

LEGENDARY™

PAINT THE TOWN RED

New Heroes



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



Marvel Knights are a loose group of street-level Heroes that take down Villains through vigilante justice. *(You can find more Marvel Knights like Daredevil and Punisher in the Legendary™: Dark City expansion.)*

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.

Feast

The new Mastermind Carnage and his "Maximum Carnage" followers use the gruesome new Feast keyword. **"Feast"** states that when you fight a Villain or Mastermind with this ability you treat it as a fight effect. IE:

"Feast" = "Fight: KO the top card of your deck."

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.

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.

Card Clarifications

- **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.
- **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.
- **Pickpocket:** "Printed 🃏" means the number literally printed inside the card's 🃏 icon. Ignore any '✚' symbols, '☠' symbols, or special abilities on that card.
- **The Clone Saga:** "Henchman Villains" are still Villains. So if 2 Henchman Villains with the same card name escape, Evil Wins.
- **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.
- **Weave a Web of Lies:** You can only pay 1 ★ once for each Villain you defeat.

Game Contents

Rules insert and 100 cards:

- 5 New Heroes, each with 14 cards (70 cards total. Each Hero has 1 rare, 3 uncommon, 5 of one common and 5 of another common).
- 2 New Villain Groups, each with 8 cards (16 cards total, including 2 cards for each of 8 Villains).
- 2 New Masterminds (10 cards total. Each Mastermind has 1 Mastermind card and 4 Mastermind Tactic cards).
- 4 New Schemes.

Credits

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