

LEGENDARY®

Return to 1941

Because Captain America made his star-spangled debut in the 1941 comic, *Captain America Comics #1*, we celebrate Cap's 75th Anniversary by sending *Marvel Legendary*® back in time to 1941, when patriotic Marvel Heroes like Captain America fought the dastardly Supervillains of HYDRA in the trenches of World War II. Many of the Heroes and Villains of that era found ways to time travel from 1941 to the present day, fighting on both fronts.

New Heroes



With 75 years in action, Captain America is known as the first Avenger. In the modern day, Cap's longtime friend Sam Wilson, the Falcon, has taken up the shield of Captain America to inspire a new generation.



Agent X-13, Betsy Ross, was an FBI agent, adventurer and military operative who fought evil alongside Captain America and his sidekick, Bucky, in 1941, as a precursor to the S.H.I.E.L.D. of today. Steve Rogers, the original Captain America, now strives to protect the entire world as Director of S.H.I.E.L.D.

Bucky Barnes backed up Captain America for years as a teen hero before seeming to die in action. In secret, the KGB captured Bucky, brainwashed him and trained him to become the elite Winter Soldier. He has been one of Cap's worst enemies and one of his staunchest allies.

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 turn.
- Play your returning Man Out of Time cards after the "Play a Villain Card" part of your turn and before you start playing out 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.

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 any Savior ability on that Villain.
- If a Hero card rescues a Bystander, that Bystander counts towards any Savior ability on that Hero.

Abomination

This keyword ability is used by Villains that are the 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.

Card Clarifications

- **Annim Zola:** Zola often checks for Heroes that have “less than 2 printed  icon count as having “less than 2 printed , , etc. Basic S.H.I.E.L.D. Agents and Troopers have no Class. Team icons aren’t Hero Classes. (This works differently from the Captain America cards in the *Legendary*® Core Set, which count colors including grey.)

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.
- 2 New Masterminds (each has 1 Mastermind card and 4 Tactic cards).
- 4 New Schemes.

Credits

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My deepest thanks for all your help!

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