already has a Circle of Kung Fu, and a Scheme gives then another one, only count the highest circle – don’t add them up.

Conqueror

Some Villain cards have a special ability called “Conqueror.” Representing their desire to conquer and hold a specific part of the city. For example, some villains say things like “**Bridge Conqueror 3.**”

- This means “This villain gets +3  while any Villain in on the Bridge.”
- This villain gets the bonus while it itself is on the bridge or while another Villain is on the Bridge.
- Other Villains and some Masterminds have different Conqueror abilities, with different bonus numbers and referring to different city spaces.
- Some Hero cards also have abilities like “Rooftops Conqueror 1”, which likewise means “you get +1  if any Villain is on the Rooftops.”

Coordinate

This popular keyword arrives in *Marvel Legendary* for the first time from the *Legendary Encounters* games. It Represents how Tony Stark and May Parker act as mentors to Spider-Man in the movie, helping him reach his full potential and become a true hero.

Coordinating allows you to let another player “borrow” one of your cards. It is a critical way to help other players defeat tough enemies. During another player’s turn, you can Coordinate with them like this:

- Discard a Coordinate card from your hand and then draw a new card to replace it.
- That player can now play a copy of the card you coordinated with them. (A copy counts as playing the exact same card including its , , special abilities, and Hero Class symbol.)

You can only Coordinate one card to each player on their turn. However, multiple players can each Coordinate one card to the player whose turn it is, in order to give that player a huge advantage.

- If you are playing a solo game, once per turn, you may discard a card with Coordinate to draw a card.
- Coordinate is printed on cards in red text to make it easier to notice during other players’ turns.

There are a couple of things about Coordinate specific to *Marvel Legendary* that don’t apply to *Legendary Encounters*:

- When you offer to Coordinate a card to another player, that player can decline. If so, you don’t discard that card and that player doesn’t play a copy of it.
- If you are playing with Final Showdown, you can’t

Coordinate during that Showdown.

Cosmic Threat

Galactus and his Heralds use the new Cosmic Threat keyword. This gives them incredibly high Attack values with a special vulnerability. If an enemy has Cosmic Threat:  that means: “Once per turn, for each  card you reveal, this Enemy gets -3  this turn.”

For example, Morg has Cosmic Threat:  and 12* .

- If you reveal two  cards, Morg gets -6  this turn, so he has 6  left.
- If you reveal four or more  cards, Morg gets -12 , this turn, so he has 0 , and you can fight him without spending any .

(An asterisk next to an Enemy’s  number is to remind you that their  can change. The asterisk doesn’t mean anything else.)

Cross-Dimensional Rampage

As different Hulks storm across parallel realities, only another Hulk can stop them! “Cross-Dimensional Hulk Rampage” means “Each player reveals one of their Hulk Heroes or a Hulk card in their Victory Pile or gains a Wound.”

- You can reveal any card that includes the word “Hulk” in its card name, Hero name, Villain Group name, or Tactics for Hulk Masterminds. This includes any Red Hulk, She-Hulk, Red She-Hulk, Skaar, Son of Hulk, Joe Fixit Grey Hulk, Hulkling, Hulk Gang, Cosmic Hulk Robot, Hulkbuster, Enchain the Hulk, and so on plus the alternate Hulks “Maestro” and “Nul, Breaker of Worlds.” (from *Legendary: Fear Itself*).
- Some Heroes in this set can transform into Hulks, like Bruce Banner and Amadeus Cho. A puny “Bruce Banner” card doesn’t say “Hulk” on it, so it can’t stop a Hulk Rampage. But revealing the transformed Bruce Banner card named “Savage Hulk Unleashed” works.
- When a Cross-Dimensional Hulk Rampage happens, you can choose to gain the Wound, even if you have a Hulk that you already played or could otherwise reveal. You might want the Wound if you have Wounded Fury cards.
- There are also Cross-Dimensional Void Rampages, etc.
- Likewise, “Cross-Dimensional Wolverine Rampage” counts and card with “Wolverine,” “Weapon X,” or “Old Man Logan.”
- And “Cross-Dimensional Colossus Rampage” means “Each player reveals one of their Colossus Heroes or a Colossus card in their Victory Pile or gains a Wound.” This counts any card that includes “Colossus” in its card name or Hero name.

Danger Sense

This keyword represents Spider-Man using his famous “Spider-Sense” superpower to detect danger and evade it. It also covers, Tony Stark, Happy Hogan, and Vulture watching for threats and rapidly reacting to them

- Some cards say things like “Danger Sense 2.” This means “Reveal the top 2 cards of the Villain Deck. You get +1  for each Villain you revealed. Put the cards back on top in any order.”
- Cards that say Danger Sense 1, 2, 3, or even 4, Revealing

that many cards.

- Several Danger Sense cards also say they have additional effects when they reveal particular kinds of cards.
- Sometimes you can use one Danger Sense card to put a particular card on top of the Villain Deck, and then use a different Danger Sense card to benefit from that card being on top of that deck.
- Danger Sense can also be a good way to delay nasty Scheme Twists, Master Strikes, and powerful Villains. But you won't be able to avoid them forever!

Dark Memories

In the theme of *Revelations*, this new keyword represents the way The Hood and his gang find every dark secret in a Hero's past and use it against them.

- Some Villains and Masterminds have the keyword "Dark Memories." This means **"This gets +1  for each Hero Class among cards in your discard pile."**
- Likewise, some Hero cards like Ronin and Scarlet Witch also have "Dark Memories," drawing power from the tragedies of their pasts. Playing a Hero card with this keyword gives you that same bonus: "You get +1  for each Hero Class among cards in your discard pile."
- The Hero Classes are , , , , and , so Dark Memories can give anywhere from +0  to +5 . Grey cards like S.H.I.E.L.D. Agents don't have a Hero Class.
- It doesn't matter how many cards of a particular Hero Class you have in your discard pile. So, if your discard pile were three  cards,  four cards, and five grey S.H.I.E.L.D. Agents, Dark Memories would give +2 .
- Recruiting Heroes, Hyperspeed, and other discard abilities may increase the Dark Memories bonus. Likewise, if you draw or reveal enough cards that you have to shuffle your discard pile to make a new deck, the Dark Memories bonus will go back to +0 . Time your plays and build your deck carefully to turn Dark Memories to your advantage!
- You can minimize the  of The Hood and his gang by building a deck with very few Hero Classes. Or you can maximize the  of Heroes with Dark Memories by recruiting many Hero Classes.
- "Double Dark Memories" means double the bonus.

Demolish

This keyword represents the Heroes being devastated by enchanted weapons.

- "Demolish each player" means "Reveal the top card of the Hero/Ally Deck, notes its cost, and puts it on the bottom of the Hero/Ally Deck. Each player reveals their hand and discards a card with that cost."
- Reveal only one card from the Hero Deck – don't reveal a different card from the Hero Deck for each player.

Digest

This grisly keyword represents how the Venom and Carnage symbiotes get stronger as they devour people and absorb their energy.

- Some Heroes say things like "Digest 2: Draw a card."
- **Use this Digest ability only if you have at least that many cards in your Victory Pile.**
- All kinds of cards in your Victory Pile count for Digest. This

includes Henchmen Villains, regular Villains, Bystanders, Mastermind Tactics, Traps from other sets.

- You don't have to remove any cards from your Victory Pile to use Digest.
- Even if you have 10 cards in your Victory Pile, you can't use a card's "Digest 2" ability five times – just once.

Dodge

"Dodge" means "During your turn, you may discard this card from your hand to draw another card". This ability represents the trickiness and resourcefulness of the Heroes/ Allies. Many Dodge cards have conditional effects so that sometimes you want to play them, and sometimes you want to Dodge them away. Dodge also helps you sculpt your hand towards Recruit Points or Attack as you desire.

- When you Dodge a card from your hand, ignore all other text on that card. (The only exception is Green Goblin's "Goblin Glider," which specifically tells you to do something when you Dodge with it.)
- When you Dodge a card from your hand, you didn't "play" that card, so the Dodged card's Hero/Ally Class/color doesn't help you use the Superpower abilities of other cards you play that turn.
- Some Heroes/Allies count the number of cards you discarded this turn. This includes cards you discarded with Dodge.

Dominate

This keyword represents Villains using telepathy, sorcery, or illusions to twist Heroes' minds to evil.

- Some Villains and Masterminds say they "Dominate" Hero cards from various places. This means "Put those Heroes under this enemy. This enemy gets +1  for each Hero it's Dominating."
- When you fight that enemy, put one of those Dominated Heroes into each player's discard pile. You choose which player gets which Hero, including yourself. There might not be enough for every player to get one. KO any excess Dominated Heroes.
- If a Villain escapes, any Heroes Dominated by that Villain go to the Escape Pile too.

Elusive

"Elusive 6" means "You can only fight this Villain/Adversary if you have made at least 6  this turn." You don't have to spend that  to fight this Villain/Adversary, you just have to have made that much  this turn. You can still spend that  on recruiting Heroes/Allies. Elusive represents how some Villains/Adversaries are hard to pin down, can't be defeated with sheer brute force, and need to be cornered in a more subtle way.

Empowered

This keyword represents Heroes and Villains who draw power from ambient energy, technology, or superpowers around them.

- Some Heroes say things like "You get **Empowered by** ." This means **"You get +1  for each  card in the HQ."**
- Likewise, some Villains and Masterminds say things like "Empowered by ". This means "This gets +1  for each

 card in the HQ."

- As cards enter and leave the HQ, an Empowered card can get stronger or weaker. You only check the  bonus at the moment you play your Empowered Hero or at the moment you fight the Empowered enemy.
- One clever move is to recruit a Hero from the HQ at the right time, changing the colors in the HQ to weaken an Empowered enemy or try to strengthen an Empowered Hero in your hand.
- Some cards are even "Double Empowered" or "Triple Empowered" meaning that they get +2  or +3  for each appropriate card in the HQ.
- (A multicolored or divided card from other sets counts if either half is the correct color. For example, an "Empowered by  and  ability can get +1  from a  card or from a  card. However, a "  " card in the HQ would only give +1 , not +2 .)

Excessive Violence

- Some Heroes say things like "**Excessive Violence:** Draw a card."
- Once per turn, you can spend 1  more than you need to fight a Villain or Mastermind "using Excessive Violence." If you do, you get to use all the "Excessive Violence" abilities on cards you played this turn.
- Say you've played three Heroes with Excessive Violence abilities this turn. If you spend 8  points to fight a Villain or Mastermind that has 7 , then you'll get to use all three Excessive Violence abilities!
- If you don't fight anything this turn, or you don't spend an extra 1  on someone, then you won't be able to use Excessive Violence.
- Since you can only fight "with Excessive Violence" once per turn, you can only use a card's Excessive Violence ability once in a turn.
- (It's ok to play two cards with the same name and use both of their Excessive Violence abilities.)
- If you fight with Excessive Violence, then draw or play more cards with Excessive Violence abilities later in the turn, it will be too late to use those abilities.

Fateful Resurrection

On a Villain card, Fight: Fateful Resurrection" means "Fight: Reveal the top card of the Villain Deck. If it's a Scheme Twist or Master Strike, this Villain reenters the city."

- If a Villain resurrects this way, you still rescue its Bystanders and do its other Fight effects.
- The Villain pushes into the Sewers and does any Ambush abilities as normal.
- If a Mastermind Tactic resurrects this way, shuffle it back into the other face down Tactics.
- If a Villain that has ascended to become a Mastermind resurrects this way, it stays a Mastermind and does not reenter the city.

Feast

The new Mastermind Carnage and his "Maximum Carnage" followers use the gruesome new Feast keyword. Some alien monsters from the Planet Sakaar and beyond use the gruesome Feast keyword, "Feast" states that when you fight a Villain or Mastermind with this ability you treat it as a fight

effect.

- "Feast" means "KO the top card of your deck."
- Likewise, "Feast on each player" means "KO the top card of each player's deck."
- If a card from a previous set says "Feast", it means "Fight: Feast."
- Some Maximum Carnage Villains create special effects when they feast on certain cards
- Carnage's Master Strike starts with "Feast on each player." That means each player does the "Feast" effect. Then Carnage's Master Strike causes Wounds when he feasts on certain cards.
- Note that Carnage's Master Strike is the only effect that feasts on every player. The "Maximum Carnage" Villains and Carnage's Mastermind Tactics each feast on only one player.
- While Carnage's Master Strike causes Wounds, the Feast abilities on his Mastermind Tactics and most of his Villains don't cause Wounds.

Focus

The new "Focus" keyword lets you transform your Recruit Points into powerful, flexible effects. It looks like this:

"Focus 2  → (EFFECT)."

When you play a card with a Focus ability, you can pay the cost on the left side of the arrow to get the effect on the right side of the arrow. You can use that Focus ability as many times as you want for the rest of the turn. For example, say you play a card that says:

"Focus 2  → Draw a card."

For the rest of your turn, you can use 2 Recruit Points to draw a card, as many times as you want, as long as you have the Recruit points available. You can even play more Heroes, recruit, fight, then use the Focus ability more.

- Note: You can use Focus abilities and still use the "Healing" ability on Wounds.

Fortify

The keyword represents Villains setting up nasty traps for the players.

- Some Villains say things like "Escape: Fortify the Mastermind. While it's fortified, the Mastermind can't be fought."
- Put the Villain on or near the specified place. While it's there, it has the listed effect. Any player can fight that Villain as normal to end that Fortify effect and put that Villain into their Victory Pile.
- If a card word fortifies a place, don't do anything if there's already a Villain fortifying that place.

Hidden Witnesses

In a world of Noir, conspiracies are hard to unravel, betrayal is commonplace, and it's hard to determine who the real Villains are.

- This keyword represents Villains and Masterminds hiding behind layers of informants, victims, and stooges. To find these Villains, you must track down and interview Hidden Witnesses who know their locations.
- Some Villains say things like "Ambush: This Villain captures 2 Hidden Witnesses." This means the Villain captures the top 2 cards of the Bystander Stack, face-down, as Hidden Witnesses. You can't fight a Villain while it has a Hidden Witness.

- During your turn, you can pay 2 ★ to rescue a Hidden Witness any number of times and put it in your Victory Pile.
- Hidden Witnesses still count as Bystanders. When you rescue one, you get any special "When you rescue this Bystander..." effect written on it. It stays in your victory Pile as a normal, face-up Bystander.
- A Villain can have face-up Bystanders and face-down Hidden Witnesses at the same time. You'll need to pay to rescue the face-down Hidden Witnesses. Then, you can fight the Villain, which will automatically rescue the face-up Bystanders.
- If a Villain escapes with any number of Bystanders, including Hidden Witnesses, it will cause all players to discard a single card, just like a Villain escaping with any normal Bystanders. Hidden Witnesses carried away by escaping Villains stay in the Escape Pile as normal, face-up Bystanders.
- You can pay to rescue Hidden Witnesses even if you're not going to fight that Villain during that turn. You can also rescue just some of the Hidden Witnesses and leave others for later.
- If a special ability lets you "Defeat a Villain for free," you automatically rescue all the Hidden Witnesses on it without paying ★.
- Masterminds and Schemes can have Hidden Witnesses on them too. They work the same way.

Human Shields

This keyword represents enemies hiding behind innocent people to prevent Heroes' attacks.

- "Ambush: This Villain captures 2 Human Shields" means the Villain captures the top 2 cards of the Bystander Stack face-down. You can't fight a Villain while it has any Human Shields. During your turn, any number of times, you can pay  equal to that Villain's  value to rescue one of its Human Shields at random and put it in your Victory Pile. (The  on their  is a reminder.)
- A Villain can have face up Bystanders and face-down Human Shields at the same time. You'll need to pay to rescue the face-down Human Shields. Then you can fight the Villain, which will rescue the Face-up Bystanders automatically.
- Human Shields still count as Bystanders. Villains escaping with Human Shields still make players discard as normal.

Hydra Level

Some Villain Groups try to rise through the ranks of the Hydra Organization, achieving higher Hydra Levels and ever-greater power. To do this, they help Hydra operatives achieve their missions and escape the city unharmed. They also subvert double agents to infiltrate S.H.I.E.L.D., then escape it with key intel.

- **The Hydra Level is the number of S.H.I.E.L.D. and/or HYDRA cards in the escape pile.**
- Some Villains and Masterminds say things like "Growing Man gets +  equal to the Hydra Level."
- Like S.H.I.E.L.D. Level, this includes any card with the  or  team icons, as well as any card with "S.H.I.E.L.D." or "Hydra" in its card name, Villain Group name, or Mastermind name.
- Some abilities put  cards directly from S.H.I.E.L.D.

Officer Stack into the Escape Pile to increase the Hydra Level. This is not an "escape" unless it's a villain escaping from the city, so it won't KO a Hero of cost 6 or less from the HQ.

Hyperspeed

This new keyword represents how Heroes like Quicksilver and Speed move blindingly fast, battering opponents with a flurry of unpredictable strikes. It also includes hyperspeed flight, hypersonic cannons and hyper-fast volleys of arrows.

- Some Hero cards say things like "Hyperspeed 5." This means **"Reveal the top 5 cards of your deck. You get +1  for each card with an  icon you revealed this way. Discard all those cards."**
 - It doesn't matter what numbers are in the  icons. Ignore ★ and other icons on the revealed cards.
 - When building a deck with lots of Hyperspeed, you will want as many cards with  icons as you can get – including cards with "0+" printed inside their  icon.
 - You can also cleverly use abilities that let you set up the top card of your deck to have an  icon right before you play a card with Hyperspeed.
 - Some cards explicitly tell you to "Hyperspeed 3 for ★." This means "Reveal the top 3 cards of your deck. You get +1 ★ for each card with a ★ icon you revealed this way. Discard all those cards."
 - Finally, some cards say "Hyperspeed 3 for ★ and .
- In this case, if you revealed one card with a ★ icon and two cards that each had ★ and  icons, you would get +3 ★ and +2 . Cards with both ★ and  icons can be very useful with Hyperspeed!

Indigestion

Venompool shares a twisted sense of humor with the original Venom and Carnage. It wasn't enough for them to have Digest abilities while eating people – they had to have Indigestion abilities too! Let's just say you don't want to see what happens when Carnage is eating somebody and gets Indigestion...

- **If you don't have enough cards in your Victory Pile to use a card's Digest ability, use its Indigestion ability instead.**
- For example, some Heroes say things like: **"Digest 4: Draw two cards."**
Indigestion: You get +2 ★.
- When you play this card, if you have at least 4 cards in your Victory Pile, then you use the Digest ability and draw two cards.
- If you have zero to three cards in your Victory Pile, then you use the Indigestion ability instead, getting +2 ★.
- If you have enough cards in your Victory Pile to use the Digest ability, you cannot choose to use the Indigestion ability instead.

Investigate

This keyword represents hard-bitten Noir detectives investigating mysteries and searching for evidence and allies.

- Some cards say things like **"Investigate for a  card."** That means **"Look at the top two cards of your deck. Reveal a  card from among them and draw it. Put the**

rest of those cards back on the top and/or bottom of your deck in any order."

- Other abilities let you investigate for cards with certain costs, teams,  icons, and other traits.
- Whether your investigation finds the right kind of card or not, you can still decide which cards go back on the top or bottom of your deck. This lets you set up your next Investigation or make powerful combos with other abilities that care about the top card of your deck.
- Some abilities tell you to investigate entirely different decks, like the Villain, Hero and Bystander Decks. They will tell you what to do with the card you find. Like before, put the rest of the cards you looked at back on the top and/or bottom of that deck in any order.

Last Stand

This new keyword represents how a Dark Avenger fights hardest when all alone, back to the wall, making a last stand. Treacherous and cruel, they don't understand the teamwork of the real Avengers.

- Some Villains say "Last Stand." This means **"This gets +1  for each empty space in the city."**
- Some Captain Marvel and Photon cards also say "Last Stand," representing how they fight their hardest near the end of a battle. Likewise, this means **"You get +1  for each empty space in the city."**
- Choose the order you fight Villains carefully when Last Stand is in the game!
- If a Mastermind or Scheme causes a city space not to exist, that does not count as an "empty space."
- "Double Last Stand" means double the bonus.

Lightshow

This keyword represents X-Men using fireworks and blinding bursts in spectacular combinations.

- Some Heroes say things like **"Lightshow: you get +3 .** **Once per turn, if you played at least two Lightshow cards this turn, you can use a single Lightshow ability from any of those cards.**
- If you play three, four, or more Lightshow cards you still use only a single Lightshow ability.

Locations

The *Revelations* set adds a completely new card type to Marvel Legendary®: **Locations**. These cards represent infamous strongholds in the Marvel Universe. Every Villain Group in the set contains at least one Location.

- When a Location is played from the Villain Deck, place it above the nearest city space that does not have a Location. Leave enough room that Villains can move through the city as normal.
- Once placed, Locations don't move. Villains don't push Locations forward. You can have a Villain in a city space that has a Location above it.
- Most Locations specify special abilities that happen when you fight Villains in that space. Some Locations become stronger when there's a Villain in that space. Some Villains and Masterminds say they become stronger based on Locations.
- You can fight a Location by spending the listed amount of , putting it into your Victory Pile, and doing any Fight ability the Location may have.

- If a new Location is played, and every city space already has a Location, then KO the Location with the lowest  to make room. (If tied, the current player chooses.) This might KO the newly played Location or one of the previous Locations.
- In 1-player solo mode, when a Location tells "each other player" to do something, do it yourself.

Location Clarifications

- **Locations do not count as Villains.** Special abilities that mention Villains do not work on Locations.
- If a Mastermind or Scheme destroys a city space with a Location, KO that Location.
- A city space with a Location above it and no Villains still counts as "empty" for abilities like Last Stand.
- Each Mastermind in the set has at least one Tactic that becomes a Location. You win when the Mastermind has no face down Tactics left under them. You don't also have to defeat all the Tactic cards that have turned into Locations in the city.
- Locations don't usually capture Bystanders, but some card abilities can make them capture Bystanders. Rescue them when you fight that Location.

Man (and Woman) Out of Time

Heroes from 1941 use this keyword ability to represent fighting in both the past and the present. It means "After you use this card's abilities, set it aside. At the beginning of your next turn, play this card a second time and then discard it."

- The card is discarded the second time you play it, so you play the card only twice total. You can't use Man Out of Time again to play that card for a third time.
- Play your returning Man Out of Time cards after the "Play a Villain Card" part of your turn and before you start playing out of your hand.
- You "played" a Man Out of Time card on both the first turn you played it and the second turn when you replayed it, so it can help activate your Superpower Abilities on both turns.

Microscopic Size-Changing

Far beyond other Heroes that can stretch or grow, Ant-Man and Wasp can change their size to a whole new scale. They can shrink down smaller than an atom, to the quantum Microverse. Here, the very laws of physics can be broken and even reversed! This ability works like regular Size-Changing, but with a couple of twists.

- Some Heroes and Villains in this set say things like "Microscopic Size-Changing .
- This means **"You can recruit this card for 2 less ★ for each  card you played this turn, counting up to three  cards."**
- So, if you played one  Hero this turn, this card costs 2 less. If you played two  Heroes, it costs 4 less. If you played three or more  Heroes, it costs 6 less.
- Playing a fourth  card wouldn't reduce this cost any further since there are only three  icons listed in this particular Microscopic Size-Changing ability.
- The second twist is that Microscopic Size-Changing can actually **reduce a card's Recruit cost to zero or even a**

negative number! When you recruit a Microscopic Size-Changing Hero with a negative cost, **you actually gain that many Recruit points!**

- Some Villains also have Microscopic Size-Changing. It works the same way, letting you fight that Villain for 2 less for each card of the correct color you played this turn, counting up to the number of icons shown in the Microscopic Size-Changing ability.
- Likewise, if you fight a Villain with Microscopic Size-Changing and reduce its value to a negative number, you actually gain that many points when you fight it. You don't even need to have any points before you fight them.
- For example, say you play five Heroes, then fight a Villain with 3 and "Microscopic Size-Changing." The Villain's decreases to -5, and you actually gain 5 when you fight them! (The 5th Hero you played didn't reduce the , since the Microscopic Size-Changing ability only had 4 icons.)
- Building the right deck and shrinking down to the crazy backwards physics of the Microverse can create some very powerful turns!

Moonlight and Sunlight

As a Werewolf, Wolfsbane gets extra powerful at night or under a full moon. By contrast, Sunspot absorbs solar energy to fuel his powers, gaining strength from the force of full sunlight. To fight at their best, they must carefully consider when to engage the enemy, by moonlight or sunlight. This is represented by this new matched pair of keywords.

- Some Hero cards say things like "**Moonlight:** You get +2." Others say things like "**Sunlight:** Draw a card."
- **Moonlight abilities work only when most of the Heroes in the HQ have odd-numbered costs. Likewise, Sunlight abilities work only when most of the Heroes in the HQ have even-numbered costs.**
- Besides Heroes, some Villains and Masterminds also say they get extra or abilities during Moonlight or Sunlight.
- If there are a tied number of odd and even-numbered Heroes in the HQ (because some HQ spaces have been added or destroyed), then neither Moonlight nor Sunlight is in effect.
- Only the printed costs matter. Abilities that change the costs of Heroes in the HQ won't affect Moonlight and Sunlight.
- "Divided Cards" count as just one card for Moonlight/Sunlight.

Manipulating Moonlight and Sunlight

- Clever players can recruit cards out of the HQ at crucial times to manipulate whether it is Moonlight and Sunlight.
- When Villains escape, KO'ing Heroes from the HQ, you can also use this opportunity to shift towards Moonlight or Sunlight.
- In a game with many Moonlight and Sunlight effects, some players like to shift the odd-numbered cost cards in the HQ down a little bit. This makes it easier to tell at a glance whether Moonlight or Sunlight is in effect.

Moonlight and Sunlight Timing

As always, do a card's abilities in the order they are listed. You

check Moonlight or Sunlight at the moment when you would use that ability.

- For example, Sunspot has a card that says "**Moonlight:** You may put a Hero from the HQ on the bottom of the Hero Deck. **Sunlight:** Draw a card." Sunspot's cards primarily benefit from Sunlight, so the Moonlight ability here mostly helps him push the HQ towards Sunlight.
- You do these abilities in the order they are listed. So in the HQ, and you play this card, you might be able to use the Moonlight ability to change the HQ to have only two odd-numbered cards, and then you could immediately use the Sunlight ability.
- Once you are completely done playing a Hero card or fighting a Villain with a Moonlight or Sunlight ability, move on. If later in the turn you change Moonlight or sunlight, you don't go back in time to change the past.

Remembering Odd and Even

- To help you remember that Moonlight uses odd-numbered cards, all the Moonlight-loving Hero cards have odd-numbered costs. Likewise, all the Sunlight-loving Hero cards have even-numbered costs.
- Similarly, Moonlight-loving Villains all have odd-numbered while Sunlight-loving Villains all have even-numbered. Of course, some cards use both Sunlight and Moonlight, so they don't follow this guideline.
- You can also remember with the phrase "The odd ones come out at night..."

Outwit

In the duality of Bruce Banner's brains and Hulk's brawn, the Outwit keyword is the brains. It represents how Bruce Banner, Amadeus Cho, the Illuminati, and the Intelligencia are among the smartest characters in the Marvel universe.

- Some Heroes say things like "Outwit: Draw a card."
- **You can use this Outwit ability only if you reveal Heroes with 3 different costs.**
- You can count the Outwit card itself. So you can reveal a 2-cost Hero in your hand, plus a 6-cost Outwit card and 0-cost S.H.I.E.L.D. Agent Hero you already played.
- Some Villains and Masterminds also say they get stronger or harm you in special ways if you fail to Outwit them. For example: "Ambush: If you can't Outwit the Leader, play the top card of the Villain Deck."
- You can choose not to Outwit, even if you are able.

Patrol

Some cards have abilities like "Patrol the Sewers: If it's empty, rescue a Bystander." When you play that card, you can use that ability only if that city space has no cards in it.

- If that city space becomes empty later in the turn, it's too late to use the Patrol ability.
- If playing a Patrol card gives you , and you use that to clear out that city space, it's still too late to use the Patrol ability, since the space wasn't empty when you played the Patrol card.
- This can also say "Fight: Patrol the Bank: If it's empty, you get +2 ★ If it's not, you get a +2 ."
- Other cards let you patrol even stranger places, like the Escape Pile or a Victory Pile. Similarly, you can use those Patrol abilities if that place has no cards in it.
- If a mastermind or Scheme causes a city space not to exist, you can't patrol that space.

Phasing

This keyword represents Heroes becoming insubstantial and moving through solid objects.

- During your turn, if a card with Phasing is in your hand, **you may swap it with the top card of your deck.**
- This lets you get a different card instead, save a crucial Phasing card for the next turn, or set up a combo that cares about the top card of your deck.
- Swapping cards this way isn't "playing a card" or "drawing a card," so it doesn't count for other abilities that trigger on those things.

Piercing Energy

This keyword represents X-Men using psychic knives & sonic screams to pierce enemy defenses.

- Some Heroes give you a new kind of points called "Piercing Energy," using the  icon, **You can fight a Villain or Mastermind by spending  points equal to that enemy's printed Victory Points value ().** You ignore that enemy's  and any  modifiers.
- You can also ignore any special conditions for fighting that enemy, automatically rescuing any Human Shields.
- You can't use Piercing Energy against cards that have no printed VP value, like Shadow-X Villains, or Master Strikes that become Villains.

Poison Villains

- Poison Villains use Symbiote Bonds in a special way. For example, Poison Dr. Octopus says **"Fight: This Symbiote Bonds with a Villain in the Bank.** If already bonded or unable to bond, gain this as a Hero instead."
- So Dr. Octopus enters the city as a normal Villain. When you fight him, if there's a Villain in the Bank, then Poison Dr. Octopus will bond with that Villain. If there's no Villain in the Bank, then you gain Poison Dr. Octopus as a Hero instead, putting him in your discard pile.
- Once Poison Dr. Octopus becomes bonded, if you fight that Combined Villain, you choose one of the two Villains and do its Fight Effect. If you choose Poison Dr. Octopus, then since he is currently bonded, you gain him as a Hero.
- When facing Poison Villains, be careful about when you fight them, so you can turn them into Heroes as soon as possible!

Revenge

This means: "This Villain gets +1  for each 'Deadpool's Friends' Villain in your Victory Pile."

Rise of the Living Dead

"Rise of the Living Dead" means "Each player checks the top card of their Victory Pile. If that card is a Villain with a "Rise of the Living Dead" ability, that Villain reenters the city.

- (Mastermind Tactics never return this way.)
- If you put a Villain with Bystanders into your Victory Pile, you choose the order.

Savior

This keyword ability on Heroes and Villains rewards you for saving the innocent. It means "Use this ability if you have at least 3 Bystanders in your Victory Pile."

- For example: "Savior: Draw a card."
- If you defeat a Villain with Bystanders, put those Bystanders into your Victory Pile before checking and Savior ability on that Villain.
- If a Hero card rescues a Bystander, that Bystander counts towards and Savior ability on that Hero.

S.H.I.E.L.D. Clearance

This keyword represents pro-registration S.H.I.E.L.D. forces that can only be defeated with the help of S.H.I.E.L.D. information.

If a Villain says "S.H.I.E.L.D. Clearance," **then you must discard a  Hero as an additional cost to fight that Villain.** Likewise, if a Mastermind has "Double S.H.I.E.L.D. Clearance," the you must discard two  Heroes each time you fight them. If you are playing with  Heroes, you may discard them instead of  Heroes.

S.H.I.E.L.D. Level

This keyword represents how S.H.I.E.L.D. agents unlock special operations, resources, and abilities as they rise through the ranks of the organization. Sending agents on undercover missions, fighting Hydra, and defeating rogue S.H.I.E.L.D. operatives are all good ways to increase your S.H.I.E.L.D. Level.

- **Your S.H.I.E.L.D. Level is the number of S.H.I.E.L.D. and/or HYDRA cards in your Victory Pile.**
- Some cards say things like "S.H.I.E.L.D. Level 2: Draw a card." You can use this ability only if your S.H.I.E.L.D. Level is 2 or higher.
- This counts any card with the  or  team icons, as well as any card with "S.H.I.E.L.D.." or "Hydra" in its card name, Villain Group name, or Mastermind name. So this includes S.H.I.E.L.D. Assault Squads, Hydra Kidnappers, Hydra High Council, etc.
- This never *consumes* the cards in your Victory Pile – it just checks to make sure you have them.
- Heroes that use S.H.I.E.L.D. Level all have ways to get the needed cards into your Victory Pile.
- Note: When playing with Hydra Villain Groups and/or multiple Heroes that use S.H.I.E.L.D. Levels, your S.H.I.E.L.D. Levels will naturally be higher.

Size-Changing

This keyword represents Heroes and Villains using superpowers to stretch or massively change their size. It's also used by characters that can change the size of a weapon, technology, or energy.

- Some Hero cards say things like, **"Size-Changing: .**" This means **"You can recruit this card for 2  less if you played a  card this turn."**
- Likewise, some Villain cards say things like, "Size-Changing: . This means **"You can fight this villain for 2  less if you played any  card this turn."**
- As a new twist, some Heroes and Villains say things like "Size-Changing: , . If you played any  Heroes this turn, the cost is 2 less. If you played any  Heroes, the cost is 2 less. If you played both a  Hero and a  Hero this turn, then the cost is 4 less.
- Fin Fang Foom and one of his Monsters Unleashed even

say “**Size-Changing:**    .” You can pay 2  less to fight them for each of these Hero Classes you played this turn.

- **Note:** For any Size-Changing card, it doesn’t matter how many Heroes of that Hero Class you played – it only matters whether or not you played any Heroes of that Hero Class.
- **After you’ve recruited a card, Size-Changing** doesn’t do anything else on that card.
- If a Hero in the HQ already has “**Size-Changing:**  ” and it gains “**Size-Changing:**  ” from another special ability like the Sporr Villain, it just ends up with “**Size-Changing:**   ”. A card can’t have Size-Changing for the same Hero Class twice.
- Some Divided Cards say “Size-Changing:  ” on one side and “Size-Changing  ” on the other side. You can recruit either side of the card with its own Size-Changing discount, but you can’t get both discounts at once.

Smash

This keyword covers the brawn. It represents how when Hulks get angry, they SMASH hard, no matter what they have to toss aside.

- Some Heroes say things like “Smash 3.” This means **“You may discard another card from your hand. If you do, you get +3 .**”

Soaring Flight

This ability represents X-Men flying into action as rapid reinforcements.

- “Soaring Flight” means **“When you recruit this Hero, set it aside. At the end of this turn, add it to your new hand as an extra card.”**

Spectrum

Some cards have abilities like “Spectrum: Draw a card.” You can use a card’s Spectrum abilities only if you have at least 3

classes of Hero. (e.g. , , and .

- Grey S.H.I.E.L.D. Heroes, HYDRA Allies, New Recruits and Sidekicks don’t have classes, so they don’t help.
- You can count all the classes you have among cards you played this turn and cards in your hand.
- Multiclass cards work especially well with Spectrum.

Striker

This keyword represents Villains and Masterminds that get more confident and powerful as the Mastermind smashes Heroes. It means **“This gets +1  for each Master Strike in the KO pile and/or stacked next to the Mastermind.”**

- A couple of Hero cards also have the Striker ability and give you +  the same way.
- A couple of cards say “Double Striker,” meaning they get +2  per Strike, or even “Triple Striker” meaning +3  per Strike.

By default, most Master Strikes go to the KO pile when they occur. However, some Masterminds specifically put their Master Strike in unusual places. Striker also counts all face-up Master Strike cards in any of these unusual places. For example, for these Masterminds:

- **Galactus** – Count Master Strikes in the city.
- **Macho Gomez** – Count Master Strikes in front of all players.
- **Deathbird** – Count Master Strikes in the city, Escape Pile, and all players’ Victory Pile.
- **Mysterio** – Count Master Strikes in all players’ Victory Piles. Don’t count Master Strikes shuffled into his Tactics, since they’re not face up.

Switcheroo

This new keyword represents how Heroes like Squirrel Girl and Jessica Jones unpredictably switch up their tactics. Sometimes they instantly switch to new fighting stances, while other times they switch in new Heroes altogether.

- Some Hero cards say things like “**Switcheroo 4.**”
- This means **“You can reveal this card from your hand and put it on the bottom of the Hero Deck. If you do, you may put a Hero of the specified printed cost from the HQ into your hand.”**
- So when you have a Switcheroo card in your hand, you can choose to play it for its normal , , and other effects. Or you can choose to permanently swap it for another card in the HQ instead.
- You use Switcheroo *instead* of playing the card. So, when you Switcheroo, you don’t get any , , or other effects from the Switcheroo card that you put on the bottom of the Hero Deck.
- **Remember:** You put the Switcheroo card on the bottom of the collective Hero Deck on the board – not your personal deck.
- It’s totally fine to Switcheroo into a card of a different Hero Name.
- You can only use Switcheroo during your turn, when you could play cards from your hand. So, you can’t use it during other players’ turns, and you can’t use it while playing a card from the Villain Deck, like during a Master Strike, Scheme Twist, or Villain’s Ambush ability.
- You can’t Switcheroo into S.H.I.E.L.D. Officers or Sidekicks, since they aren’t in the HQ.
- Switcheroo doesn’t count as “recruiting” a Hero, so you can’t use abilities like Wall-Crawl or Soaring Flight when you Switcheroo.
- Switcheroo uses the “printed cost” of cards in the HQ, so even if special abilities make cards in the HQ cost more or less, Switcheroo still uses the cost number literally printed on the card.

Symbiote Bonds

This keyword represents how symbiotes like Hybrid, Riot, and Lasher with other characters, enhancing them with a dark shell. You must fight the combined strength of the host and symbiote to split them apart, then finish what remains in a second fight.

- Some Villains say things like “**Ambush:** A Henchman Villain from your Victory Pile **Symbiote Bonds** with Lasher.”
- This means **stack this card onto the specified Villain, combining them into a single Villain with both cards’  and text added together.**
- To fight a Combined Villain, you must spend the total  of both Villain cards combined. Rescue all the bystanders that Combined Villain had. **Then put either one of the Villain cards from that Combined Villain into your**

Victory Pile and do that card's fight effect. The other card from that Combined Villain stays in the city space, and you don't do its Fight effect.

- **If a combined Villain escapes,** it's only a single escape, so it only Kos one Hero that costs 6 or less from the HQ. (If it's carrying any number of Bystanders, it makes all players discard a single card as normal.) Do the escape abilities of both those Villain cards in any order. Once in the Escape Pile, they are two unattached Villains again.
- Keep one card of the combined Villain tucked under the other, so you can see both cards'  and text.
- Since a Combined Villain has the text of both its Villain cards, it can get extra  or restrictions from various special abilities on either of its cards. It also counts as both Villain Groups.
- Symbiote Bonds never combine more than two Villains in the same city space. Ignore any effect that would combine a third Villain in that space.
- Once two Villains are bonded, only fighting can break them up. Other Symbiote Bonds abilities can't break up a Combined Villain to attach one of the cards to something else.
- If a Symbiote Bonds ability puts a new Villain card into the city from the Villain Deck, Escape Pile, Victory Pile, etc., do any Ambush ability on the newly entering card. However, that Ambush ability won't be able to break up a Combined Villain or add a third card to it.
- If a special ability automatically "defeats" a Combined Villain, you still put just one of its cards into your Victory Pile and do that card's Fight effect.
- A combined Villain has the VP of both its cards combined. So you can spend Piercing Energy (from Legendary : X-Men) equal to both cards' total combined VP to fight the Combined Villain, putting one of its cards into your Victory Pile as normal.

Teleport

Teleport means **"Instead of playing, you may set aside a card with the keyword 'Teleport'. If you do, add it to your new hand at the end of your turn as an extra card."**

Transforming Heroes

Duality and transformation are key themes of Hulk stories: the puny, brilliant scientist transforming into a raging monster. The "Transform" keyword highlights this theme.

- Each Hero in this set has some special "Transformed" cards that go along with it. When you use these Heroes, **don't** shuffle their "Transformed" cards into the Hero Deck. Instead, set them aside in a special Transformation Pile. You can't recruit cards from this pile. Instead, you transform other cards into them.
- Some Hero cards like "Bruce Banner: Gamma Ray Experiments" say things like "...Transform this into Savage Hulk Unleashed."
- When you play a Hero card that says it transforms into another card, you complete all effects on the card you played and get its  normal and .
- Then remove the transforming card from the game (putting it in the Transformation Pile) and put the newly transformed card into your hand instead (from the Transformation Pile). You can play the new Transformed card immediately that same turn.
- You still count as having played the transforming card you

played and removed from the game, including effects like "You get +1  for each  card you played this turn." But if an effect asks you to reveal one of your cards, you can only reveal the new, transformed card, not the old card that you removed from the game.

- Some transforming cards tell you to put the new card on top of your deck or in your discard pile instead.
- You can look through the Transformation Pile at any time.
- At the end of the game, store a Hero's Transformed cards with the rest of that Hero's cards. To start a game, you only need to bring out the Transformed cards for the Heroes you're using. Don't bring out all the Transformed cards in the entire game.
- If you sleeve your cards, you can put the Transformed version of the card in the same sleeve, behind the Transforming card. When it's time to transform, you just pull the back card to the front of the sleeve. It's a little thicker in the sleeve, but it still shuffles well.

Transforming Masterminds

Each Mastermind in this set is a double-sided "Transforming Mastermind" that transforms back and forth between two forms during the game.

- The side with the "Always Leads" ability starts face up.
- When a Master Strike or Mastermind Tactic ability occurs, it will tell you to "Transform" the Mastermind, meaning flip it over to its other side. (Don't also do the Master Strike ability of the new side.)
- A Mastermind only uses the abilities and of its currently face up side. Ignore the special abilities and values on the currently face down side.

Undercover

This new keyword represents sending S.H.I.E.L.D. agents off the grid on special missions to recover valuable intel.

- Some cards say things like "You may send a  Hero from your hand Undercover." This means "Put that Hero into your Victory Pile. It's worth 1VP."
- This helps get your starting S.H.I.E.L.D. Agents and Troopers out of your deck so that you draw more powerful Heroes more often. You can also use it to get rid of other S.H.I.E.L.D. cards like Officers that you might not need later in the game. The main Heroes in the S.H.I.E.L.D. set are all part of the  team too, so you can also send their cards Undercover.
- If you play a card, and it sends itself Undercover, you still get its  and .
- Sending  Heroes Undercover is also key to increasing your S.H.I.E.L.D. Level, as shown under S.H.I.E.L.D. Level.

Uru-Enchanted Weapons

When you try to fight an enemy that has some number of Uru-Enchanted Weapons, reveal that many cards from the top of the Adversary Deck. That Enemy immediately gains +  equal to the Total Victory Points of all the cards you revealed. If you have enough Attack points to match the enemy's improved , use them and defeat the enemy as normal. If you don't have enough Attack points, you don't defeat this enemy, you lose all your Attack points, and you can't fight anymore this turn.

- Whether you defeat that enemy or not, put all the cards

you revealed from the Adversary Deck on the bottom of that deck in random order.

- Many of these enemies have a **"Fight or Fail"** effect. Do this effect if you defeat them or if the Uru-Enchanted Weapons cause you to fail to defeat them.
- You can't try to fight an enemy unless you have enough Attack points to match its printed .
- Once you start to fight an enemy, you can't play any more cards or throw any Artifacts until after that fight is complete. So, remember to generate all the Attack points you can before you attack an enemy with Uru-Enchanted Weapons!
- The  symbol next to these Enemies'  indicates that they might get more Attack.
- Flipping cards for Uru-Enchanted Weapons cannot end the game. If you run out of cards in the Adversary Deck, shuffle the cards you've revealed so far and keep revealing. (If there are no cards left in the Adversary Deck there is no Attack bonus).
- With 2-5 players, each flip tends to be worth about 1.5 attack. In solo mode: about 1 attack.

Versatile

This keyword represents Heroes who think quickly on their feet to react perfectly to any situation.

- **"Versatile 2"** means **"You get +2  or +2 .** Other cards use different numbers.
- You choose to get all  or all  when you play the card. You can't divide it up.
- However, if you play multiple Versatile cards in a turn, you can choose  for some cards and  for others, if you wish.
- If you use Cheering Crowds to play a Versatile card twice, you could get  with one play and get  with the other play, or choose the same for both.

Villainous Weapons

As a new twist on the Artifacts, Villains and Masterminds can capture these ancient weapons to become even more powerful. But if you defeat them, you can seize those weapons to use as Artifacts of your own.

- Some Villain Groups includes cards that say "Villainous Weapon." These are not Villains,
- When a Villainous Weapon is played from the Villain Deck, **the weapon is captured by the Villain in the city that's closest to the Villain Deck. If there are no Villains in the city, then KO the Weapon instead.**
- Villainous Weapons empower the Villain holding them, adding the  bonus printed on the weapon. Tuck the Weapon under the Villain so you can see the Weapon's  bonus right under the Villain's .
- An enemy can use any number of Weapons at the same time, getting all of their bonuses combined.
- **When a Villain with any number of Villainous Weapons escape the city, the Mastermind captures all those Weapons, getting their  bonuses.**
- When you fight a Villain or Mastermind holding any number of Weapons, **put all those Weapons into your discard pile as Artifacts.**
- When you have a Villainous Weapon in your hand, you can play it just like any other Artifact.
- **You never get the Weapon's printed  bonus** when

you play the Artifact or control it. Only Villains and Masterminds get that  bonus. You only get the specific Artifact abilities. Written on the card.

- Villainous Weapons you have captured as Artifacts **have 0 cost**, have no color or Hero Class, and don't count as Hero cards or Villain cards. Since they have no cost, Villainous Weapons can never make you Worthy. (How appropriate...)
- If you have gained a Villainous Weapon, and a card effect makes an enemy capture that Weapon again, then it works as a Villainous Weapon again until someone defeats that enemy to reclaim it.
- Malekith and Hela both have Mastermind Tactics that turn into Villainous Weapons. You win when the Mastermind has no face down Tactics left under them, even if there are still some Tactics that have turned into other card types somewhere.

Waking Nightmare

The New Mutants often confront demons, monsters, sadists, trauma, and psychological horror. This keyword represents these attacks on their very sanity. It's also used to represent how the Hero Mirage uses her powers to bring dream and nightmare constructs to life.

- Some cards tell you to "have a Waking Nightmare." This means **"Discard a non-grey Hero from your hand. If you discard a Hero this way, draw a card."**
- Getting pummeled by Waking Nightmares can downgrade your hand from powerful superheroes to mere S.H.I.E.L.D. Agents. However, you can sometimes find new courage in a nightmare: you may be able to discard a non-gray Hero you don't need very much and have a chance to draw something more helpful.
- Some Mirage Hero cards also let you have a Waking Nightmare and give you specific benefits for it.

Wall Crawl

The new **"Wall-Crawl"** keyword lets Heroes set up powerful combos by placing cards at the top of their decks. **"Wall-Crawl"** means:

"When you recruit this Hero, you may put it on top of your deck."

With Wall-Crawl, you get to use your new Hero much faster than you would if that Hero went in your discard pile. Keep an eye out for powerful combos you can create if you recruit a Wall-Crawl Hero early in your turn before you play cards that reveal the top card of your deck.

- Remember: When you use Wall-Crawl to put a card on top of your deck, don't use any other abilities on that card until it gets drawn from your deck.
- If you "gain" a Hero through some special ability like Skrull Shapeshifters, you can't use Wall-Crawl because you didn't "recruit" that Hero.

Worthy

Many Marvel stories involve Thor and others proving whether they are worthy of wielding Asgard's mightiest weapons, like Mjolnir and Stormbreaker. This is represented by the new "Worthy" Keyword. Some hero cards say things like "If you are Worthy, draw a card."

- **You are Worthy if you have a hero that costs 5 or more.**
- As usual, the phrases "your Heroes" and "Heroes you have" include both cards in your hand and cards you have

played this turn. They also include Hero Artifacts you control. (Heroes in your deck and discard pile don't count.)

- Some Villains and Schemes also check if you are Worthy and reward or punish you accordingly.
- When you consider whether to recruit a card that asks you to be Worthy, you may find yourself hesitating, wondering whether you truly have enough to prove Worthy at the crucial moment. This is a great fit to how Thor and other Heroes question whether they will be Worthy at the crucial moment in Marvel stories.

Wounded Fury

This keyword represents how wounding a Hulk often just makes it ANGRIER and STRONGER! It also includes Villains attacking with more furious bloodlust as they wound you.

- When a Hero card says "Wounded Fury", it **means "You get +1  for each Wound in your discard pile."**
- Likewise, when a Villain or Mastermind says "Wounded Fury", it means **"It gets +1  for each Wound in your discard pile."**

X-Gene

This keyword represents X-Men combining unique mutant powers with their signature teamwork.

- Some Heroes say things like **"X-Gene : You get +2 .** This means "if you have a  card in your discard pile, you get a +2 . **You can use a card's X-Gene ability only if you have the specified kind of card in your discard pile.**
- You can only use a card's X-Gene ability once, no matter how many matching cards you have in your discard pile.
- Remember: when you play a card during your turn, it stays in front of you until the end of turn. Then all the cards you played that turn go to the discard pile. So, if you have an empty discard pile, you can't play a  card from your hand, then immediately play a card with **"X-Gene .** and use that X-Gene ability.
- One cool combo is to recruit a  Hero into your discard pile, then play your **"X-Gene .** card, and you'll get to use its X-Gene ability.

X-Treme Attack

"X-Treme Attack" means "This Villain/Adversary gets +1  for each other Villain/Adversary in the city with X-Treme Attack." This ability shows how X-Men are especially powerful when they work as a team. Some "ex X-Men" in the Uncanny Avengers use the ability as well, cooperating with their old X-Men colleagues.

Bystanders:

Unique Bystanders

Players who rescue these Unique Bystanders earn special rewards. The Bystander Stack is now kept face down, shuffled, so you never know when you might get a special bonus for rescuing a Bystander.

Heroic Bystanders

The New Mutants are Professor X's students, dreaming of becoming full-fledged X-Men. For them, the Legendary X-Men set introduces New Mutant Bystanders that become Heroes when you rescue them.

Additional Rules

Betrayal

Unlike Heroes, Marvel Super Villains are known to backstab each other, especially when times get tough. If you have one or more Bindings in your hand, you can use the "Betrayal" ability written on the Bindings card:

- "Betrayal: If you don't recruit any Allies or defeat any Adversaries or Commanders on your turn, you may KO a Bindings from your hand. If you do, the player to your right gains all the other Bindings from your hand."
- So if you have three in your hand, and you decided to use Betrayal this turn, you would KO one of those and put the other two in the discard pile of the player on your right.
- This is often worth doing if you have at least two in your hand, or if your turn wouldn't have been very good anyway.
- It's okay to play cards in your hand, Dodge, and/or use abilities like "draw a card" to see how your hand develops, then decide whether to use the "Betrayal" ability from your hand. As long as you don't recruit Allies or fight any Adversaries or Commanders during your turn, you can still use "Betrayal."

Bindings

Some special abilities make you gain Bindings cards, representing your Villainous Allies getting bound or restrained by those accursed Super Heroes. When a player gains a Bindings, take a Bindings from the Bindings Stack and put it into that player's discard pile. Bindings don't have any Recruit Points or Attack, so when you draw a Bindings into your hand, your hand is weaker than normal.

- Some cards let you KO your Bindings so you don't have to worry about them anymore.
- Other cards can even turn Bindings to your benefit: when heroes try to bind Magneto, he just uses his magnetism powers to use those Bindings as a weapon against them!
- Bindings cards aren't Allies. If a card tells you to "KO one of your Allies" you can't KO a Bindings, since Bindings aren't Allies. However, if a card says "KO one of your cards," then you can KO a Bindings.
- You only gain Bindings when a card effect tells you to. You can't recruit Bindings by paying Recruit Points.
- Bindings have a Zero cost. However, you cannot recruit Bindings into your deck - you can only gain them a card effect tells you to.

Conflicting Card Abilities

When two card effects tell you to do different things with a card at the same time, you can choose which to do. So, when you discard "Empathic Link to Belasco or the Demon Bear, you can use the Empathic Link ability to set itself aside instead of letting Belasco KO it or the Demon Bear capture it. The Demon Bear will capture another player's discarded Hero instead. When you discard Empathic Link to a Waking Nightmare and set it aside, you still draw a card for the Waking Nightmare.

Divided Cards

Matching the theme of division and duality, *Civil War* introduces "Divided Cards," which have two miniature cards printed on the same card.

- You recruit a Divided Card from the HQ as normal by paying its cost. Each side of a Divided Card shows the same cost. (If it costs "3" on each side, you pay only 3

Recruit, not 6.)

- When you play a Divided Card, you choose which side to play. You generate all the Recruit, Attack, and special abilities of the side as normal. You ignore the other side, as if it doesn't exist.
- Each side of a Divided Card has a different Hero Class, Like 🍀 or 🌀. You can play the 🍀 side to get ready to use a Superpower Ability that triggers on 🍀 cards later in your turn.
- Different sides of Divided Cards often let you choose between Recruit, Attack, drawing cards, and other effects. Choose carefully which side to play!
- While a Divided Card is in your hand or the HQ, it counts as all its Hero Classes, Teams and Hero Names. But once you play it, the card only counts as the side you choose.
- When sorting and setting up, always use the Hero Name on the left side of a Divided Card.
- A Divided Card is one card, not two. So if you have to "discard two cards," "draw two cards," or count the number of cards in your hand, a Divided Card only counts as one card.

Double-Sided Transforming Schemes

In keeping with the Revelations theme, all the Schemes in this set are double-sided "Transforming Schemes." Start with the side face up that says "Setup." Whenever it tells you to "Transform this Scheme," flip it over. Use only the rules showing on the side currently face up.

"Each Hero/Ally You Played This Turn"

This phrase only counts cards you have already played this turn, and not other cards still in your hand.

- For example, say you play Iron Man's "Arc Reactor" card. You'll get extra Attack for any other 🧩 (Tech Hero) cards you played before Arc Reactor, but not for any other 🧩 cards still in your hand.



"Gaining" Cards

Some card abilities say that a player "gains" a particular card. That means put that card into that player's discard pile. The player will draw that card in the future, after their deck runs out and they shuffle their discard pile into a new deck.

Grey Heroes

- When a card refers to "grey Heroes," it means grey-colored cards with no Hero Class, like S.H.I.E.L.D. Agents, Troopers, Officers, etc.
- Grey Hulk and Jean Grey are not "grey Heroes."

Healing Wounds

If you have one or more Wounds in your hand, you can use the ability written on the Wound card:

- "Healing: If you don't recruit any Heroes, defeat any Villains or fight any Masterminds on your turn, you may

KO all the Wounds from your hand."

- This is often worth doing if you have at least two Wounds in your hand, or if your turn wouldn't have been very good anyway.
- It's okay to play the cards in your hand and use some abilities like "draw a card," then use the "Healing" ability to KO Wounds from your hand, as long as you don't recruit any Heroes or fight any Villains during your turn.

Horrors

Legendary X-Men adds a completely new card type to Legendary. Horrors make the game harder in a variety of ways. All the Epic Masterminds explicitly say they add Horrors to the game. Players who want to play in "hard mode" can also choose to add any number of Horrors (random or hand-picked) at the start of a game against a Mastermind. How many can you beat at once?

"KO"

Many card abilities tell you to "KO" certain cards, meaning "knock out". This means put them into a big "KO pile" off to the side of the game board, face up. Cards in the KO pile are permanently out of the game. The players and the game all share one big KO pile.

- Important: If a card says to KO "one of your Heroes/Allies", that can be a Hero/Ally you've already played this turn or a Hero/Ally still in your hand. If you KO a Hero/Ally you already played this turn, you still get to use the Recruit Points, Attack, and special abilities that Hero produced.
- Getting some of your starting S.H.I.E.L.D. Heroes/HYDRA Allies KO'd is actually very good for you, since it means you will draw your more powerful Heroes/Allies more often, instead of drawing as many of the weaker S.H.I.E.L.D. Heroes/HYDRA Allies.

Madame HYDRA

Madame HYDRA gives 2 ★ and has a drawback "To play this card, you must discard a card from your hand." So to play this card and get its 2 ★, you must discard another card from your hand, like a spare HYDRA soldier. Madame HYDRA also has the "Dodge" keyword mentioned above. Using "Dodge" isn't "playing" this card, so you don't have to worry about Madame HYDRA's drawback when you Dodge with it. So to use Dodge, you just discard Madame HYDRA and draw a new card.

Mandarin's Rings

Mandarin's Rings are the first Henchman Group that isn't 10 identical cards. Instead, it's 10 unique cards. When using these with a Mastermind. Besides Mandarin, they represent blasts of power from a distance, without facing the full might of Mandarin in person.

Masterminds/Commanders Don't Count as "Villains"/"Adversaries"

Masterminds/Commanders are so powerful that they are far beyond regular Villains/Adversaries. As a result, Masterminds/Commanders don't count as mere "Villains"/"Adversaries," and special abilities that affect Villains/Adversaries won't affect Masterminds/Commanders.

- For example, the Scheme "Bank Robbery Hostage Crisis" says "Each Villain gets +1 🗡️ for each Bystander it has. Masterminds don't get this bonus.

Multiclass Cards

A  card counts as both a  card and a  card. These cards are great at enabling your Superpower Abilities!

New Recruits

In Marvel storylines, Super Villains often use assorted goons to help them fight. Some Villainous Allies specialize in amassing whole armies of recruits. In *Legendary*, New Recruits give you a short burst of power, then go away. When a card effect tells you to "gain a Recruit," put a New Recruit from the Recruit Stack into your discard pile. When you play a New Recruit, you return it to the Recruit Stack, you still get that Recruit's 1  this turn, and you get to draw a card from your deck.

OVERRUNS from Card Effects

- If a card effect causes an Adversary to overrun from the city at an unusual time, like the Plot "Crown Thor King of Asgard," remember to do the all normal Overrun effects, as if that Adversary had overrun normally. That automatically overrunning Adversary doesn't push anyone else out of the city. See "Crown Thor King of Asgard" in "Specific Card Clarifications" section for more details.
- When an Adversary is put into the Overrun Pile from some place besides the city, like the Plot "Resurrect Heroes with the Norn Stones," you don't do any overrun effects, since those Adversaries did not overrun from the city.
- Card effects that put Bystanders directly into the Overrun Pile without those Bystanders being carried away by Adversaries, like the Plots "Graduation at Xavier's X-Academy" and "Infiltrate the Lair with Spies," don't cause players to discard cards for those Bystanders, since they were not carried out of the city by Adversaries.

Schemes that Count "Escaped Villains"

Some Schemes across *Legendary* say things like "Evil Wins: When 8 Villains escape." Or "Evil Wins: When 4 Villains per player have escaped." These count all the Villains cards **currently** in the Escape Pile.

- This includes other card types like Bystanders, Heroes, or Master Strikes that were turned into Villains by special abilities and escaped the city as Villains.
- However, some cards in this set put  Heroes directly into the Escape Pile to raise the Hydra Level. Since these  Heroes never turned into Villains, they're not Villain cards, and they don't count towards the number of Villains that have escaped.
- There are a few Villains across *Legendary* that escape the city then leave the Escape Pile. For example, some Villains say "Escape: This becomes a Scheme Twist that takes effect immediately." Or, "Escape: This ascends to become a new Mastermind," Or, "Escape: Shuffle this Villain back into the Villain Deck." You don't have to remember that these Villains escaped when counting the number of "Escaped Villains," since "Escaped Villains" and "Villains that have escaped" only count Villain cards currently in the Escape Pile.

S.H.I.E.L.D. Heroes, HYDRA Allies and New Recruits

Maria Hill, S.H.I.E.L.D. Agents, S.H.I.E.L.D. Troopers, Madame HYDRA, HYDRA Operatives, HYDRA Soldiers, and New

Recruits are all "Heroes/Allies" cards. So, if you have to "KO one of your Heroes/Allies," you can KO one of your S.H.I.E.L.D. Heroes, HYDRA Allies, or New Recruits if you want. S.H.I.E.L.D. Heroes, HYDRA Allies and New Recruits are their own color/Hero/Ally Class: Grey "Basic Heroes/Allies." Grey counts as its own color for cards that count the number of colors you have. (Some of Captain America's cards count the number of colors you have, for example.)

Special S.H.I.E.L.D. Officers

There are 2 copies each of 8 different officers. Much like Maria Hill from the core set, all of these officers cost 3 and provide 2 . However, these special S.H.I.E.L.D. Officers also have Hero Classes (, , , , ) and additional abilities that make them more powerful than the basic S.H.I.E.L.D. Officer.

Shuffle the new 16 officers with the original 30 officers for all your games, so the stack is now permanently 46 cards. Keep the S.H.I.E.L.D. Officer Stack face down throughout the game. Whenever you recruit a S.H.I.E.L.D. Officer or gain one from a special ability, gain the top card from the stack. If an ability ever makes you return a card to the S.H.I.E.L.D. Officer Stack, put that card on the bottom of the stack.

These special officers still count as "S.H.I.E.L.D. Officers" for abilities that use that phrase. They are Heroes. They have the  team icon. However, since they have Hero Classes, they are not "gray cards" like Maria Hill is.

Printed

A Card's "printed  " means the number literally printed inside the card's  icon. Ignore any "+" symbols, "*" symbols, or special abilities on that card.

"Rescue/Kidnap a Bystander"

Some card abilities tell you to "rescue/kidnap a Bystander."

This means take the top Bystander from the Bystander stack and put it into your Victory Pile. This represents saving/kidnapping Bystanders that are fleeing all the chaos and destruction. Each Bystander in your Victory Pile gives you additional Victory Points at the end of the game. Some special Bystanders also give you special effects when you rescue/kidnap them. Bystanders can also be captured/guarded by Villains/Adversaries, as described above.

Important: Cards that say "rescue/kidnap a Bystander" don't let you save/kidnap Bystanders captured/guarded by specific Villains/Adversaries in the city - you have to defeat those Villains/Adversaries to save those Bystanders.

"Reveal an X-Men Hero/Ally or Gain a Wound/Bindings."

"Reveal a card" just means show the other players that you have it. You don't play or discard the card you revealed. When you have the opportunity to "reveal a card", you can reveal a card from your hand or you can reveal a card in front of you that you have already played this turn.

- For example, say you play a Wolverine card and a Deadpool card to make 5 Attack, and you still have four S.H.I.E.L.D. Agents in your hand. Then you fight the Villain Sabretooth. For Sabretooth's "Fight" effect, you can reveal the Wolverine  (X-Men) card you already played this turn so that you don't have to take a Wound.

- You could also just choose to gain the Wound if you really wanted, for example if you had lots of cards in your deck that benefited from Wounds.



"Reveal the Top Card of Your Deck"

If a card effect says to reveal a card from the top of a deck, and it doesn't say where to put that card afterwards, then that card stays where it was.

Running out of Cards in the Bystander, Wound, Bindings, S.H.I.E.L.D. Officer, HYDRA, or New Recruit Stacks

If one of these stacks runs out, the game continues. If a player would gain one of these cards, and there aren't any more of that card left in the appropriate stack, then you don't gain that card and the game continues. Don't take extra copies out of the KO pile.

Running out of Cards in the Hero/Ally Deck or Villain/Adversary Deck

If either of these decks runs out of cards before the Scheme/Plot is completed, finish the turn, and then the players have successfully survived the Scheme/Plot, but they didn't catch the Mastermind/Commander. As a result, the game is a draw between good and evil. The player with the most Victory Points wins an individual victory. Be sure to get the Mastermind/Commander next time!

Special Abilities on Cards

Special abilities on cards can override the rules of the game. Some cards tell "each player" to do something. In those cases, the player whose turn it is does it first. Then go in clockwise order. If a card tells you to do something, and you can't do all of it, then do as much as you can. For example: if a card tells you to KO two Bystanders from your Victory Pile, and you only have one Bystander, then KO that Bystander. If a special ability calls for a choice, and it's not obvious who should make the choice, then the player whose turn it is makes the choice.

Token Cards

Sometimes game play will cause additional Villains or Masterminds to be added during play. For example, a Master Strike may cause a special Villain to enter the city. Token cards represent these special characters that would otherwise be represented by the card that drew them out. Tokens are all

identified by a  in the upper right of the card. These new cards are optional so have fun with them!

Traps

Every Villain Group in the X-Men Set contains at least one Trap.

- When a trap is played from the Villain Deck, it gives you a challenge to complete this turn to avoid the Trap. If you complete the challenge, put the Trap in your Victory Pile and get its VP. A Trap is not a Villain and doesn't enter the city.
- If you fail to complete the challenge, then at the end of the turn you must KO the trap and suffer the listed consequences! (Do this after you draw a new hand).

"Villain/Adversary gets -2"

Some cards reduce Villains'/Adversaries' Attack. If a Villain's /Adversary's Attack goes to 0, you can defeat that Villain/Adversary without spending any Attack. A Villain's/Adversary's Attack can never go below 0.

Villains You Gain as Heroes

Several X-Men '92 cards start as Villains, but when you fight them, they become Hero cards and join you. If a card effect wants to know their costs as Heroes, use their Villain Attack value.

Wounds

Some special abilities make you gain Wound cards, representing your Heroes getting hurt very badly. When a player gains a Wound, take a Wound from the Wound Stack and put it into that player's discard pile. Wounds don't have any Recruit Points or Attack, so when you draw Wounds in your hand, your hand is weaker than normal.

- Some cards let you KO your wounds so you don't have to worry about them anymore. Some cards even turn Wounds to your benefit: when the Hulk gets wounded, it just makes him angry... and Villains wouldn't like him when he's angry!
- Wound cards aren't Heroes. If a card tells you to "KO one of your Heroes," you can't KO a Wound, since Wounds aren't Heroes. However, if a card says "KO one of your cards," then you can KO a Wound, since Wound cards are still cards.

Grievous Wounds

Civil War comes with 15 new "Grievous Wounds" that are more difficult to heal. Shuffle them all into the Wound Stack face down, so you have 45 total Wounds. Instead of normal Wound text, a Grievous Wound says something like "Healing: You may spend 5 ★, If you do, KO this Wound."

- Using these Healing abilities doesn't prevent you from recruiting and fighting that turn.
- You can only use these Healing abilities during your turn.
- Grievous Wounds still count as "Wounds" for all card effects.
- If you have a normal Wound, you can use its normal "KO all your Wounds" Healing ability to KO your Grievous Wounds too. But if you don't have a normal Wound in hand, then you can't.

"Your Cards" and "Cards You Have"

Remember that the phrases “your cards” and “cards you have” include both cards in your hand and cards you played this turn. (They don't count cards in your deck or discard pile.) So when Emma Frost and Empath say they “get + 1  for each grey Hero you have,” that includes both grey Heroes you played this turn.

"Your Heroes"/"Your Allies & "Heroes You Have"/"Allies You Have"

These phrases include both the cards in your hand and the cards you have played this turn. The Heroes/Allies in your deck and discard pile don't count.

- For example, say you play Captain America's "Perfect Teamwork" card. If you've played this  card and two  cards this turn, and you still have two  cards and a  card in your hand, then Perfect Teamwork would make 4 Power, since you have four colors of Heroes.

- Another example, Elektra says "Fight: KO one of your Allies. Then KO a Bindings from your hand or discard pile." When you fight Elektra, you can KO one of the Allies you already played this turn, or an Ally from your hand. If you KO an Ally you already played this turn, you still get that Ally's Attack, Recruit Points, and special abilities this turn.

Galactus' Cosmic Threat

Galactus has the "Cosmic Threat:  ability. This means:

"Once per turn, choose , , , , or . For each card of that color you reveal, this Enemy gets -3  for one fight this turn.

If you try to fight Galactus a second time in the same turn, he will return to his full  and you cannot use his Cosmic Threat ability a second time that turn.

Galactus Consumes the Earth

Galactus' Master Strike destroys a city space. Any Villain in that city space escapes. From then on, the city is smaller. Whenever Villains are pushed out of the new end space of the city, they escape as normal. Villains can't move into destroyed city spaces.

- If a city space like the Rooftops is destroyed, act as if that city space no longer exists, and the word Rooftops is not written on the board anymore. So card effects won't do anything that say "If there is a Villain on the Rooftops..." or "Move a Villain to the Rooftops..." or "If the Rooftops are empty....".
- For example, if Galactus destroys the "Streets" space, then the Burrow ability won't do anything anymore. If Galactus destroys the "Bank" space, then the Bank sentence from the Midtown Bank Robbery Scheme won't do anything anymore.

Mysterio

The new Mastermind Mysterio is a master of illusions. His Master Strike and some of his Tactics create additional "illusion" Tactics underneath him. You have to defeat all of Mysterio's Tactics to beat him. Even if you beat his four original Tactics, as long as he still has additional Tactics in his pile, he's not beaten yet.

- A Master Strike that becomes an additional Mysterio Tactic doesn't produce a special effect when you fight it - you just put it in your Victory Pile, score its Victory Points.
- Each Master Strike used as a Mysterio Tactic card is worth 6 Victory Points.

The Infinity Gauntlet

The relics called "Infinity Gems" harness energy so vast that even small fragments of that energy, known as "Shards," can unlock incredible power. Thanos, the Mad Titan of Death, seeks to unite all the Infinity Gems into the "Infinitely Gauntlet" to extinguish all life in the galaxy. Meanwhile, the alien Kree seek the Shards to accelerate their own genetic evolution. And the Guardians of the Galaxy steal Shards where they can just to survive.

Shards

The set contains 18 multivalued "Shard" tokens. These tokens can be gained by players, Villains and Masterminds from the supply. If a Shard would be gained, but there are none left in the supply, then no Shard is gained, and the game continues.

- Players:** When you gain a Shard, put it in front of you. You can spend a Shard to get +1  (returning the Shard to the supply). If you don't use the Shard immediately, you can keep it for future turns and use it later. You can spend as many Shards as you wish in a single turn. Shards do not have Victory Points.
- Villains:** When a Villain gain Shards, put them on that Villain from the supply. That Villain gets +1  for each Shard it has. After you defeat a Villain, you take one of its Shards. Return the rest to the supply. When a villain escapes, the Mastermind gains one of the Shards on that Villain. Return the rest to the supply.
- Masterminds:** When a Mastermind gain Shards, put them on that Mastermind from the supply. That Mastermind gets +1  for each Shard it has. After you fight a Mastermind, you take one of its Shards. Return the rest to the supply. Then do the Fight effect on the Mastermind Tactic, which might give the Mastermind additional Shards for future fights.

Infinity Gems

This set contains a unique new Villain Group called "Infinity Gems." This represents Thanos himself wielding the power of the Infinity Gems and defending them from Heroes. Infinity Gem Villain cards act just like any other Villains in the city. However, when you fight an Infinity Gem, you put it into your discard pile as an Artifact card.

- Infinity Gems you've defeated have 0 cost, have no color/Hero class, and don't count as Hero cards or Villain cards.
- When you have an Infinity Gem in your hand, you can play it just like any other Artifact.
- If a card effect moves an Infinity Gem back to the Villain Deck or city. then the Infinity Gem becomes a Villain card again.

Mandarin's Rings

Mandarin's Rings are the first Henchman Group that isn't 10 identical cards. Instead, it's 10 unique cards. When using these with a Mastermind besides Mandarin, they represent blasts of power from a distance, without facing the full might of Mandarin in person.

Multiple Masterminds

When some powerful Villains in the Secret Wars set escape, they ascend to become new Masterminds, so there are multiple Masterminds in the game! Schemes can do this too. Players must defeat all the Masterminds to win. When a Master Strike occurs, each Mastermind does its Master Strike ability. The player whose turn it is picks the order.

Sidekicks

Secret Wars adds a new Sidekick Stack to the game. Players can pay to recruit up to one Sidekick per turn. When card effects tell you to "gain Sidekicks," that doesn't count against the one-per-turn limit.

Special Sidekicks: Pet Avengers

Civil War comes with 15 new "Special Sidekicks:" superpowered pets known as the Pet AVengers! When you set up, shuffle them face down into the sidekick stack. Once per turn, a player can pay 2 ★ to recruit a Sidekick from the top of the Sidekick Stack. When you play any Sidekick, return it to the bottom of the Sidekick Stack.

- You still "played" that Sidekick and can use Superpower abilities based on its Hero Class.
- When a card effect says "gain a Sidekick," put the top card of the Sidekick Stack into your discard pile. That doesn't count against the pay-to-recruit-once-per-turn limit.
- If you have the other Sidekicks from Secret Wars Volume 1, shuffle them all into a single face-down Sidekick Stack.

Villains You Gain as Heroes

The Ultimates and Thor Corps start as Villains, but when you fight them, they become Hero cards and join you. If a card effect wants to know their cost as Heroes, use their old Villain Attack values

Specific Card Clarifications

- *** : A *** symbol on a card's Cost or Attack  is a signal that there's something unusual about that value, like Size-Changing, Chivalrous Duel, or another special condition needed to fight that Villain
- **Adrian Toomes:** When his Master Strikes make Villains use their Escape abilities, they don't actually leave the city or KO Heroes from the HQ.
- **Arnim Zola:** Zola often checks for Heroes that have "less than 2 printed  ." If you need to check a card for a value, and the card doesn't have that value, then it counts as 0. So, cards that don't have a printed  icon count as having "less than 2 printed  ."
- **Bathe Earth in Cosmic Rays:** If you KO a Hero during a Twist, and there are no Heroes in the HQ of the appropriate cost, you gain nothing.
- **Build an Underground Mega-Vault Prison:** When a card effect like this one causes an Adversary to enter the city in an unusual way, you do that Adversary's Ambush effect as normal. Adversaries entering the Sewers this way don't push any other Adversaries out of the city.
- **Bullseye - Fulfill the contract:** When you "Choose an Adversary Group," you can choose an Adversary Group like "avengers" or "Uncanny Avengers", or you can choose a Backup Adversary Group like "Multiple Man" or "Cops." But you can't choose the word "Backup" and count both Multiple Man and Cops. Likewise, you can't choose "X-

Men" and count both X-Men First Class and Uncanny X-Men.

- **Bystanders that become Villains:** If you defeat them, you still get any "rescue" effects on Special Bystanders. They count as Bystanders in your Victory Pile, not Villains.
- **Cage Villains in Power-Suppressing Cells:** The Cops stacked next to the Plot don't count as one of the Backup Adversary Groups in the Adversary Deck.
- **"Card Effect":** For Diving Catch and Unending Energy, a "card effect" is anything written on a card. When Bystanders are carried off by Villains, that discard is a game rule, not a card effect, so you can't use Diving Catch or Unending Energy then.
- **Card Values:** If an effect needs to know a number from a card, and that card doesn't have that kind of number, use 0. For example, if Gambit's "High Stakes Jackpot" reveals a Wound, he gets + .
- **Casual Bank Robbery:** You can only use the bonus +1 ★ once per turn.
- **Chameleon:** You copy the ★,  and special abilities of that Hero card, but you don't actually play that Hero card. So, you won't trigger Superpower Abilities of cards you play later in the turn.
- **Change the Outcome of WWII:** Start in the normal city, not a country. As you enter new countries, you can use the Scheme card to mark the new edge of the city. In smaller countries, omit the Bridge first, then the Streets, etc. If Evil conquers a country's capital, you still stay in that country until the next Scheme Twist comes up. Sometimes you might enter a new country, then play additional Villain cards and enter another country right away.
- **Charles Xavier, Professor of Crime:** This Mastermind can put Hidden Witnesses on Heroes in the HQ. These work the same way as other Hidden Witnesses.
 - You can't recruit Heroes that have Hidden Witnesses on them until someone pays to rescue those Hidden Witnesses
 - Those Hidden Witnesses still count as Bystanders to increase Charles Xavier's .
 - If a Hero in the HQ is KO'd by an escaping Villain or leaves the HQ because of some special ability, then KO any Hidden Witnesses on that Hero.
- **The Clone Saga:** "Henchman Villains" are still Villains. So, if 2 Henchman Villains with the same card name escape, Evil Wins.
- **Crown Thor King of Asgard:** Put the Thor Adversary next to this Plot whether or not the rest of the Avengers are in the Adversary Deck. When Thor overruns during this Plot (whether naturally or because of a Plot Twist), he creates several effects:
 - Thor KOs an Ally from the Lair that costs 6 or less, just like an overrun.
 - Each player discards a card because Thor was guarding Bystanders.
 - Do the Overrun ability on Thor's card.
 - Stack a Plot Twist from the KO pile next to the Plot, as the Plot says.
- **"Defeat":** When a card tells you to "defeat an enemy," you still do that enemy's Fight effect. You ignore restrictions like Zero and Forearm.
- **Detonate the Helicarrier:** During a Scheme Twist, keep KO'ing Heroes from the same HQ space until that space is "Destroyed."
- **Dr. Octopus - Eight Arms:** This card says "If this is the

eighth card you played this turn, you get +2  Discarding cards through their "Dodge" abilities doesn't count towards this, since you are not "playing" those Dodge cards, just discarding them. Playing New Recruits and returning them to the Recruit Stack does count, since you are playing those cards. Bindings and Wounds Don't count towards this, since you don't "play" them, you just use their Betrayal or Healing abilities from your hand. The best way to use Eight Arms is to play cards that let you draw extra cards, like some of Dr. Octopus' other cards.

- **Escape:** If a card causes a Villain to escape at an unusual time (like Mole Man's Master Strike), remember to do all the same effects as if that Villain had escaped normally.
- **Everybody Hates Deadpool:** Besides just being true, this is the name of a scheme. Henchmen are kind of villain, so if your using the henchmen groups Hand Ninjas, then the Hand Ninjas will have: Revenge for Hand Ninjas".
- **Fear Itself:** Put the 6th-8th Ally cards in a second row under the lair. They're not under any specific city space. If a reduction of Fear level results in an Ally in the top Lair row to be KO'd, all cards in the top Lair row shift to the left and the left card of the bottom Lair row moves to the right side of the top Lair row. Once the Fear Level is below 5, do not shift any cards when an Ally gets KO'd.
- **Firestar & Mysterio - Shifting Illusions:** "If that card has an  icon..." refers to having the big  icon in the lower-left. So "Enchantress - Irresistible Bride" is not considered to "have an  icon."
- **Forge the Infinity Gauntlet:** When card effects like this Scheme cause Villains to enter the city at an unusual time, do the normal Ambush effects.
- **Healing and Masterminds:** As a new rule, you can't use the "Healing" ability on Wound cards on the same turn that you fight a Mastermind.
- **Hero Class:** Hero Classes include , , etc. Basic S.H.I.E.L.D. Agents and Troopers have no Class, Team icons aren't Hero Classes. (This works differently from Captain America cards in the *Legendary* Core Set, which counts colors including grey.)
- **Hidden Heart of Darkness:** This Scheme shuffles Mastermind Tactics into the Villain Deck as Villains. These Tactics don't get  bonuses from abilities that increase the Mastermind's own . When you fight these Tactics, they become normal Mastermind Tactics in your discard pile, not Villains. If a special effect would try to shuffle a Tactic back into the Mastermind's Tactics during the Scheme, ignore it.
- **Invade the Daily Bugle HQ:** Villains entering the HQ don't cause Ambush effects or Escape effects. Villains in the HQ aren't in any city space. For example, if Carrion is fought while in the HQ, he can't be "put back in the city space where he was." If there is a Villain in the HQ space under Doppelganger, or if Doppelganger is in the HQ, then Doppelganger's  is 0.
- **Invincible Force Field:** You can use  for some Force Fields and  for others in the same fight.
- **King Hyperion:** While this Mastermind is in the city, he pushes other Villains forward as normal, if he escapes, you still KO from the HQ and discard for any Bystanders carried away as normal. However, since Masterminds don't count as Villains, card effects that mention "Villains" won't work on him.

- **Kingpin - Pull the Strings:** This card says "Whenever a card effect causes you to gain a New Recruit this turn, put that New Recruit into your hand. Gain a New Recruit." a 'card effect' is anything written on a card. So the recruit you gain from Pull the Strings itself goes to your hand. Once you have played Pull the Strings, any New Recruits you gain from other card effects for the rest of the turn also go to your hand. However, when you spend 2  to recruit a New Recruit, recruiting is not a card effect, so those recruited New Recruits go to your discard pile, not your hand. When you play a New Recruit, the card "Kingpin - Endless Underlings" can put that New Recruit on the bottom of your deck. That is not "gaining" New Recruits, so Pull the Strings won't put those New Recruits from the bottom of your deck into your hand.
- **Kree-Skull War:** A Scheme's setup instructions override a Mastermind's "Always Lead" ability and the normal rules. For 2 players, include the Kree Starforce and Skrull Villain Groups, overriding the Mastermind's "Always Leads" ability if necessary. For 1 player, include both the Kree Starforce and Skrull Villain Groups, and the Villain Deck will be larger than normal. When card effects like this Scheme cause Villains to escape the city at an unusual time, do all the normal Escape effects.
- **Liz:** You can't use more than one of these on the same Coordinate.
- **Mass Produce War Machine Armor:** If the Setup rules for a Plot conflict with a Commander's "Always Leads" ability, then the Plot takes priority. So when you play this Plot with Odin and 2 or 3 players, use S.H.I.E.L.D. Assault Squads as the Backup Adversary group, not Asgardian Warriors. For 1 player Advanced Solo Mode, this Plot's setup rules say to use all ten S.H.I.E.L.D. Assault Squad cards, not just three.
- **Mr. Sinister:** When you fight Mr. Sinister, you rescue all the Bystanders he had. Then, if his Fight effect gives him more Bystanders, those stay on him for the future. When you win the Final Showdown, you also rescue all the Bystanders on Mr. Sinister.
- **Mystique - Show Your True Colors:** You can only use the color-changing ability when you play this card. You can't change this card's color/Ally Class during other players' turns.
- **Mystique - Unpredictable Shapeshifter:** You can't use any "Dodge" ability of the Ally card you revealed. because Dodge requires you to discard the Dodge card from your hand, and the Ally card you revealed isn't in your hand. When you play a copy of a card, your next cards that turn can use Superpower abilities based on the copied card's Hero Class. You can also count the copied card towards effects like "For each card you played this turn..."
- **Namor, the Sub-Mariner:** For Namor's Ambush and Overrun abilities, finish moving the new Adversary into the city and/or pushing any Adversary out of the city before checking whether there are any other Defenders in the city for Namor's abilities.
- **Nick Fury - Total Fury:** When a card tells you to "defeat an Adversary," you still do that Adversary's fight effect. You ignore restrictions like the one on Iron Fist. You can't defeat the Commander this way, since Commanders aren't Adversaries.
- **Odin:** Like any "each player (does something)" effect, the current player does it first, then go in clockwise order. A player must gain a Bindings if they have no Asgardian Warriors in their Victory Pile to place, or if there are no

empty city spaces in which to place one of their Asgardian Warriors.

- **"Own":** You "own" all the cards in your hand, deck, played pile, discard pile, and Victory Pile.
- **Phoenix-Force Cyclops:** When you play a Hero card that KO's itself, you still played that card, so you can still use other Superpower Abilities that trigger from its classes or team.
- **Pickpocket:** "Printed  means the number literally printed inside the card's  icon. Ignore any '+' symbols, '-' symbols, or special abilities on that card.
- **Professor X:** If there is a tie for the highest-cost Allies in the Lair, the current player breaks those ties. The current player chooses which order to stack those Allies.
- **Pull Reality into the Negative Zone:** Recruit points act as Attack points and Attack Points act as Recruit Points.
- **Reality Gem, Soul Gem, and Space Gem:** Always do Ambush effects after the card enters the city and pushes other Villains forward. So Soul Gem and Reality Gem count themselves for their Ambush effects.
- **Reveal:** If an effect says to reveal a card from the top of a deck, and it doesn't say where to put that card afterwards, then that card stays where it was.
- **Secret Invasion of the Skrull Shapeshifters: Note:** Heroes carried away under escaping Villains like Skrull Queen Veranke and Skrull Shapeshifters do count towards evil winning.
- **Sinister Ambitions:** If an escaping Ambition says "each other player", do it to each player.
- **Spider-Man:** If a card effect needs to know a number from a card, and that card doesn't have that kind of number, use 0. For example, Spider-Man says "fight: Reveal the top card of the Adversary Deck. If that card is worth 2VP or less, play it. If you play a card from the Adversary Deck this way, put Spider-Man back on top of the Adversary Deck. "if you reveal a Plot Twist or Command Strike with Spider-Man's ability, that Twist or Strike is worth 0VP, so you would play it. If you reveal a Bystander this way, that card is worth 1VP, since it says 1VP on the card. When you fight Spider-Man, put him in your Victory Pile, then do his Fight effect, which might put him back on top of the Adversary Deck or might not.
- **Spider-Queen:** When card effects like her Master Strike cause Villains to enter the city, those Villains still do their Ambush effects.
- **Thanos:** His  is only reduced by Infinity Gems players "control" - not Infinity Gems in players discard piles or decks. When fighting Thanos in Solo Mode and using a Villain Group besides Infinity Gems, Thanos gets -2  for each villain in your Victory Pile from that Group.
- **Ultron:** This Mastermind's abilities put Heroes into a "Threat Analysis" pile. He says "Ultron is Empowered by each color in his Threat Analysis pile." This means he gets +1  for each card in the HQ that matches any color among all the cards in his pile. It doesn't matter whether he has one  card or three  cards in his pile – either way he gets +1  for each  card in the HQ.
- **Venom Blast:** "If that card has a ★ icon..." refers to having the big ★ icon in the lower-left. So, Venom Blast doesn't draw more copies of Venom Blast or Pickpocket.
- **Watchful Eye:** If this Kos any Master Strikes, those Master Strikes still count for Striker, since Striker counts

Master Strikes "in the KO pile and/or stacked next to the Mastermind."

- **Weave a Web of Lies:** You can only pay 1 ★ once for each Villain you defeat.
- **X-Cutioner's Song:** "Enemy" means Villain or Mastermind. Since Masterminds aren't Villains, Masterminds don't get +  from capturing Heroes like the Villains do in this Scheme.

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Hero/Ally Types

 **Strength Heroes/Allies** include Heroes/Allies with raw strength, but also Heroes/Allies with strength of will, determination, and strong leadership.

 **Instinct Heroes/Allies** use savagery and quick reflexes to dominate combats. Some Instinct Heroes/Allies use superhuman senses to get an edge on their opponents.

 **Covert Heroes/Allies** include Heroes/Allies using trickery and deception to outwit their foes. They also include Heroes/Allies making clever battle plans and Heroes/Allies using subtle superpowers to gain subtle advantages.

 **Tech Heroes/Allies** include Heroes/Allies using advanced weaponry, incredible gadgets, brilliant inventions, or next-generation science.

 **Ranged Heroes/Allies** like to blow things up. Some Ranged Heroes/Allies use inherent superpowers to blast things, while others use energy beams, elemental powers, and mental assaults.

Basic Heroes include all the starting S.H.I.E.L.D. Heroes and S.H.I.E.L.D. Officers. They are Heroes in their own way, but they don't quite get the job done as well as high-flying super heroes.

Multiclass Cards New to Secret Wars, a   card counts as both a  card and a  card. These cards are great at enabling your Superpower Abilities.

Teams

 **Avengers:** "And there came a day, a day unlike any other, when Earth's mightiest heroes and heroines found themselves united against a common threat. On that day, the Avengers were born—to fight the foes no single super hero could withstand!" - Avengers Prologue. The Avengers Heroes in the first set of Legendary are Black Widow, Captain America, Hawkeye, Hulk, Iron Man, and Thor.

 **Brotherhood:** Magneto formed the Brotherhood of Mutants on the philosophy that mutants are a superior, evolved

species with the destiny to dominate humankind. This doctrine brings them into frequent conflict with the X-Men. The Brotherhood Allies in this Legendary set are Juggernaut, Magneto, Mystique, and Sabertooth.



Cabal: In the 2015 Marvel mega-story Secret Wars begins with a terrifying discovery; all the parallel dimensions in the Marvel Universe are hurling towards each other! Wherever they collide, only one dimension will survive. The others will be utterly destroyed! A group of evil geniuses form the Cabal with a different plan from the Illuminati; stop other dimensions from colliding with ours...by destroying them all with antimatter bombs! In Secret Wars 2, the Cabal survived the destruction of the old universe in a trans-dimensional "life raft" spaceship filled with Thanos's sadistic conquerors. Now they seek to depose the rulers of Battleworld to claim it for themselves!



The Champions are a teenage Superhero team determined to bring the shadowed legacy of the Avengers into a new age of optimism and hope. After the Civil War storyline turned Avenger against Avenger, the Champions struck out on their own, using media to mobilize the whole world in a new movement for justice against hate and abuse of power.



Crime Syndicate: The city streets of the Marvel Universe are ruled by Super Villains who are experts in manipulation, organized crime, and outright violence. The Crime Syndicate in this Legendary set are Bullseye and Kingpin, and Joe Fixit.



The Fantastic Four and their former foe Silver Surfer must unite to stop the cosmic forces of evil from destroying everything we know.



Foes of Asgard: Thor and his father Odin hail from Asgard, a mystical otherworldly realm of supernatural beings worshipped as Norse gods. Though Asgard has many powerful defenders, it also has many powerful enemies. The Foes of Asgard in this Legendary set are Enchantress and Loki.



Guardians of the Galaxy: Enemies often underestimate this ragtag crew of misfits. But when stakes are high, the Guardians put aside their differences, unite their unique powers, and save the galaxy from interstellar threats.



Heroes of Asgard: Wielding incredible powers, Asgardians like Thor and Sif were worshipped as gods by early Norse tribes. Now they storm back to Earth to defend it from ancient, awakening threats.



HYDRA: HYDRA is a secret criminal organization working to infiltrate and subvert the world's governments and institutions. HYDRA often collaborates with super villains to seize power at any cost. The HYDRA Allies in this set of Legendary are the HYDRA Operatives, Soldiers, and Madame HYDRA.



Illuminati: The 2015 Marvel mega-story Secret Wars begins with a terrifying discovery; all the parallel dimensions in the Marvel Universe are hurling towards each other! Wherever they collide, only one dimension will survive. The others will be utterly destroyed! The smartest genius Heroes in the world band together as the Illuminati, in a desperate search to stop it. It continues in Secret Wars 2 with a shocking twist: the Heroes have failed, and the Marvel Universe has been destroyed! A vast power has combined fragments of parallel dimensions into a new "Battleworld" of wildly different regions. The band of superhero geniuses survived the destruction of the old universe in a trans-dimensional "life raft" spaceship. Now they work to solve the mystery: Who created Battleworld?



Marvel Knights are a loose group of street-level Heroes that take down Villains through vigilante justice.



Mercs For Money are group of mercenaries gathered together by Deadpool was originally named Heroes for Hire.



New Warriors: The New Warriors were at the center of the Superhero Registration Act controversy. In a reckless battle they initiated with a group of super-villains, the super-villain Nitro exploded, killing hundreds of civilians in Stamford. Speedball was the only New Warrior to survive.



S.H.I.E.L.D.: The "Strategic Hazard Intervention Espionage Logistics Directorate" is a clandestine military and espionage organization led by Director Nick Fury. It works behind the scenes to stop super powered Villains before they get out of hand. The S.H.I.E.L.D. Heroes in the first set of Legendary are Nick Fury and the S.H.I.E.L.D. Agents, Troopers, and Officers.



Sinister Six: When Spider-Man's super-villain enemies could not defeat him as individuals, they banded together as the Sinister Six to crush Spider-Man once and for all. The Sinister Six Allies in this Legendary set are Dr. Octopus, Electro, Green Goblin, Kraven, Mysterio, and Venom.



Spider Friends: Spider-Man and his allies use speed, cunning, and rapid-fire attacks to take down foes.



Venomverse: Dark, dripping, violent, and scary, Venom is one of the most iconic characters in the Marvel Universe. The "Venom" symbiote is originally an alien life form. On Earth, it bonded to a series of human hosts, coating each in a deadly shell with razor claws and alien goo.



Warbound: Fighting for his life as his strength slowly grows, Hulk forms a blood pact with an unlikely band of powerful alien gladiators: the Warbound. Together they rise through the ranks, pursue a death-defying series of journeys, and eventually rally the people of Sakaar to overthrow the tyrannical Red King.



X-Force: is Cable's handpicked "Black Ops" strike force of super powered mutants that takes on missions too dark for the X-Men.



X-Men: Born as mutants, with strange superpowers that set them apart, the X-Men are sworn to protect a world that hates and fears them. The X-Men Heroes in the first set of Legendary are Cyclops, Emma Frost, Gambit, Rogue, Storm, and Wolverine.

Cooperative and Competitive Play

Legendary is both cooperative (with players cooperating to beat the Mastermind) and competitive (with players competing to get the most Victory Points). Some play groups like to focus on cooperating. Other groups focus on competing. And some groups do a little of both. Some players even start out competing, and then switch to cooperating more and more as the Mastermind gets closer to victory. This matches a lot of Marvel storylines!

Adjusting Difficulty

Some play groups like an easier challenge when introducing new or younger players or after the Mastermind wins. Other groups like to face tougher and tougher challenges. One way to adjust the difficulty level is choosing which cards to use in your next game:

- **Mastermind**
 - The Masterminds with higher Power are much harder to beat. This is the easiest way to adjust difficulty.
- **Scheme**
 - You will find that some Schemes are more difficult than others. Some Schemes are especially difficult in combination with certain Masterminds or Villain Groups.
- **Villain Groups**
 - Some Villain Groups are tougher than others. For example, the Enemies of Asgard are especially tough, while the HYDRA Villain Group is much easier.
 - If you are seeking even greater challenges, you can also play these especially dangerous Challenge Modes. You can even combine the extra Scheme Twist modes with the extra powerful Mastermind modes. See if you can beat them all!

Hero Challenge Modes

Challenge Mode	Effect
Heroic Mode	Add an extra Scheme Twist to the Villain Deck.
Champion Mode	Add two extra Scheme Twists to the Villain Deck.
Legendary Mode	Add three extra Scheme Twists to the Villain Deck.
Distracted Mastermind	The Mastermind gets -1
Maniacal Mastermind	The Mastermind gets +1
Enraged Mastermind	The Mastermind gets +2
Tyrant Mastermind	The Mastermind gets +3
Nightmare	The Mastermind gets +4

Mastermind	
All-Powerful Mastermind	The Mastermind gets +5 .
Gimpy Hand	Each player's hand size is five cards instead of six.
Opening Salvo 1, 2, 3, 4, 5, or 6	At the beginning of the game, each player gains that many Wounds.
Growing Threat	The Mastermind gets +1 each time they are defeated.
Army of Evil 1, 2, 3, 4, or 5	Each Villain gets + equal to that number.
Endless Hatred	Whenever you complete a Scheme Twist, also play the Mastermind's Master Strike ability.
Evacuate the Wounded	Whenever a Hero you own is KO'd, you gain a Wound.
Final Blow	After you defeat the Mastermind's four Tactics, you must still fight them a fifth time to claim the actual Mastermind card and win.
Plots upon Plots	Whenever you complete a Scheme Twist, play another card from the Villain Deck.
Pain upon Pain	Whenever you complete a Master Strike, play another card from the Villain Deck.
Hell on Earth	Play two cards from the Villain Deck each turn instead of one.

Villain Challenge Modes

Challenge Mode	Effect
Fiend Mode	Add an extra Plot Twist to the Adversary Deck.
Arch-Villain Mode	Add two extra Plot Twists to the Adversary Deck.
Legendary Mode	Add three extra Plot Twists to the Adversary Deck.
Distracted Commander	The Commander gets -1 .
Determined Commander	The Commander gets +1 .
Enraged Commander	The Commander gets +2 .
Devastating Commander	The Commander gets +3 .
Supreme Commander	The Commander gets +4 .
All-Powerful Commander	The Commander gets +5 .
Hand of Fate	Each player's hand size is five cards instead of six.
Prison Break 1, 2, 3, 4, 5, or 6	At the beginning of the game, each player gains that many Bindings.
Growing Threat	Each time the Commander is defeated, it gets +1 for the rest of the game.
Army of Glory 1, 2, 3, 4, or 5	Each Adversary gets + equal to that number.
Endless Spite	Whenever you complete a Plot Twist, also play the Commander's Command Strike ability.
Imprison the	Whenever an Ally you own is KO'd,

Wounded	you gain a Bindings.
Final Blow	After you defeat the Commander's four Tactics, you must still fight them a fifth time to claim the actual Commander card and win.
Plots upon Plots	Whenever you complete a Plot Twist, play another card from the Adversary Deck.
Pain upon Pain	Whenever you complete a Command Strike, play another card from the Adversary Deck.
Crackdown	Play two cards from the Adversary Deck each turn instead of one.

Lowering Difficulty:

If you want to give newer or younger players a boost to help them compete with veteran players, you can replace some of the S.H.I.E.L.D. Agents /HYDRA Operatives with S.H.I.E.L.D. Officers/ Madame HYDRA in the new players' starting decks. This will also make it easier for all the players to beat the Mastermind/Commander.

How to Teach the Game

For most groups, the best way to teach the game is just to start playing it. There's no need to explain every single detail before you begin. Instead just tell people the overall theme and goal of the game, pointing to the different elements as you mention them. You can use your own words, or say something like this:

"This is a Marvel Super Heroes Deck-Building Game. Each of us starts with a small deck of basic Heroes. Over time, we're going to recruit these awesome Super Heroes, fight Super Villains, and eventually take down the evil Mastermind. There are different Heroes and a different Mastermind every time you play. This time it's Red Skull. If we beat Red Skull four times, then we all win as a team, and the person who scores the most Victory Points is the individual winner. But while we're playing, the game is fighting back. Red Skull is trying to accomplish this evil Scheme, "Unleash the Power of the Cosmic Cube." If he does, then evil wins, and all of us lose. The best way to learn is just by playing. Everybody shuffle your deck and draw six cards. I'll go first."

Then just take your first turn, explaining what you do as you do it. You don't need to explain what Bystanders or Scheme Twists or Master Strikes do until they come up. This method gets people into the action quickly, and everyone will figure it out as they go.

Advanced Solo Mode

You can also play Legendary with a single player, completing to defeat the Mastermind/Commander and get the highest score you can. Here are the adjustments you need:

Solo Setup

- Hero/Ally Deck - Use the cards for three Heroes/Allies, 42 cards in total.
- Mastermind/Commander - Ignore the Mastermind's/Commander's "Always Leads" ability.
- Villain/Adversary Deck: Use these cards:
 - 1 Villain/Adversary Group
 - 3 Henchman/Backup cards from the same Henchman/Backup Group (not all 10 cards)
 - 1 random Bystander
 - 5 Master/Command Strikes
 - The normal number of Scheme/Plot Twists listed on the Scheme/Plot.

- Scheme - Use any Scheme except Super Hero Civil War and Negative Zone Prison Breakout.

Extra Scheme/Plot Twist and Master/Command Strike Effects

- **Scheme/Plot Twist** - Whenever you complete a Scheme/Plot Twist effect, choose a Hero/Ally from the HQ/Lair that cost 6 or less and put it on the bottom of the Hero/Ally Deck. (This lets you avoid Heroes/Allies you don't want and helps you craft your personal strategy.)
- **Master/Command Strikes** - Whenever you complete a Master/Command Strike effect, play another card from the Villain/Adversary Deck.

These special solo effects are very easy to overlook in the heat of battle, so be careful to remember!

Solo Bindings

In Advanced Solo Mode, if you use the "Betrayal" ability on Bindings, KO all the Bindings in your hand.

"Each Other Player"

When a Hero/Adversary or Mastermind/Commander Tactic tells "each other player" to do something, do it yourself. (Don't do this for cards effects on Ally cards.)

Mastermind/Commander Abilities Linked to Specific Villain/Adversary Groups

Some Masterminds/Commanders like Odin, Mole Man, and Apocalypse have special abilities linked to a specific Villains/Adversaries that they "Always Lead." In Advanced Solo Mode, if you don't use the Group that this Mastermind/Commander "Always Leads," then apply that ability to the corresponding Villain/Adversary Group or Henchmen/Backup Group that you are using. Use this rule for other Legendary sets as well. For example, in Advanced Solo Mode:

- Odin's abilities apply to whichever Backup Group you are using, as if they were Asgardian Warriors.
- Mole Man's abilities apply to whichever Adversary Group you are using as if they were Subterranea.
- Apocalypse gives +2  to whichever Adversary Group you are using, as if they were Four Horsemen. If one of each of the different Adversaries in the Adversary Group overruns, Apocalypse instantly wins

Advanced Solo Mode Scoring

If you win the game, add up your Victory Points and subtract these penalties:

- -4 for each Bystander carried away/to safety by escaping Villains/overrunning Adversaries.
- -3 for each Scheme/Plot Twist that occurred
- -1 for each Villain/Adversary that escaped/overrun out of the city.

Write down your score and which Heroes/Allies and Scheme/Plot and Mastermind/Commander you used. Compete to get better scores against that Mastermind/Commander and Scheme/Plot with different Heroes/Allies!

Final Showdown (Optional)

When a player defeats the fourth Mastermind Tactic, that player finishes their turn and draws six cards as normal. Then it's time for the Final Showdown between the players and the Mastermind! Each player in turn now takes a special "Showdown Turn," starting with the player on the left of the

player who defeated the fourth Mastermind Tactic. In a Showdown Turn, you don't play the top Villain card, you don't recruit Heroes, and you don't fight Villains. Instead:

- Play the cards in your hand as normal, using those cards' special abilities as normal, and producing Recruit Points and Attack as normal.
- Add together all the Recruit Points and Attack you produce into a single, big Showdown Total.
- Don't draw a new hand at the end of your Showdown Turn.

Whichever player has the highest Showdown Total wins the Final Showdown! That player puts the actual Mastermind card into their personal Victory Pile. That card is worth several Victory Points. When the Final Showdown is complete, then the Mastermind has been utterly defeated, and all the players win a team victory! In addition, the player with the most Victory Points in their Victory Pile wins an individual victory and is the most legendary hero of all!

Tied Final Showdowns

If multiple players tie for the highest Showdown Total, then it's time for a Super Showdown! Each of the tied players discards all the cards they played and draws a new hand of six cards. Each of those players then takes another Showdown Turn to find the winner of the Final Showdown. If players keep tying, keep running additional Super Showdowns until someone wins the Showdown. **If the group agrees before the game, you can also play without the Final Showdown.**

Villains is Fully Compatible with Other Marvel Legendary Sets

Villains set is fully compatible with other sets of Marvel Legendary. You can freely mix and match elements from both Villains sets and Heroic sets. When mixing sets, some players enjoy talking about a storyline reason for why Heroes and Villains are working together, based on the specific Scheme/Plot, Heroes and Villains they happen to be using. Marvel storylines are full of times when Loki works together with Thor to take down a mutual foe, or Magneto and his Brotherhood work together with Professor X and his X-Men to survive a deadly threat to mutantkind, and so on. Here's how to mix the sets together:

Equivalent Terms

The following game terms are considered completely equivalent. Any card effect that mentions one of these terms effects the equivalent term in the same way. For example, if an Adversary card does something to "your Allies", it does the exact same thing to "your Heroes", since "Allies" and "Heroes" are "equivalent terms."

Heroic Sets	Villainous Sets
Hero	Ally
Villain	Adversary
Henchmen Villain	Backup Adversary
Mastermind	Commander
Mastermind Tactic	Commander Tactic
Master Strike	Command Strike
Scheme	Plot
Scheme Twist	Plot Twist
Escape	Overrun
Villain captures a Bystander	Adversary guards a

	Bystander
Player rescues a Bystander	Player kidnaps a Bystander
"Evil Wins"	"Good Wins"

Setup When Combining Villainous and Heroic Sets

Setup the same way as normal, with these changes:

- **Scheme/Plot:** Choose randomly amongst all Schemes and Plots. You can use either Scheme Twist or Plot Twists, since they are equivalent terms.
- **Mastermind/Commander:** Choose randomly amongst all Masterminds and Commanders. If you wish, you may choose specifically from the ones that match the Evil/Good alignment of your Scheme/Plot. Or you can choose from amongst all the Masterminds/Commanders together. You can use either Master Strikes or Command Strikes, since they are equivalent terms.
- **Board:** Use either a Heroic board if a Scheme is selected or Villainous board if a Plot is selected. If you play the Heroic board, enemies will enter the city in the Sewers, and move towards the Bridge. If you play on a Villainous board, enemies will enter the city in the Bridge and move toward the Sewers. If your Scheme/Plot mentions specific city spaces, use a board matching that scheme.
- **Card Stacks on Board:** Put stacks on the board for S.H.I.E.L.D. Officers and Madame HYDRA and New Recruits. Players can recruit from any of these stacks during the game. Since these three stacks are all functionally different, players will have more options than normal.
- **Wounds & Bindings:** Put out stacks for both Wounds and Bindings.
- **Bystander Deck:** Shuffle all Bystanders together from all sets you have into one large Bystander Deck.
- **Players' Starting Decks:** Choose either S.H.I.E.L.D. or HYDRA. Give each player a starting deck from those cards.
- **Heroes/Allies:** Choose randomly the appropriate number of Heroes/Allies from among all Heroes and Allies you have.
- **Villains/Adversaries:** Choose randomly the appropriate number of Villain/Adversary Groups and Henchmen/Backup Groups from among all the ones you have.
- **If using only "Fear Itself" without "The Villains Set", use the following rules:**
 - If a card effect would cause you to gain a Madame HYDRA, you would gain a S.H.I.E.L.D. Officer instead.
 - If a card effect would cause you to gain a New Recruit, you get +1  instead.
 - If a card effect mentions Bindings, use Wounds.
 - If a card mentions or is part of the HYDRA team  , use the S.H.I.E.L.D. team instead .

Terms That Are Not Equivalent

Bindings	Wounds
S.H.I.E.L.D.	HYDRA

Bindings & Wounds

These card types are not equivalent and work differently from each other. Some card effects in your game may give Wounds while others give Bindings. A player might gain some of each.

Card effects that "KO a Wound" cannot be used to KO Bindings, and vice versa. On your turn, if you use the "Healing" ability on a Wound card, it's ok to use the "Betrayal" ability on a card during the same turn.

S.H.I.E.L.D. & HYDRA

While the starting decks have the same numbers, these starting cards are not considered equivalent. Some card effects, like Nick Fury, specifically talk about S.H.I.E.L.D., Heroes, or HYDRA Allies. These effects do not apply to the other team. S.H.I.E.L.D. Officers and Madame HYDRA work differently from each other and are also not considered equivalent.

Other Teams

No other team icons are considered equivalent either. Members of the Brotherhood are not equivalent to X-Men, etc.

Game Contents

Basic Set: Rulebook, game board and 560 cards
Dark City: Rules insert and 350 cards
Fantastic 4: Rules insert and 100 cards
Paint the Town Red: Rules insert and 100 cards
Villains: Rule book, game mat, dividers, and 550 cards
Guardians of the Galaxy: Rules insert and 100 cards
Fear Itself: Rules insert and 100 cards
Secret Wars Vol. 1: Rules insert and 350 cards
Secret Wars Vol. 2: Rules insert and 350 cards
Captain America 75th Anniversary: Rules insert and 100 cards
Civil War: Rules insert and 370 cards.
Deadpool: Rules insert 100 and cards.
Noir: Rules insert and 101 cards.
X-Men: Rules insert and 394 cards.
Spider-Man Homecoming: Rules insert and 101 cards.
Champions: Rules insert and 100 cards.
World War Hulk: Rules insert and 400 cards.
MCU Phase 1 Core Set: Rulebook, game mat and 393 cards
Ant-Man: Rules insert and 100 cards.
Venom: Rules insert and 100 cards.
Dimensions: Rules insert and 100 cards.
Revelations: Rules insert and 200 cards.
S.H.I.E.L.D.: Rules insert and 100 cards.
Heroes of Asgard: Rules insert and 100 cards.
The New Mutants: Rules insert and 100 cards.

Heroes: 14 cards for each (each Hero has 1 rare, 3 uncommon, 5 of one common, and 5 of another common)

Basic Set: Black Widow, Captain America, Cyclops, Deadpool, Emma Frost, Gambit, Hawkeye, Hulk, Iron Man, Nick Fury, Rogue, Spider-Man, Storm, Thor, Wolverine

Dark City: Angel, Bishop, Blade, Cable, Colossus, Daredevil, Domino, Elektra, Forge, Ghost Rider, Iceman, Iron Fist, Jean Grey, Nightcrawler, Professor X, The Punisher, Wolverine

Fantastic 4: Mr. Fantastic, Invisible Woman, Thing, Human Torch, Silver Surfer

Paint the Town Red: Black Cat, Moon Knight, Scarlet Spider, Spider-Woman, Symbiote Spider-Man

Guardians of the Galaxy: Drax, Gamora, Groot, Rocket Raccoon, Star-Lord

3D: Howard the Duck, Man Thing.

Secret Wars Vol. 1: Apocalyptic Kitty Pride, Black Panther,

Black Bolt, Captain Marvel, Dr. Strange, Lady Thor, Magik, Maximus, Namor, Old Man Logan, Proxima Midnight, Superior Iron Man, Thanos, Ultimate Spider-Man.

Secret Wars Vol. 2: Agent Venom, Arkon the Magnificent, Beast, Black Swan, The Captain and the Devil, Captain Britain, Corvus Glaive, Dr. Punisher - Soldier Supreme, Elsa Bloodstone, Phoenix Force Cyclops, Ruby Summers, Silk, Shang-Chi, Soulsword Colossus, Spider Gwen, Time-Travel Jean Gray.

Captain America: Agent X-13, Captain America 1941, Captain America (Falcon), Steve Rogers, Winter Soldier

Civil War: Captain America, Secret Avenger, Cloak & Dagger, Daredevil, Falcon, Goliath, Hercules, Hulkling, Luke Cage, Patriot, Storm & Black Panther, Speedball, Peter Parker, Stature, Tigra, Vision, Wiccan

Deadpool: Bob, Agent of HYDRA, Deadpool, Slapstick, Solo, Stingray

Noir: Angel Noir, Daredevil Noir, Iron Man Noir, Luke Cage Noir, Spider-Man Noir

X-Men: Aurora & Northstar, Banshee, Beast, Cannonball, Colossus & Wolverine, Dazzler, Havok, Jubilee, Kitty Pride, Legion, Longshot, Phoenix, Polaris, Psylocke, X-23.

Spider-Man Homecoming: Happy Hogan, High Tech Spider-Man, Peter Parker (Homecoming), Peter's Allies, Tony Stark.

Champions: Gwenpool, Ms Marvel, Nova, Totally Awesome Hulk, Viv Vision

World War Hulk: Amadeus Cho, Bruce Banner, Caiera, Gladiator Hulk, Hiroim, Hulkbuster Iron Man, Joe Fixit, Grey Hulk, Korg, Miek the Unhived, Namora, No Name, Brood Queen, Rick Jones, Sentry, She Hulk, Skaar, Son of Hulk.

MCU Core Set: Black Widow, Captain America, Hawkeye, Hulk, Iron Man, Thor, Nick Fury.

Ant-Man: Ant-Man, Black Knight, Jocasta, Wasp, Wonder Man.

Venom: Carnage, Venom, Venompool, Venom Rocket, Venomized Dr. Strange.

Dimensions: Howard the Duck, Jessica Jones, Man-Thing, Ms. America, Squirrel Girl.

Revelations: Captain Marvel, Agent of S.H.I.E.L.D., Darkhawk, Hellcat, Photon, Quicksilver, Ronin, Scarlet Witch, Speed, War Machine

S.H.I.E.L.D.: Agent Phil Coulson, Deathlok, Mockingbird, Quake.

Heroes of Asgard: Beta Ray Bill, Lady Sif, Thor Valkyrie, The Warriors Three.

The New Mutants: Karma, Mirage, Sunspot, Warlock, Wolfsbane.

Allies - 14 cards each (1 rare, 3 uncommon, 5 of one common, and 5 of another common)

Villains: Bullseye, Dr. Octopus, Electro, Enchantress, Green Goblin, Juggernaut, Kingpin, Kraven, Loki, Magneto, Mysterio, Mystique, Sabretooth, Ultron, Venom

Fear Itself: Grethoth, Kuurth, Nerkkod, Nul, Skadi, Skirn.

Masterminds: 1 main card and 4 different Mastermind Tactics

Basic: Dr. Doom, Loki, Magneto, Red Skull

Dark City: Apocalypse, Kingpin, Mephisto, Mr. Sinister, Stryfe

Fantastic 4: Galactus, Mole Man

Paint the Town Red: Carnage, Mysterio

Guardians of the Galaxy: Kree Supreme Intelligence,

Thanos

Secret Wars Vol. 1: Nimrod Super Sentinel, Madelyne Pryor, Wasteland Hulk, Zombie Green Goblin.

Secret Wars Vol. 2: Immortal Emperor Zheng-Zhu, King Hyperion, Shiklah-the Demon Bride, Spider Queen.

Captain America: Arnim Zola, Baron Zemo

Civil War: Authoritarian Iron Man, Baron Helmut Zemo, Misty Knight, Ragnarok, Maria Hill, Director of SHIELD

Deadpool: Evil Deadpool, Macho Gomez

Noir: Charles Xavier, Professor of Crime, The Goblin, Underworld Boss

X-Men: Arcade, Dark Phoenix, Deathbird, Mojo, Onslaught, Shadow King.

Spider-Man Homecoming: Adrian Toomes, Vulture.

Champions: Fin Fang Foom, Pagliacci

World War Hulk: General "Thunderbolt" Ross/Red Hulk, Illuminati Secret Society/Open Warfare, King Hulk Sakaarson/Worldbreaker, M.O.D.O.K./Network Nightmare, The Red King/Power Armored, The Sentry/The Void.

MCU Core Set: Iron Monger, Loki, Red Skull

Ant-Man: Morgan le Fay, Ultron.

Venom: Hybrid, Poison Thanos.

Dimensions: J. Jonah Jameson.

Revelations: Grim Reaper, The Hood, Mandarin.

S.H.I.E.L.D.: Hydra High Council, Hydra Super Adaptoid.

Heroes of Asgard: Hela, Malekith.

The New Mutants: Belasco, DemonLord of Limbo, Emma Frost, White Queen.

Commanders: 1 main card and 4 different Command Tactics

Villains: Dr. Strange, Nick Fury, Odin, Professor X

Fear Itself: Uru-Enchanted Iron Man.

Villain Groups: 8 cards for each

Basic: Brotherhood, Enemies of Asgard, HYDRA, Masters of Evil, Radiation, Skrulls, Spider-Foes

Dark City: Emissaries of Evil, Four Horsemen, Marauders, MLF, Streets of New York, Underworld

Fantastic 4: Subterranea, Heralds of Galactus

Paint the Town Red: Maximum Carnage, Sinister Six

Guardians of the Galaxy: Infinity Gems, Kree Starforce

Secret Wars Vol. 1: The Deadlands, Domain of Apocalypse, Limbo, Manhattan 1610, The Sentential Territories, Wasteland.

Secret Wars Vol. 2: Deadpool's Secret Secret Wars, Guardians of Knowhere, K'un Lun, Monster Metropolis, Utopolis, X-Men 92.

Captain America: Masters of Evil (WWII), Zola's Creation

Civil War: CSA Special Marshals, Great Lakes Avengers, Heroes for Hire, Registration Enforcers, SHIELD Elite, Superhuman Registration Act, Thunderbolts

Deadpool: Deadpool's Friends, Evil Deadpool Corpse

Noir: Goblin's Freak Show, X-Men Noir

X-Men: Dark Descendants, Hellfire Club, Mojoverse, Murderworld, Shadow-X, Shi'ar Imperial Guard, Sisterhood of Mutants.

Spider-Man Homecoming: Salvagers, Vulture Tech.

Champions: Monsters Unleashed, The Wrecking Crew.

World War Hulk: Aspects of the Void, Code Red, Illuminati, Intelligencia, Sakaar Imperial Guard, U-Foes, Warbound.

MCU Core Set: Chitauri, Enemies of Asgard, Gamma Hunters, HYDRA, Iron Foes.

Ant-Man: Queen's Vengeance, Ultron's Legacy.

Venom: Life Foundation, Poisons.

Revelations: Army of Evil, Dark Avengers, Hood's Gang, Lethal Legion.

S.H.I.E.L.D.: A.I.M. Hydra Offshoot, HYDRA Elite.

Heroes of Asgard: Dark Council, Omens of Ragnarok.

The New Mutants: Demons of Limbo, Hellions.

Adversary Groups - 8 cards each

Villains: Avengers, Defenders, Marvel Knights, Spider Friends, Uncanny Avengers, Uncanny X-Men, X-Men First Class

Fear Itself: The Mighty.

Henchmen Villain Groups: 10 cards for each

Basic Set: Doombot Legion, Hand Ninjas, Savage Land Mutants, Sentinels

Dark City: Maggia Goons, Phalanx

3D: Circus of Crime, Spider-Slayers.

Secret Wars Vol. 1: Ghost Racers, MODOKS, Thor Corps.

Secret Wars Vol. 2: Khonshu Guardians, Magma Men, Spider-Infected.

Civil War: Cape-Killers, Mandroid

X-Men: Hellfire Cult, Sapien League, Shi'ar Death Commandos, Shi'ar Patrol Craft, The Brood.

World War Hulk: Cytoplasm Spikes, Death's Heads, Sakaaran Hivelings.

MCU Core Set: Hammer Drones, HYDRA Pilots, HYDRA Spies, Ten Ring Fanatics.

Dimensions: Circus of Crime, Spider-Slayers.

Revelations: HYDRA Base (Location), Mandarin's Rings

Backup Adversary Groups - 10 cards each

Villains: Asgardian Warriors, Cops, Multiple Man, S.H.I.E.L.D. Assault Squad

Schemes

Basic Set: The Legacy Virus, Midtown Bank Robbery, Negative Zone Prison Breakout, Portals to the Dark Dimension, Replace Earth's Leaders with Killbots, Secret Invasion of the Skrull Shapeshifters, Super Hero Civil War, Unleash the Power of the Cosmic Cube

Dark City: Capture Baby Hope, Detonate the Helicarrier, Massive Earthquake Generator, Organized Crimewave, Save Humanity, Steal the Weaponized Plutonium, Transform Citizens into Demons, X-Cutioner's Song

Fantastic 4: Bathe Earth in Cosmic Rays, Flood the Planet with Melted Glaciers, Invincible Force Field, Pull Reality into the Negative Zone

Paint the Town Red: Invade the Daily Bugle News HQ, Splice Humans with Spider DNA, The Clone Saga, Weave a Web of Lies

Guardians of the Galaxy: Forge the Infinity Gauntlet, Intergalactic Kree Nega-Bomb, Kree-Skrull Wars, Unite the Shards

Secret Wars Vol. 1: Build An Army Of Annihilation, Corrupt the Next Generation of Heroes, Crush Them With My Bare Hands, Dark Alliance, Fragmented Realities, Master of Tyrants, Pan-Dimensional Plague, Smash Two Dimensions Together.

Secret Wars Vol. 2: Deadlands Hordes Charge the Wall, Enthrone the Barons of Battleworld, The Fountain of Eternal Life, The God-Emperor of Battleworld, The Mark of Khonshu, Master the Mysteries of Kung-Fu, Secret Wars, Sinister

Ambitions.

Captain America: Brainwash the Military, Change the Outcome of WWII, Go Back In Time To Slay Heroes' Ancestors, The Unbreakable Enigma Code

Civil War: Epic Super Hero Civil War, Avengers Vs. X-Men, Dark Reign of HAMMER Officers, Imprison Unregistered Superhumans, Nitro the Supervillain Threatens Crowds, Predict Future Crime, Reveal Heroes' Secret Identities, United States Split by Civil War

Deadpool: Deadpool Kills the Marvel Universe, Deadpool Wants a Chimichanga, Deadpool Writes a Scheme, Everybody Hates Deadpool

Noir: Find the Split-Personality Killer, Five Families of Crime, Hidden Heart of Darkness, Silence the Witnesses

X-Men: Alien Brood Encounters, Anti-Mutant Hatred, Horror of Horrors, Mutant Hunting Super Sentinels, Nuclear Armageddon, Televised Deathtraps of Mojoworld, The Dark Phoenix Saga, X-Men Danger Room Goes Berzerk.

Spider-Man Homecoming: Distract the Hero, Explosion at the Washington Monument, Ferry Disaster, Scavenge Alien Weaponry.

Champions: Clash of the Monsters Unleashed, Divide and Conquer, Hypnotize Every Human, Steal All Oxygen On Earth

World War Hulk: Break the Planet Asunder, Cytoplasm Spike Invasion, Fall of the Hulks, Gladiator Pits of Sakaar, Mutating Gamma Rays, Shoot Hulk Into Space, Subjugate With Obedience Disks, World War Hulk.

MCU Core Set: Asgard Under Siege, Destroy the Cities of Earth!, Enslave Minds With the Chitauri Scepter, Invade Asgard, Radioactive Palladium Poisoning, Replace Earth's Leaders with HYDRA, Super Hero Civil War, Unleash the Power of the Cosmic Cube.

Ant-Man: Age of Ultron, Pull Earth Into Medieval Times, Transform Commuters into Giant Ants, Trap Heroes in the Microverse.

Venom: Invasion of the Venom Symbiotes, Maximum Carnage, Paralyzing Venom, Symbiotic Absorption.

Revelations: Earthquake Drains the Ocean/Tsunami Crushes the Cost, House of M/"No More Mutants", Secret HYDRA Corruption/Open HYDRA Revolution, The Korvak Saga/Korvak Revealed.

S.H.I.E.L.D.: Hail Hydra, Hydra Helicarriers Hunt Heroes, Secret Empire of Betrayal, S.H.I.E.L.D. vs. Hydra War.

Heroes of Asgard: Asgardian Test of Worth, The Dark World of Svartalfheim, Ragnorok Twilight of the Gods, War of the Frost Giants.

The New Mutants: The Demon Bear Saga, Crash the Moon into the Sun, Trapped in the Insane Asylum, Superhuman Baseball Game.

Plots

Villains: Build an Underground Mega-Vault Prison, Cage Villains In Power Suppressing Cells, Crown Thor King of Asgard, Crush HYDRA, Graduation at Xavier's X-Academy, Infiltrate the Lair With Spies, Mass Produce War Machine Armor, Resurrect Heroes With the Norn Stones

Fear Itself: Fear Itself, Last Stand at Avengers Tower, The Traitor.

Bystanders

Basic Set: 30 Basic Bystanders

Villains: 30 Basic Bystanders, 4 Special Bystanders (12 cards), Computer Hacker, Engineer, Public Speaker, Rock Star

Dark City: 3 Special Bystanders (11 cards), News

Reporter, Paramedic, Radiation Scientist

3D: Bulldozer Driver, Double Agent of S.H.I.E.L.D., Fortune Teller, Photographer, Stan Lee.

Secret Wars Vol. 1: Banker.

Secret Wars Vol. 2: Alligator Trapper, Shapeshifted Copycat, Undercover Agent.

Civil War: Comic Shop Keeper, Aspiring Hero

Noir: Detective Wolverine (Promo)

X-Men: Cypher, Heartless Computer Scientist, Karma, Magik (Promo), Magma, Martial Arts Master, Mirage, Sunspot, Warlock, Wolfsbane

Spider-Man Homecoming: Damage Control.

World War Hulk: Actor, Animal Trainer, Tourist Couple, Triage Nurse.

MCU Core Set: 30 Basic Bystanders, 4 Special Bystanders (12 cards), Happy Hogan, Jane Foster, Peggy Carter, Pepper Potts.

Dimensions: Bulldozer Driver, Double Agent of S.H.I.E.L.D., Fork Lift Driver, Fortune Teller, Photographer.

Revelations: Dog Show Judge, Lawyer, Rocket Test Pilot.

Ambition cards

Secret Wars Vol. 1: 30 Ambition Cards.

Secret Wars Vol. 2: 10 Ambition Cards.

New Recruits

Villains: 15 New Recruits

Sidekick Cards

Secret Wars Vol. 1: 15 Sidekick Cards.

Special S.H.I.E.L.D. Officers

S.H.I.E.L.D.: 2 each: Dum Dum Dugan, Grant Ward, G.W. Bridge, Leo Fitz & Jemma Simmons, Melinda May, Sharon Carter, Victoria Hand, "Yo-Yo" Rodriguez.

Sidekick Cards

Civil War: Hairball, Lockheed, Lockjaw, Ms. Lion, Redwing, Throg, Zabu

Grievous Wounds:

Civil War: Spreading Nanovirus, Blinding Flash, Blunt Force Trauma, Fatal Blow, Corrosive Webbing, Subdermal Tracker

Miscellaneous

Basic Set: 40 S.H.I.E.L.D. Agents

MCU Core Set: 48 S.H.I.E.L.D. Agents

Villains: 40 HYDRA Operatives

Basic Set: 20 S.H.I.E.L.D. Troopers

MCU Core Set: 24 S.H.I.E.L.D. Troopers

Villains: 20 HYDRA Soldiers

Basic Set: 30 S.H.I.E.L.D. Officers

MCU Core Set: 30 S.H.I.E.L.D. Officers

Villains: 15 Madame HYDRA

Basic Set: 11 Scheme Twists

MCU Core Set: 12 Scheme Twists

Villains: 12 Plot Twists

Basic Set: 5 Master Strikes

MCU Core Set: 6 Master Strikes

Villains: 9 Command Strikes

Basic Set: 30 Wounds

MCU Core Set: 30 Wounds

Villains: 30 Bindings

Guardians of the Galaxy: 18 Shard Tokens

X-Men: 20 Horrors

X-Men: 9 Tokens

Quick Reference Guide Setup

Initial Setup

- Each player shuffles a personal deck of 8 S.H.I.E.L.D. Agents/HYDRA Operatives and 4 S.H.I.E.L.D. Troopers/HYDRA Soldiers. Each player then draws 6 cards from their deck.
- Put all the S.H.I.E.L.D. Officers, Madame HYDRA, New Recruits, Wounds, Bindings and Bystanders on the board in the appropriate spaces. Depending on the game, some cards may not be used. Also, some cards may not have a designated location on the board and can be placed new to the board.
- Pick 1 Mastermind/Commander at random and put it on the board, with its 4 Mastermind/Command Tactics facedown underneath it in random order. Check which Villains/Adversaries this Mastermind/Commander "Always Leads."

Villain/Adversary Deck

- Pick 1 Scheme/Plot at random. Follow its "Setup" instructions. Put the number of Scheme/Plot Twists it tells you into the Villain/Adversary Deck.
- Add 5 Master/Command Strikes to the Villain/Adversary Deck.
- Add this many Villain/Adversary Groups, Henchmen Groups/Backup Adversaries and Bystanders to the Villain/Adversary Deck. Shuffle it.

Number of Players	Villain/Adversary Groups	Henchmen Groups/Backup Adversaries	Bystanders	Heroes/Allies
1	1	1* (3 cards)	1	3
2	2	1	2	5
3	3	1	8	5
4	3	2	8	5
5	4	2	12	6

Hero/Ally Deck

- Pick 5 Heroes/Allies at random. Add all of those Heroes'/Allies' cards to the Hero/Ally Deck. 70 cards total. Shuffle it.
- If you are playing with 5 players, add a 6th Hero/Ally.
- Put 5 Heroes/Allies cards from the top of the Hero/Ally Deck into the HQ/Lair, face up.

On Your Turn

1. Play the top card of the Villain/Adversary Deck.
2. Play cards from your hand, using them to recruit and fight.
3. Discard all the cards you played and any cards left in your hand and draw 6 new cards.

Solo Play

- ❖ Ignore the Mastermind / Commander "Always Lead" ability. Apply any special abilities linked to a specific group to the Villain/Adversary Group or Henchmen Group currently in the game.
- ❖ Whenever you complete a Scheme or Plot Twist: choose a Hero or Ally from the HQ or Lair that cost 6 or less and put it on the bottom of the Hero/Ally deck.
- ❖ Whenever you complete a Master or Command Strike effect, play another card from the Villain/Adversary deck.
- ❖ If you use "Betrayals" ability on Bindings, KO all the Bindings in your hand.
- ❖ When a Hero/Adversary or Mastermind/Commander Tactic tells "each other player" to do something, do it yourself.