

# LEGENDARY®

## A JAMES BOND DECK BUILDING GAME



### EXPANSION 1

#### Licence Renewed

This expansion adds two new movies to *Legendary® A James Bond Deck Building Game: On Her Majesty's Secret Service* and *Licence To Kill*. Inside the box, you'll find new Heroes, Villains, Missions, Masterminds, Schemes, Special Starters, and more. To best experience each of these classic movies use the following combinations:

#### On Her Majesty's Secret Service

- Ernst Stavro Blofeld as the Mastermind and the *On Her Majesty's Secret Service* Villain Group.
- The "Condition the Angels of Death" Scheme and its Mission Group.
- The Institute Guards as the Henchmen Villain Group.

#### Licence To Kill

- Franz Sanchez as the Mastermind and the *Licence To Kill* Villain Group.
- The "Expand Drug Empire" Scheme and its Mission Group.
- The Wavekrest Divers as the Henchmen Villain Group.

#### Special Gadgets

There are two new Gadgets, each with their own game text. From now on, shuffle them in with the regular Gadgets and keep the Gadget stack face down.

#### Impersonate

In *On Her Majesty's Secret Service*, Bond and other characters often pretend to be someone else. In the game, the **Impersonate** keyword lets a Hero copy the printed ★ or 🗡️ of another Hero in your play area.

When you play a Hero with **Impersonate** ★ it won't immediately grant you any ★. However, any time on your turn you may activate its **Impersonate** ability. When you do, choose another Hero in your play area and gain that Hero's printed ★. Playing a Hero with **Impersonate** 🗡️ works the same way except it copies 🗡️ instead.

Some Heroes can **Impersonate** multiple instances of ★ and/or 🗡️. In this situation, you can choose to copy the same card or different cards. For example, if a Hero has **Impersonate**: 🗡️, 🗡️ you can choose to gain another Hero's 🗡️ twice, or gain two different Heroes' 🗡️. Usually, you'll choose the biggest number twice, but a card effect may lead you to **Impersonate** two different cards.

If you play more than one Hero with **Impersonate**, they can both copy the same Hero(es) in your play area.

#### Rogue Agent

In *Licence To Kill*, Bond becomes a rogue agent in order to hunt down Franz Sanchez. In the game, the **Rogue Agent** keyword offers you a powerful ability, but there is a catch.

Any time during your turn you may activate the **Rogue Agent** ability of a Hero in your play area. However, you may only activate it if you have not yet played any 007 or 00 Agent Basic Starter Heroes on that turn. AND once you activate a **Rogue Agent** ability, you are not allowed to play any 007 or 00 Agent Basic Starters for the remainder of your turn.

If you have multiple Heroes with **Rogue Agent**, you'll either be able to activate all of them or none of them during your turn (depending on if you want to play your Basic Starters that turn).

**Note:** You ARE allowed to play the Miss Money Penny Ally and your Special Starter Heroes on the same turn you activate your **Rogue Agent** abilities.

#### Brainwash

**Brainwash** is a special action that temporarily turns a Hero into a Villain. Place the brainwashed Hero into the rightmost On Assignment space and push any Villain or Mission there as normal. The brainwashed Hero now also counts as a Villain. This means if it escapes it will be just like any other Villain escaping – it will go to the Escaped Villain pile, force you to KO a Hero in Q Branch, and will trigger the Escape ability on the Mastermind.

You can "rescue" the brainwashed Hero by paying ★ equal to its cost. If you do, you gain the Hero, which stops it from being a Villain. (This does not count as "Recruiting" the Hero.) Put any Gadgets it had into your Victory Pile.

**Note:** If you rescue a brainwashed Hero you can't take the "Heal" action on Wounds that turn.

#### Angels of Death

The Angels of Death are young women that Blofeld has mentally conditioned to release the deadly Omega Virus on his command. In the game, the Angels are special Heroes only used with the "Condition the Angels of Death" Scheme. You can recruit and play the Angels normally, but whenever a Scheme Twist is played, it will trigger each Angel's **Disperse Virus** text. (It's in red to help you identify it quickly, even when it's not your turn.)

When the Scheme Twist says "Each Angel of Death Disperses her Virus," do the following:

1. From left to right, each Angel of Death On Assignment and then in Q Branch triggers its **Disperse Virus** text against EACH player (starting with the active player and then going clockwise).
2. Then, if a player has any Angels of Death in their hand, trigger their **Disperse Virus** text only against THAT player. (If there is more than one, the player chooses what order to resolve them.)
3. Then, if any Angels of Death are in a player's discard pile, trigger their **Disperse Virus** text only against THAT player. (If there is more than one, the player chooses what order to resolve them.)

**Note:** Angels of Death can be **Brainwashed** just like any other Hero.

#### Create Omega Virus

This Scheme changes how Wounds work. When you gain Wounds, instead of putting them into your deck, form a stack of them nearby. If any player ever has 7 or more Wounds, Evil Wins! (If you're playing Solo, it takes 15 Wounds.) If a card effect lets you KO one or more Wounds in your hand, deck, or KO pile, KO that many from your Wound stack instead.

During your turn you may take one "Heal" action as follows: If you don't recruit any Heroes, fight the Mastermind or any Villains, or complete any Missions, you may **KO exactly one** of the Wounds in your Wound stack.

#### Cartel Cards

In *Licence To Kill*, James Bond infiltrates the Sanchez Cartel. In the game, if you're playing with the Franz Sanchez Mastermind, the "Expand Drug Empire" Scheme, or one of their accompanying Villain or Mission groups, you'll need the Cartel stack. Shuffle the 30 Cartel Extra cards together into a single deck and place it face-down near the Mastermind. Many effects will say to put a Cartel card on something: Draw the top card of the Cartel stack and place it face up on top of or next to the card it's supposed to go on.

While a card has one or more Cartel cards, players can't interact with it – Heroes can't be gained, KO'd, or moved. Villains and Missions can't be fought, completed, or moved. And if the Mastermind has any Cartel cards, it can't be fought.

On their turn, a player can pay the ★ or 🗡️ of a Cartel card to KO it. Put it face up next to the Cartel stack. **Note:** The "Illegal Narcotics" Cartel card gives you a Wound when you KO it.

You can KO any number of Cartel cards on your turn. If a card has multiple Cartel cards, stack them on top of each other. You can look at any Cartel cards in the stack, but you can only KO the top one. (After you KO it, you can then KO the new top card, and so on.)

If a Villain or Mission escapes, KO its Cartel cards. (There is no additional penalty to the players.)

If the Cartel stack runs out, reshuffle the KO'd Cartel cards to make a new stack.

If you KO any Cartel cards, you can't take the "Heal" action on Wounds that turn.

**Note:** When a Villain or Mission escapes, the player cannot choose a Hero with any Cartel cards to be KO'd in Q Branch.

## Pay Off

This keyword lets you fight a Villain with ★ instead of . When you pay the ★ cost, you get to ignore the Villain's "Fight" ability.

**Note:** Paying off a Villain still counts as "fighting" it.

## Additional Rules and Clarifications

### Alternate Scheme Twist Setups

Two Schemes adjust the usual 1/2/2 (A/B/C) layout of Scheme Twists. "Condition the Angels of Death" doesn't have any Scheme twists in the A deck, but it has 3 in the C deck. (Its layout is 0/2/3.) "Escape Custody" only has 3 Scheme Twists, one in each of A, B, and C. (Its layout is 1/1/1.)

### Searching Your Deck

If an effect instructs you to look through your deck for something, shuffle your deck when you're done. (Do not shuffle your discard pile into your deck.)

### Alpine Avalanche and Trigger the Avalanche

When these cards destroy spaces, those spaces are gone for the rest of the game: On Assignment now has fewer spaces. These effects are additive – together it's possible to destroy three total On Assignment spaces. If the **Inevitable** card is in play, it's possible that these cards will destroy a space(s) that is "behind" the **Inevitable** card, which will prevent you from being able to push the **Inevitable** card back to that space.

### Bobsled

This card grants you +1  that can only be used to fight or complete the leftmost Villain or Mission On Assignment. If the leftmost card doesn't require , the +1  will be wasted. But if you defeat or move the leftmost card, you can spend the +1  on the new leftmost card.

### Champagne for Two

This Special Starter gives you +2★ if you played a Tracy Bond Hero this turn. However, if Tracy is not one of the Heroes you put into the Hero deck during setup, you'll instead get the +2★ if you played a Hero other than an Allies, Equipment, James Bond or Vehicle. Some examples are Pam Bouvier, Q, or Pussy Galore.

### Escape the Exploding Tanker

Each time you complete this Mission, put one Cartel card on it for each time it's been completed. You can use cards from outside the game to track how many times it's been completed.

### Expand Drug Empire

When a Scheme Twist is played, count the number of Twists played so far (including that one). Then put that many Cartel cards on Heroes in Q Branch from right to left, putting one Cartel card on each Hero that doesn't have any Cartel cards. Then, go from right to left, putting one Cartel card on each Hero that only has one Cartel card, and so on. (Keep going like this until you've added Cartel cards equal to the number of Twists.)

### Franz Sanchez

When a Villain escapes, count the number of Escaped Villains (including that one). Then put that many total Cartel cards on Villains and Missions on Assignment from right to left, putting one Cartel card on each Villain and Mission that doesn't have any. Then, go from right to left, putting one Cartel card on each Villain and Mission that only has one Cartel card. Keep going like this until you've added Cartel cards equal to the number of Escaped Villains.

### Irma Bunt

**No Fraternizing** prevents you from recruiting Heroes from Q Branch. However, you can still recruit Miss Money Penny Starter Allies, rescue a "brainwashed" Hero, or "gain" a Hero through a card effect.

## Piz Gloria Base

When this Tactic is played, put the card next to the Mastermind. While it's there, the Mastermind can't be fought. On their turn, a player can spend  to damage the Base. Once it has 15 damage, KO it.

If this is the last Tactic played (which would normally end the game), the game is not over. Once the Base is destroyed, then the Mastermind is finally defeated.

## "You Have Good Luck Tonight"

To play a round of Blackjack, begin revealing cards from the top of the Hero deck, one at a time, adding up their costs as you go, until you reach a total cost of 19 or higher.

If you reveal a total cost of 19 or 20, gain one of the revealed Heroes.

If you reveal a total cost of 21, gain one of the revealed Heroes to your hand.

If you reveal a total cost of 22 or higher, you bust and don't get anything.

Then shuffle any remaining revealed cards back into the Hero deck.

**Note:** Smuggled Gold count as zero.

## Solo Play Clarifications

When a Scheme Twist lets you put a Hero in Q Branch on the bottom of the Hero deck, you CANNOT choose an Angel of Death or a Hero with any Cartel cards on it.

When playing solo, Signature Gun's text has no effect. Instead, whenever you would shuffle Signature Gun into your deck, you may instead set it aside, shuffle your deck, and put Signature Gun on top.

## Rulebook Correction – Gadgets

The original rulebook had a misprint in the Gadget chart. When assembling the Villain deck, if you need to add 8 Gadgets, put 3 in Deck A, 3 in Deck B, and 2 in Deck C.

## Game Contents

Rules insert and 300 cards:

- 10 Heroes of 14 cards each (Each Hero has 1 rare, 3 uncommons, 5 of one common, and 5 of another common)
- 2 Villain Groups of 8 cards each
- 2 new Mission Groups of 9 cards each
- 2 different Henchmen Villain Groups of 10 cards each
- 16 007 Basic Starter Heroes
- 8 00 Agent Basic Starter Heroes
- 2 sets of Special Starting Heroes for 2 eras of James Bond, 5 cards each
- 6 Miss Money Penny Starter Allies
- 6 Gadgets
- 6 Wounds
- 2 Masterminds, each with 4 Mastermind Tactics
- 4 different Schemes
- 40 Extra cards

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