

LEGENDARYTM VILLAINS

RULE BOOK

A Marvel Deck Building Game



Overview

Welcome to *Legendary™ Villains*: A Marvel Deck-Building Game! In this 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

This 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 pages 20-21 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. See pages 14-15 for details.
- This set includes four new Keyword Abilities: **Demolish, Dodge, Elusive, and X-Treme Attack**. See pages 13-14 for details.
- Instead of Wounds, this set features Bindings, which work differently. See page 15 for details.

Game Summary

In this game for 1-5 players, each player starts with their own deck of basic "Ally" cards. At the start of your turn, you play the top card of the Adversary Deck, showing how Heroic Adversaries enter the city, guard Bystanders, and create special events. Then you play Ally cards from your hand to generate Attack, Recruit Points, and special

abilities. You use the Attack you generated to defeat Adversaries. You spend Recruit Points to recruit more powerful 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 Allies you recruited. This way your deck gets stronger and stronger over time. Build up enough Attack and you can defeat the powerful Commander of the forces of Good! But be careful: if the players don't defeat the Commander quickly enough, then the Commander will complete their Plot and win the game for the forces of Good, causing all the Villainous players to lose!

How to Win

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

In addition, defeating Adversaries and kidnapping Bystanders earns each player Victory Points. If the players win a group victory, then the player with the most Victory Points is the most Legendary Villain of all and also wins an individual victory!

How the Game's Commander Wins








Unlike other games, in *Legendary™*, the game itself fights back against the players! The Commander of the forces of Good, like Nick Fury or Professor X, isn't played by a player. Instead, the game itself plays the part of the Commander.

The Commander works to accomplish a specific Plot against Evil throughout the game. Each game you play uses a different Plot card. Every Plot card has a part that says "**Good Wins:**", which tells you how the Commander completes their Plot. If the Plot is completed, then the Commander wins the game for 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 Allies, Adversaries, Commanders and Plots, so there are always new challenges to master and new combinations to explore.

Once you have a few games under your belt and are comfortable with how *Legendary™* plays, try out these different modes to make the game fit your play style:

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 Wounded	Whenever an Ally you own is KO'd, 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.



Your First Game - Cards to Use

Commander: Dr. Strange

Plot: Graduation at Xavier's X-Academy

Allies:

1 player: Dr. Octopus, Kingpin, Mysterio

2-4 players: Also add Green Goblin, Venom

5 players: Also add Mystique

Adversary Groups for the Adversary Deck:

1 player: Marvel Knights, Cops (for 1 player, only use 3 Cop cards).

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

3 players: Also add Uncanny Avengers.

4 players: Also add Asgardian Warriors.

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



AIR

BYSTANDERS



ADVERSARIES



ALLIES



Number of Players	Adversary Groups	Backup Acquisitions	Eystanders	Allies
2	2	1	2	5
3	3	1	8	5
4	3	2	8	5
5	4	9	19	6

SET UP

- 1) Each player starts with their own deck consisting of:
 - a. 8 HYCRA Operatives
 - b. 4 HYCRA Soldiers
- 2) The following cards are placed face-up on the board:
 - a. 12 Midstate HYCRA
 - b. 15 New Recruits
 - c. 41 Bystanders
 - d. 30 Bindings
- 3) Select 1 Commander and place it face-up on the board with the associated Tactics cards face-down underneath.
- 4) Select 1 Plot card and place it face-up on the board.
- 5) Add groups based on the table to the right.
- 6) Adjust the game's starting conditions based upon the selected Plot.

KO Pile



Game Setup

Player Decks

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

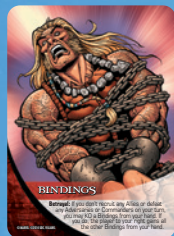
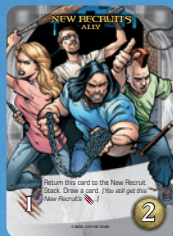
- 8 HYDRA Operatives
- 4 HYDRA Soldiers



Game Stacks

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

- 12 Madame HYDRA
- 15 New Recruits
- 30 Bindings



Bystander Deck

Shuffle all 5 types of Bystanders together into a face down Bystander Deck of 41 cards in the Bystander Deck space on the board. There are regular Bystanders and special Bystanders in the same deck:

- 30 Bystanders
- 3 Engineers
- 3 Computer Hackers
- 3 Public Speakers
- 2 Rock Stars



Commander and Plot

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



- Pick 1 **Plot** card at random. Put it faceup on the Plot 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.



Adversary Deck

- Add 5 **Command Strike** cards to the Adversary Deck.



- Now add Adversary Groups to the Adversary Deck. An “Adversary Group” is a group of eight Adversary cards that work together, like “X-Men First Class” or “Marvel Knights.” The more players you have in the game, the more Adversary Groups you use, as shown in this table:

Number of Players	Adversary 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 Backup Adversaries instead of all 10 cards. For important details about solo play, see pages 19-20.)

To Add Adversary Groups:

- Each Commander card says that the Commander “**Always Leads**” a particular Adversary Group or

Backup Adversaries. Be sure to include that group as one of the groups you add to the Adversary Deck. Each Adversary card shows its Adversary Group under its card name.

- Pick the other Adversary Groups at random.
- For each Adversary Group you pick, add all 8 Adversary cards from that Adversary Group to the deck.



To Add Backup Adversaries:

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



To Add Bystanders:

- Check the table on the left to see how many Bystander cards to add to the Adversary Deck. Add cards at random from the facedown Bystander Deck, so you might add any combination of regular Bystanders and Special Bystanders.

Ally Deck

There are fifteen different Allies in the game. There are fourteen cards for each of these Allies. Make the Ally Deck this way:

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



Starting the Game

- Shuffle the Adversary Deck. Put it face-down on the Adversaries space.
- Shuffle the Ally Deck. Put it face-down on the Allies space. Flip 5 cards from the Ally Deck faceup into the 5 Ally Spaces in the 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 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 Adversary Deck

At the beginning of your turn, reveal the top card of the 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 Adversary Deck: Adversaries, Bystanders, Plot Twists, and Command Strikes.

If the Adversary Deck Card Is an Adversary:
That Adversary enters the city! Here are the different parts of an Adversary card:

Adversary Card



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

Adversary Enters the City

Move the new Adversary into the city space closest to the Adversary Deck. That city space is labeled "Bridge". (Adversaries in the city are always faceup.)



Push Other Adversaries Forward if Necessary

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

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



An Adversary Might Overrun

If an Adversary gets pushed off the final, fifth city space, then that Adversary “overruns” the city and goes into the Overrun pile on the game board, faceup. When an Adversary overruns through the Sewers and smashes through the Adversaries’ Lair, here’s what happens, in this order:

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

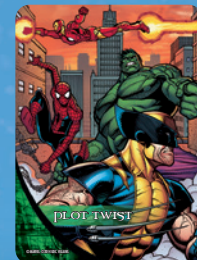
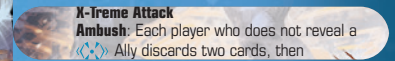


If the new Adversary entering the city has an “Ambush” effect on its card, do what it says now.

- ## If the Adversary Deck Card Is a Bystander:

- Whenever an Adversary with one or more Bystanders moves to a new city space, those Bystanders all go with that Adversary.
- It's up to the Villainous players to kidnap that Bystander! When an Adversary or Commander with Bystanders is defeated by a player, that player kidnaps those Bystanders and puts them into that player's personal face up Victory Pile. Each Bystander is worth 1 Victory Point, so the more Bystanders you kidnap, the more Victory Points you earn.

A Plot Twist card represents the Commander's Plot moving forward to victory for the forces of Good. Each Plot works in a different way, with Plot Twists doing a specific thing related to that Plot. When a Plot Twist card is played, look at the "Twist:" effect on the main Plot card and do what it says. Put the Plot Twist in the KO pile unless the Plot tells you to put it somewhere else. Some Plots say they do something special when "**Twists 1-6**" or "**Twists 7-8**" come up.



If the Adversary Deck Card Is a Command Strike:

A Command Strike card represents the Commander coming out of their base to smash the players in person. Each Commander card has its own specific Command Strike effect. When a Command Strike card is played, look at the “**Command Strike**” effect on the Commander card and do what it says. Put the Command Strike in the KO pile.

Note: Adversaries in the city **don’t** get pushed forward when the Adversary Deck card is a Bystander, Plot Twist, or 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 Allies and Bindings. Here are the different parts of an Ally card:



After you play the top card of the Adversary Deck, you play the cards from your hand. Some of your cards produce “Recruit Points” that let you recruit more Allies. Other cards produce “Attack” that lets you defeat Adversaries.

Some cards give you cool special abilities, like drawing more cards. Here’s what you do:

- Play the cards 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 generate even more Recruit Points based on what the card says in its special ability.
- Keep the cards you play in front of you until end of your turn.



Superpower Abilities

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

👉: You get +2 🗡️.

- You can use that special Superpower ability only if you have already played another card of that Ally class earlier in your turn.
 - A card's ally class is shown with the colored icon in the card's upper left corner, and also in the color of the card's border.
 - Some Superpowers use a team icon like Sinister Six 🟢 or Brotherhood of Mutants 🟡 instead of an Ally class icon. These work the same way as Superpowers that use 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 ability once, even if you played two or more cards of the required ally class earlier in the turn.

- However, a few Superpower abilities will explicitly tell you to count a number of cards played earlier in the turn, by saying something like "🗡️: You get +1 🗡️ for each other 🗡️ Ally you played this turn."
- You must use the Superpower ability if you can (unless the ability says "You may...").
- The more Allies of the same Ally Class you recruit, the more often you will be able to use your Superpower abilities! A deck focusing on one or two Ally 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 card could be another copy of Hidden Weapons or could be a different 🗡️ card.

Recruiting Allies and Fighting Adversaries

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



How to Recruit an Ally:

You spend Recruit Points to recruit Allies from the Lair, one at a time. The "Lair" area of the game board has five spaces. Those five spaces always contain exactly five Allies, all face up. You can also recruit "Madame HYDRA" and "New Recruit" Allies from the HYDRA and New Recruit Stacks on the game board. To recruit an Ally:

- Spend Recruit Points equal to that Ally's cost and put that Ally into your discard pile. An 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 Ally and be able use its abilities.
- Then refill the empty space in the Lair with a new card from the Ally Deck, faceup. Whenever there is an empty space in the Lair for any reason, you refill that space immediately with the top card of the Ally Deck, face up. You can even recruit an Ally, see what new Ally appears in its place from the Ally Deck, and then recruit that new Ally too, if you have enough Recruit Points.

How to Fight an Adversary:

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

1. Spend Attack Points equal to that Adversary's Attack to defeat it.
2. Put the defeated Adversary and any Bystanders it was guarding into your personal Victory Pile.
3. If the Adversary card has a "Fight" effect on it, do what it says.
4. Then, if any of those Bystanders had special effects that occur when you kidnap them, do those effects.

You can only fight an Adversary if you have at least as many Attack as that Adversary's Attack value. As you play Allies from your hand, you generate a pool of Attack that you can spend to defeat Adversaries that turn. You don't have to match up specific Allies against specific Adversaries. You can also fight the Commander – see the Commanders section on page 13 for details.

Your Victory Pile

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

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 you 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.

Commanders

A Commander is a powerful, ingenious leader that commands the heroic Adversaries and works to accomplish a Plot for the forces of Good. A Villainous player can choose to fight the Commander just like fighting an Adversary. Like any other fight, you have to spend Attack equal to the Commander’s Attack to fight that Commander.

Commander Card



Commander Tactics

Commanders use different abilities during fights, represented by “Commander Tactic” cards. All four of a Commander’s “Commander Tactic” cards have the same Attack number, but they each have different “Fight” effects on them. When you fight a Commander:

- Choose a random card from the four facedown Commander Tactic cards underneath the Commander.
- Put that Commander Tactic card into your Victory Pile. It’s worth several Victory Points. Also put any Bystanders that Commander was guarding into your Victory Pile.
- Follow the “Fight” effect listed on that Commander Tactic card.

Commander Tactic Card



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

- When you fight the 4th Commander Tactic, players win even if the 4th Commander Tactic causes the Ally Deck or Adversary Deck to run out, or meets the “Good Wins” condition on the Plot.

Keyword Abilities

This set of Marvel *Legendary* includes four new Keyword Abilities: **Demolish**, **Dodge**, **Elusive**, and **X-Treme Attack**.

Demolish

“Demolish each player” means “Reveal the top card of the Ally Deck, note its cost, and put it on the bottom of the Ally Deck. Each player reveals their hand and discards a card with that cost.” This represents the Avengers and Nick Fury crushing the forces of Evil.

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 Villainous 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 the 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 Ally Class/color doesn’t help you use the Superpower abilities of other cards you play that turn.
- Some Allies in this set count the number of cards you discarded this turn. This includes cards you discarded with Dodge.

Elusive

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

X-Treme Attack

“X-Treme Attack” means “This Adversary gets +1  for each other 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.

Additional Rules

“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 Allies,” that can be an Ally you’ve already played this turn or an Ally still in your hand. If you KO an Ally you already played this turn, you still get to use the Recruit Points, Attack, and special abilities that Ally produced.
- Getting some of your starting HYDRA Allies KO’d is actually very good for you, since it means you will draw your more powerful Allies more often, instead of drawing as many of the weaker HYDRA Allies.


HYDRA Allies and New Recruits

Madame HYDRA, HYDRA Operatives, HYDRA Soldiers, and New Recruits are all “Ally” cards. So if you have to “KO one of your Allies,” you can KO one of your HYDRA Allies or New Recruits if you want. HYDRA Allies and New Recruits are their own color/Ally Class: Grey “Basic Allies.” Grey counts as its own color for cards that count the number of colors you have (like the Captain America Adversary.)

Madame HYDRA

Madame HYDRA gives 2 ★ and has the 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 card.

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 an New Recruit from the Recruit Stack into your discard pile. When you play an 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.

“Kidnap a Bystander”

Some card abilities tell you to “Kidnap a Bystander.” This means take the top Bystander from the Bystander Deck and put it into your Victory Pile. This represents 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 kidnap them. Bystanders can also be guarded by Adversaries, as described above.

- **Important:** Cards that say “Kidnap a Bystander” don’t let you kidnap Bystanders guarded by specific Adversaries in the city – you have to defeat those Adversaries to kidnap those Bystanders.

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 when a card effect tells you to.

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 the 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.”

Running out of Cards in the Ally Deck or Adversary Deck

If either of these decks runs out of cards before the Plot is completed, you finish the turn, and then the players have successfully survived the Plot, but they didn't defeat the 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 Commander next time!

Running out of Cards in the Bystander, Bindings, 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.

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.

"Your Allies" & "Allies You Have"



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

- For 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.

"Each 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 Ultron's "Encephalo-Ray" card. You'll get extra Attack for any other  (Tech Hero) cards you played before Encephalo-Ray, but not for any other  cards still in your hand.



"Reveal an Ally or Gain a 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, if you play your only  Ally to help make enough Attack to fight Iron Man, and you do Iron Man's "Fight" effect, you can reveal the  Ally you already played this turn for Iron Man's fight effect, so that you don't have to take a Bindings.
- When a card effect tells you to "Reveal [a kind of card] or [do something]" you can always decline to reveal a card and choose the second option. For example, if you fight Iron Man and your deck benefits from Bindings somehow, you could choose to gain the Bindings even if you already had a  Ally in your hand or had already played a  Ally.

“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.

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.



“Adversary gets -2 ”

Some cards reduce Adversaries' Attack. If an Adversary's Attack goes to 0, you can defeat that Adversary without spending any Attack. An Adversary's Attack can never go below 0.


Commanders Don't Count as “Adversaries”

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





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.

Specific Card Clarifications

- **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..
- **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.
- **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 KO's an Ally from the Lair that costs 6 or less, just like any 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.
- **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.

- **Firestar & Mysterio – Shifting Illusions:** "If that card has an  icon..." refers to having the big  icon in the lower-left. So "Enchantress - Irresistible Bribe" is not considered to "have an  icon."
- **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.
- **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.
- **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.
- **Professor X:** If there is a tie for highest-cost Allies in the Lair, the current player breaks those ties. The current player chooses which order to stack those Allies.
- **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.

Join the *Legendary*™ Community Online

Get the latest *Legendary* news on our Facebook page at <https://www.facebook.com/LegendaryDBG>. You can meet a community of *Legendary* players and answer rules questions at <http://tinyurl.com/legendarysite>.

Ally Types



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



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



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



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



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

Ally Teams



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 Sabretooth.



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.



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.



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.



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.

Advanced Solo Mode

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

Solo Setup

- **Ally Deck** - Use the cards for three Allies, 42 cards in total.
- **Commander** - Ignore the Commander's

- “Always Leads” ability.
- Adversary Deck: Use these cards:
 - 1 Adversary Group
 - 3 Backup cards from the same Backup Group (not all 10 cards)
 - 1 random Bystander
 - 5 Command Strikes
 - The normal number of Plot Twists listed on the Plot

Extra Plot Twist and Command Strike Effects

- **Plot Twists:** Whenever you complete a Plot Twist effect, choose an Ally from the Lair that costs 6 or less and put it on the bottom of the Ally Deck. (This lets you avoid Allies you don’t want and helps you craft your personal strategy.)
- **Command Strikes:** Whenever you complete a Command Strike effect, play another card from the 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 an Adversary or Commander Tactic tells “each other player” to do something, do it yourself. (Don’t do this for card effects on Ally cards.)

Commander Abilities Linked to Specific Adversary Groups

Some Commanders/Masterminds like Odin, Mole Man, and Apocalypse have special abilities linked to the specific Adversaries that they usually “Always Lead.” In Advanced Solo Mode, if you don’t use the Group that this Commander “Always Leads,” then apply that ability to the corresponding Adversary Group or 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 to safety by overrunning Adversaries
 - -3 for each Plot Twist that occurred
 - -1 for each Adversary that overran out of the city
- Write down your scores and which Allies, Plot, and Commander you used. Compete to get better scores against that Commander and Plot with different random Allies!

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 HYDRA Operatives with Madame HYDRA in the new players’ starting decks. This will also make it easier for all the players to beat the Commander.

Fully Compatible with Other Marvel Legendary Sets

This set is fully compatible with other sets of Marvel *Legendary™*. You can freely mix and match elements from both Villainous 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 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 affects 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
Henchman 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 Twists 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 or Villainous board. If you play on a 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 towards 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 the 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.

Terms That Are Not Equivalent

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

Rulebook, game mat and 500 cards:

- 14 cards for each of 15 different Allies (210 cards)
(Each Ally has 1 rare, 3 uncommons, 5 of one common, and 5 of another common)
- 8 cards for each of 7 different Adversary Groups (56 cards)
- 10 cards for each of 4 different Backup Adversaries (40 cards)
- 40 HYDRA Operatives
- 20 HYDRA Soldiers
- 15 Madame HYDRA
- 15 New Recruits
- 42 Bystanders (30 regular Bystanders, 3 Engineers, 3 Computer Hackers, 3 Public Speakers, 3 Rock Stars)
- 30 Bindings
- 4 Commanders, each with 4 Commander Tactics (20 cards)
- 8 different Plots
- 12 Plot Twists
- 9 Command Strikes
- 60 Dividers

Use the dividers in the box to separate the different types of cards. Some people like to put their cards in card sleeves to help protect them.

Credits

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Devin Low

Brand Management: Jason Brenner

Development Team: Jason Brenner, Bubby Johanson, Mark Shaunessy, Crystal Goggio.

Product Management and Art Direction:
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Director of Creative Services:
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My deepest thanks for all your help!

Quick Reference Guide Setup

Initial Setup

- Each player shuffles a personal deck of **8 HYDRA Operatives** and **4 HYDRA Soldiers**. Each player then draws 6 cards from their deck.
- Put all the **Madame HYDRA**, **New Recruits**, **Bindings** and **Bystanders** on the board in the appropriate spaces.
- Pick **1 Commander** at random and put it on the board, with its **4 Commander Tactics** facedown underneath it in random order. Check which Adversaries this Commander **“Always Leads.”**

Adversary Deck

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

Number of Players	Adversary Groups	Backup Adversaries	Bystanders	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

* (For important details on solo play, see pages 19-20).

Ally Deck

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

On Your Turn

1. Play the top card of the 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.