

LEGENDARY®



NO TIME TO DIE 007™

A JAMES BOND DECK BUILDING GAME EXPANSION

This expansion adds another thrilling Bond movie to *Legendary® A James Bond Deck Building Game*. In this box, you'll find new Heroes, Villains, Missions, Schemes, a new Mastermind and more. To start off, we recommend you use:

No Time To Die

- Lyutsifer Safin as the Mastermind and the No Time To Die Villain Group.
- The Project Heracles Scheme and its Mission Group.
- Spectre Infiltrators as the Henchmen Group.

Infected with Nanobots






"Heracles" is a DNA-targeting assassination nanotechnology developed by the British Secret Intelligence Service but stolen by Lyutsifer Safin.

In the game, you'll sometimes gain **Nanobot Infection** cards which are Special Wounds that prevent you from playing Heroes of a specific class.







If you're playing with the Lyutsifer Safin Mastermind, the No Time To Die Villain Group, or the Project Heracles Scheme, you'll use the new Nanobot Infection Special Wounds.

Put the 10 Special Wounds **face up** off the playmat next to the Wound stack. (*They never go in the Wound stack.*) They do count as Wounds so effects that KO or otherwise reference "Wounds" work on them. However, the Heal action found on regular Wounds doesn't work on Nanobot Infections.

Each Nanobot Infection is "keyed" to one of the five classes: , , , , or . (*There are two copies of each Nanobot Infection.*)

When an effect says a player is "**Infected with Nanobots**" the game looks at the "DNA" of the player's Heroes and gives them a matching Nanobot Infection. It works like this:

- Look through the Nanobot Infection stack and find one card matching each different class among the Heroes in your hand and play area.
- Randomly gain one of those Nanobot Infections and put the rest back on that stack.

Example: If you have two  Heroes and one  Hero among the Heroes in your hand and play area, you will take **one**  and **one**  Nanobot Infection and then gain one of those cards randomly.

If there are no cards left of a particular class in the Nanobot Infection stack, ignore that class when determining which Nanobot Infection you get. However, if there are NO matching classes left (or if you only have Heroes with no class in your hand and play area), shuffle one of each type of the remaining Nanobot Infections and gain a random one.

If the Nanobot Infections stack runs out of cards and you are then "**Infected by Nanobots**" gain a regular Wound from the Wound stack instead.


If a Nanobot Infection gets KO'd, put it back onto its stack.


Kidnap

Kidnap is a special action that shuffles a Hero into the Mastermind's Tactics. When the Mastermind is fought, if you randomly reveal a Kidnapped Hero instead of a Tactic, choose a friendly player to gain that Hero. To win the game, you must fight the Mastermind enough times to defeat all four of their Tactics.

Threat

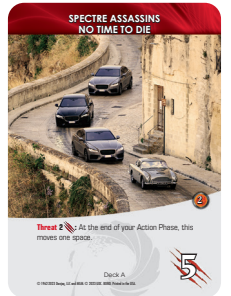
Some Villains and Missions have a **Threat** ability. This ability is *threatening* to happen **each** turn unless the active player pays the listed cost. When you pay the cost, the penalty is avoided this turn. (But it will be back next turn.)

Example: Threat 2 : At the end of your Action Phase, this moves one space.

During your Action Phase you can pay **2**  to avoid the above **Threat** ability. If you do, it will be back next turn. If you don't, then this card will move one space On Assignment at the end of your Action Phase.

If there is more than one **Threat** ability On Assignment at the end of your Action Phase, resolve them from left to right.

Note: The **Threat** keyword is in red to make it easier to notice.



Defeat James Bond

This Scheme puts a Scheme Twist On Assignment as an "Assassination" special card. It pushes and gets pushed like other cards On Assignment. However, it does not count as a Villain or Mission so cards that affect those card types don't affect it.

This Scheme also puts the Time to Go Extra card on the rightmost On Assignment space. This special card does NOT push or get pushed by other cards. It can be on the same space as other cards. (*Its space count as being "open" if there are no other cards there.*)

Now the race is on! You must try to get Time to Go to "escape" before the Assassination card does.




Note: When a Scheme Twist gets played, if there's already an Assassination card On Assignment, now there will be two Assassination cards in play. Plus the new Scheme Twist will move the Time to Go card back to the rightmost On Assignment space.

Risk it All

Risk it All is a new Hero keyword that gives you a powerful effect... but you must KO the top card of your deck.

If a Hero has **Risk it All** followed by game text it means this:

While this Hero is in your play area, once this turn you may KO the top card of your deck. If you do, you get the game text next to Risk it All.

Example: Hunt the Hunters has "**Risk it All: You get +2** ." When you play this Hero you immediately get its **1** . Then at any point in your Action Phase, you may activate its **Risk it All** ability: KO the top card of your deck and gain **2** .

You don't get to look at the top card of your deck before you decide whether to use a **Risk it All** ability. Will it be a powerful Hero? Or will it be a starting hero or even a Nanobot Infection you'll be glad to be rid of? (**Note:** *There are many effects in the game that give you information about or let you set up the top card of your deck.*)

If you have more than one **Risk it All** ability, they are activated individually. You'll KO the top card of your deck for each of them.

Special Exception: If a Risk it All ability would KO your Special Starter, discard your Special Starter instead. (It's special!)

Strategy Tip: It's often a good idea to activate a **Risk it All** ability even if you don't need its game text that turn. Since your deck starts out with 12 weak starting Heroes there's a good chance **Risk it All** will KO an undesirable card. Of course, the more good cards you recruit the more likely **Risk it All** will KO one of them. But then again, you'll also gain Wounds (*including Nanobot Infections*), which **Risk it All** can get rid of.



OO Status

This expansion brings back the **OO Status** keyword from the base game for all of Nomi's Hero cards. At the end of your turn, before you discard your hand and draw a new one, if you defeated at least one Villain and/or fought the Mastermind that turn, you'll get each of your cards' **OO Status** effects.

Note: If you fight the Mastermind and reveal a Kidnapped Hero instead of a Tactic you will still get your **OO Status** effects that turn.

Bionic Eye

This is a new Special Gadget. Shuffle it in with your other Gadgets and turn the Gadget stack face down. When you acquire the Bionic Eye you get to discard a card from your deck and then shuffle your deck (*but not your discard pile*).

Two-Sided Inevitable Card

The **Inevitable** Mission starts on the First Buyers are Arriving side. When you complete it, it will move to the rightmost space and then flip over to the Missile Strike side.

The Missile Strike can't be completed, but if you fail it there's a chance the "strike" will take out the Mastermind too. Reveal a card from the Mastermind's Tactics pile. If that defeats the Mastermind's final Tactic, the players earn a Minor Victory: The Mastermind is defeated but the players perished in the blast. (*There is no mechanical difference between a regular Victory and Minor Victory.*)

Wounding a Villain/Mission/Mastermind

Crash the Party and "I'm Taking You Back to Mother" put Wounds on the bad guys. Put a regular Wound from the Wound stack on or next to the Villain/Mission/Mastermind. It gets -1★ or 🗡️ for each Wound it has. When it's defeated discard its Wounds.

Note: "I'm Taking You Back to Mother" only wounds the Mastermind until the next time a player fights it. After it's fought (*whether you revealed a Tactic or a kidnapped Hero*), discard its Wounds.

Additional Rules and Clarifications

All the Time in the World

This card lets you recover a Hero from getting KO'd. If an effect KO's a Hero in your hand, deck, or discard pile you may then gain it.

Example: You use a **Risk it All** ability and it KO's a powerful Hero from the top of your deck. You may then gain that Hero (*put it in your discard pile normally*).

Note: This still counts as the Hero getting KO'd. (*For example, it would allow you to draw a card with "I've Already Lost Everyone..."*.)

Bulletproof Glass

This Hero prevents you from gaining ANY Wounds including Special Wounds like Nanobot Infections.

Primo

When Primo acquires a Bionic Eye, search through the Gadget stack for one, then shuffle the Gadget stack. (*If there are none left in the Gadget stack, he will acquire one from the first Victory Pile that has one instead.*)

Destroy the Nanobot Facility

Completing this Mission will KO all Special Wounds you currently have, but it doesn't prevent you from gaining new Special Wounds later in the game.

Explosive Mines

This Hero gives you 4🗡️ plus you may attach it to an open space. While attached, cards can still be pushed onto that space. At the start of each player's Action Phase (including yours) if a Villain or Mission is there, it automatically gets -4★ or 🗡️ and then you put Explosive Mines back into **your** discard pile.

"I Know. I Know..."

If you choose to sacrifice yourself, fight the Mastermind once for free, set the Danger Level to 0, and move the **Inevitable** card to the rightmost On Assignment space. Then you are defeated and out of the game.

If the Mastermind is not yet defeated the game continues with any remaining players. (*If there are none, Evil Wins!*)

If this defeats the Mastermind, the game ends. If there are other players left, you share in the victory (*counting Victory points as normal*). If you were the last one left, the players only earn a Minor Victory since the Mastermind was defeated but all the players perished.

Land Gravity Plane

Flying means this Mission enters play on the first **open** space On Assignment, and **Chase** means at the end of the Villain Phase this Mission will move one space (*pushing any card there normally*).

The only way to complete this Mission is by gaining the Hero in the Q Branch space directly underneath it. When you do, slide this card into that space and it becomes a Hero that you can gain normally. (*If it had any Wounds, discard them when it becomes a Hero.*)

Pick up a "Package"

This Mission only counts the Victory Points (VP) of Villains, not Missions or Mastermind Tactics.

Project Heracles

This Scheme's first three Twists do one effect and its fourth and fifth Twists do a different effect. **Note:** If you're playing solo there is no "player to your left" so just ignore that part.

Smoke Screen

This effect can't be used to move the **Inevitable** card (*it can't be moved by other cards*) or an Assassination special card (*it's not a Villain or Mission*).

Tomb Trap

The **Stationary** keyword means that this card can't be moved. If another card On Assignment would push it, that card moves to the next space instead. For example, if Tomb Trap is on the rightmost space, when a new card enters On Assignment put it in the space to Tomb Trap's left.

Exception: The **Inevitable** card WILL push **Stationary** cards like Tomb Trap.

If you don't pay Tomb Trap's **Threat** cost, at the end of your Action Phase you'll gain two Wounds and then Tomb Trap is failed. (*This works the same way as a Mission getting failed by getting pushed off On Assignment.*)

Game Contents

Rules insert and 120 cards:

- 5 Heroes of 14 cards each (Each Hero has 1 rare, 3 uncommons 5 of one common, and 5 of another common)
- 1 Villain Group of 8 cards
- 1 Mission Group of 9 cards
- 1 Henchmen Group of 10 cards
- 1 Mastermind with 4 Mastermind Tactics
- 2 Schemes
- 1 Special Starting Hero
- 10 Nanobot Infections
- 4 Bionic Eye Gadgets
- 1 Time to Go Extra Card

Credits

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