

# LEGENDARY

## BLACKWIDOW



Natasha Romanoff, the Avenger known as the Black Widow, is ironically the most famous secret agent in the world. Using disguise, spycraft, and the face-changing Photostatic Veil, she goes undercover to blend into evil conspiracies and infiltrate secure lairs. At the crucial moment, she unveils her true identity to destroy global threats. But the dark secrets of her past are finally catching up with her. The Russian “Red Room” that trained and brainwashed so many women in the Black Widow program also produced another brilliant agent: Yelena Belova. At times allies, rivals, or bitter enemies, Natasha and Yelena have each executed critical missions as S.H.I.E.L.D. agents with top secret clearance.



The Winter Soldier, Bucky Barnes, was also trained in Russia as a deadly operative and assassin before breaking from his conditioning to rejoin the Avengers. The Falcon, Sam Wilson, makes a reluctant alliance with the Winter Soldier to preserve the ideals of their mutual mentor, Captain America, while blazing their own trail through a new world.

The Red Guardian, Alexei Shostakov, also rose in Captain America’s long shadow, with a complex history with Natasha. Empowered with a variant super soldier serum and wielding a Russian-made shield, he faked his own death to go undercover until the perfect moment.



The White Tiger, Angela del Toro, fights alongside them, an array of shadowed heroes with dark histories. Together they work to take down the Red Room, Taskmaster, and the mysterious Indestructible Man to redeem themselves for the unthinkable sins of the past.

### Undercover

This keyword represents the Black Widows and their contacts going off the grid on special missions to recover valuable intel.

- Some cards say things like “You may send one of your other Heroes Undercover.” This means **“Put that Hero into your Victory Pile. It’s worth 1 Victory Point.”**
- This can help get your starting S.H.I.E.L.D. Agents and Troopers out of your deck so that you draw your more powerful Heroes more often.



- If you play a card that sends itself Undercover, you still get to use its ★, ⚔, and other abilities.
- As ⚔ Heroes, Black Widow and Yelena Belova work especially well with the Undercover ⚔ Heroes in the *Legendary*®: *S.H.I.E.L.D.* set.

### Unleash from Undercover

At the perfect moment, Black Widows shed their disguised identities, reveal themselves, and strike. To represent this, Heroes use the new Unleash keyword.

- When an effect says to “Unleash a Hero from Undercover”: **Return that Hero from your Victory Pile to your hand.**
- If you have several cards Undercover with a trigger like “When you fight a Villain, you may Unleash this card from Undercover,” fighting one Villain is enough to Unleash any number of those cards.
- When you Unleash a Hero back to your hand, you can play that Hero on that same turn as normal. At the end of your turn, it will go to your discard pile as normal. It doesn’t return to your Victory Pile unless an effect tells the card to go Undercover again.
- If you Unleash cards based on fighting Villains or the Mastermind, you can do the Unleash effects and/or Fight effects from that enemy in any order.

### When Recruited: Send This Undercover

Red Guardian works as a sleeper agent until the right time to reveal himself. To represent this, all of his cards say “When Recruited: Send this Undercover.” “When Recruited” abilities also appear in *Legendary*®: *Realm of Kings* and *Messiah Complex*.

- “When Recruited” means: **“Do this ability when you recruit this Hero.”**
- In this case, you pay the Hero’s normal recruit cost, put it in your Victory Pile worth 1VP, and refill that HQ space with a card from the Hero Deck.
- Other abilities Unleash the card at the right time.
- If you recruit a Hero with multiple effects telling you to put it in different places (*like Wall-Crawl, Soaring Flight, “When Recruited: Send this Undercover”, etc.*), you choose which one applies.



## Dodge

The Black Widows, White Tiger, and Falcon are famous for their agility and evasion. To represent this, they use the “Dodge” keyword, which also appeared in *Legendary®: Villains*.

- Dodge means **“During your turn, you may discard this card from your hand to draw another card.”**
- When you Dodge a card from your hand, ignore all the other text on that card (*Unless it specifically mentions Dodging*). You didn’t “play” the Dodged card, so its Hero Class/color don’t help you trigger the Superpower abilities of other cards you play that turn.
- Many Dodge cards have effects that can be especially strong or weak in different situations. That way you can play them when they’re strong and Dodge them away when they’re weak. Dodge also helps you sculpt your hand towards Recruit Points or Attack as you see fit.

## Dark Memories

Natasha Romanoff, White Tiger, and the Winter Soldier have each done horrible things in their past, before breaking from their conditioning. Now they are spending the rest of their lives working to redeem themselves, drawing determination from their memories of the past. Meanwhile, their enemies seek to dredge up these past misdeeds and use them against the Heroes. This is represented with the “Dark Memories” keyword, which appeared previously in *Legendary®: Revelations*.

- On a Hero card, “Dark Memories” means **“You get +1 for each Hero Class among cards in your discard pile.”**
- Likewise, on a Villain it means **“This gets +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 and using discard abilities at the right times can help you 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, then you won’t have a discard pile anymore, and the Dark Memories bonus on Villains will go back to **+0**. Time your plays and build your deck carefully to turn Dark Memories to your advantage!
- In this set, you can use Dodge abilities at the right times to put additional Hero Classes into your discard pile and power up your Dark Memories, or potentially force a deck reshuffle that will reset Villains’ Dark Memories to **+0**.

## Divided Cards

Falcon & the Winter Soldier work together as grudging partners, but with very different methods. To show this, they are combined into a single hero with “Divided Cards.” Each Divided Card has two miniature cards printed on the same card.

- If a Divided Card costs “3” on each side, its cost is 3. Pay **3** to recruit it from the HQ, not **6**.
- When you play a Divided Card, you choose which side to play. You generate all the , , and special abilities of that side as normal. You ignore the other side, as if it didn’t exist.
- While a Divided Card is in your hand, deck, the HQ, or anywhere else besides being played, it counts as all of its Hero Classes, Teams, Hero names, card names, icons, etc. So one Divided Card in your discard pile could potentially power up Dark Memories by **+2**, since it has two Hero Classes. It still counts as one card though, not two cards, so you can’t discard a single Divided Card for an effect that says to “discard two cards.”
- When its not being played, a Divided Card’s “printed” is the total of both numbers printed on it.
- You can Dodge with a Divided Card if either side has Dodge.

## Related Characters in Other Sets

You can find another playable version of Falcon in *Legendary®: Civil War* and Falcon (as Captain America) as well as the Winter Soldier in *Legendary®: Captain America 75th Anniversary*.

## Game Contents

Rules insert and 100 cards:

- 5 New Heroes of 14 cards each (Each Hero has 1 rare, 3 uncommons, 5 of one common, and 5 of another common)
- 2 New Villain Groups of 8 cards each
- 2 New Double-Sided Epic Masterminds (Each has 1 Mastermind card and 4 Mastermind Tactic cards)
- 4 New Schemes

## Credits

**Game Design & Card Set Design:** Devin Low

**Brand Manager:** Travis Rhea

**Assoc. Brand Manager:** Lyndsey Cohick

**Director of Game Development:**

Bobby Johanson

**Product Manager:** Rob Ford

**Graphic Design:** Krista Timberlake

**Art Acquisition Lead:** Samantha Padilla

**Art Direction:** Julio Elizondo

**Box Art:** Ashley Witter

**Card Art:** Francine Delgado, Luisa Russo

**Project Managers:** Scott Asti, Susan Dent

**Director of Creative Services:** Mike Eggleston

**VP of Production and Logistics:** Suzanne Lombardi

**President, Upper Deck Company:** Jason Masherah

**Playtesters:** Greg Aguilar, JR Bontrager, Emily Cross, Aleicia Forsberg, Kyle Forsberg, Michael Green, Corey Hayes, Steve Helling, Eric Persons, Josh Roberts, Aaron Sirois, Jason Walker, and Alex Wigger

