

# LEGENDARY®



Many planets rejected them as criminals, brutes, misfits, and screwups. But just when they were needed most, Star-Lord, Gamora, Drax, Rocket, Groot, and Mantis came together and saved billions of people as the Guardians of the Galaxy. Their unconventional tactics kept them one step ahead of Ronan the Accuser, Ego the Living Planet, and darker galactic threats beyond.

## Higher Variety of Cards per Hero

To show the Guardians' incredible adaptability, each Hero has a wider variety of cards than normal: 1 rare, 2 copies each of two uncommons, and 3 copies each of three commons. (1/2/2/3/3/3 instead of 1/3/5/5.)

## Divided Cards

To continue the theme of adaptability, "Divided Cards" return from *Legendary®: Civil War* and *Legendary®: X-Men*. Each Divided Card has two miniature cards printed on the same card. This makes the number of different cards per Hero even higher than the numbers above.

- 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, or the HQ, it counts as all its Hero Classes, Teams, card names, and Hero Names. (It still counts as 1 card, not 2.) While there, its "printed 🗡️" is the total of both 🗡️ numbers printed on it. However, once you play the card, it only counts as the side you choose.

## Artifacts

Some Hero cards in this set are also powerful "Artifact" cards. (They still count as Hero cards too.) When you gain a Hero Artifact, put it in your discard pile like any other Hero card. When you draw that Artifact later in the game, you may play it in front of you and use its effects. This means you "control" that Artifact. At end of turn, when you discard all the cards you played that turn, the Artifacts you control stay in front of you.

- You can use an Artifact on the first turn you play it.
- You can control multiple Artifacts with the same card name and use each of them.

- If a card effect during any player's turn asks you to "Reveal a (🔮) Hero," you may reveal a (🔮) Hero Artifact you control. Card effects that say "your Heroes" or "Heroes you have" include Hero Artifacts you control.
- However, you only "played" an Artifact on the turn you put it out, so it only activates Superpower Abilities (like "👊: You get +1 🗡️") on the turn you play the Artifact, not every turn of the game. Likewise, card effects that count "each Hero you played this turn" only count an Artifact if you played it this turn.

## Triggered Artifacts

Each Artifact in this set is a new variety called a "Triggered Artifact". From gadgets to cannons, many of these literally have triggers!

- Some cards say things like "Triggered Artifact — Whenever you draw a card during your turn, you get +1 🗡️." While you control this Artifact, **every time you do that trigger, you get the listed effect.**
- If a card lets you "copy" a Triggered Artifact card or "play a copy of it," then you can use that Triggered Artifact ability (or "Thrown Artifact," "Once per turn" Artifact or "Ritual Artifact" ability) once, and you don't need to fulfill the trigger. The copy doesn't stay in play as an Artifact. The 'Legendary Outlaw' card from the 2014 Guardians set cannot copy any Artifacts in this set.

## Villainous Weapons

These first appeared in *Legendary®: Heroes of Asgard*. In this set, they also have Ambush effects, which happen when they enter the city captured by a Villain.

- Villainous Weapons are not Villains.
- When a Villainous Weapon is played from the Villain Deck, **the Weapon is captured by the Villain in the city that's closest to the Villain Deck. If there are no Villains in the city, then KO the Weapon instead.**
- Villainous Weapons empower the Villain holding them, adding the 🗡️ bonus printed on the Weapon. Tuck the Weapon under the Villain so you can see the Weapon's 🗡️ bonus right under the Villain's 🗡️.
- An enemy can use any number of Weapons at the same time, getting all of their bonuses combined.
- When a Villain with Villainous Weapons escapes the city, the Mastermind captures all those Weapons, getting their 🗡️ bonuses.

- When you fight a Villain or Mastermind holding any number of Weapons, **put all those Weapons into your discard pile as Artifacts.**
- When you have a Villainous Weapon Artifact in your hand, you can play it just like any other Artifact.
- **You never get the Weapon's printed  bonus** when you play the Artifact or control it. Only Villains and Masterminds get that  bonus. You only get the specific Artifact abilities written on the card.
- Villainous Weapons you have captured as Artifacts **have 0 cost**, have no color or Hero Class, and don't count as Hero cards or Villain cards.
- Ronan has Tactics that turn into Villainous Weapons. You win when the Mastermind has no face down Tactics left under them, even if there are still some Tactics that have turned into other card types.

## Excessive Violence

This keyword represents how Rocket and Drax are often way more over-the-top violent than necessary. It began in *Legendary®: Deadpool* and *Legendary®: Venom*.

- Some Heroes say things like “Excessive Violence: Draw a card.”
- **Once per turn, you can spend 1  more than you need to fight a Villain or Mastermind “using Excessive Violence.” If you do, you get to use all the “Excessive Violence” abilities on cards you played this turn.**
- Say you've played three Heroes with Excessive Violence abilities this turn. If you spend 8  to fight a Villain or Mastermind that has 7 , then you'll get to use all three Excessive Violence abilities!
- If you don't fight anything this turn, or if you don't spend an extra 1  on someone, then you won't be able to use Excessive Violence.
- Since you can only fight “using Excessive Violence” once per turn, you can only use a card's Excessive Violence ability once per turn. (It's OK to play two cards with the same card name, fight an enemy “using Excessive Violence” and use both of those cards' Excessive Violence abilities.)
- Do the enemy's Fight effect and the Excessive Violence abilities in any order of your choice.
- If you fight using Excessive Violence and then draw or play more cards with Excessive Violence abilities that turn, it will be too late to use those abilities.
- Gravity Mines says “Triggered Artifact — Whenever you use Excessive Violence, draw a card.” You can use this even if this Artifact is the only Excessive Violence card you have, or combine it with other Excessive Violence cards.

## Excessive Kindness

By contrast, the empath Mantis and the adorable Baby Groot are often way kinder than necessary. Their “Excessive Kindness” abilities work just like Excessive Violence, except that you trigger them by spending 1  more than you need when recruiting a Hero.

## Command

Some Villains say things like “Taserface gets +2  while he Commands the Ravagers.”

- **A Villain “Commands” their group and gets these abilities as long as it's the leftmost Villain of that Villain Group in the city.**
- If there's only one Villain of a Villain Group in the city, it still Commands that Villain Group.

## Ego, the Living Planet

Ego can change the number of city spaces. This doesn't affect the number of HQ spaces. While there are fewer than 5 city spaces, you can mark this by moving the Mastermind to cover the destroyed city spaces. While there are more than 5 city spaces, you can put Master Strikes above the new city spaces to show where they are. Don't combine Ego with a Scheme that also changes the number of city spaces.

## Related Characters in Other Sets

The original *Legendary®: Guardians of the Galaxy* comic-art set from 2014 has different cards & gameplay. It includes a different, playable Star-Lord, Groot, Gamora, Drax, and Rocket, plus a Thanos Mastermind. Into the Cosmos has playable Yondu, Nebula, and Phyla-Vell Heroes in the Guardians team, plus playable Ronan. *Legendary®: Venom* has a playable Venom Rocket (*Venomverse team*) and a Poison Thanos Mastermind.

## Game Contents

Rules insert and 100 cards:

- 5 New Heroes of 14 cards each (Each Hero has 1 rare, 2 copies each of two uncommons, and 3 copies each of three commons.)
- 2 New Villain Groups (Each has 5 different Villains and 3 different Villainous Weapons)
- 2 New Double-Sided Epic Masterminds (Each has 1 Mastermind card and 4 Mastermind Tactic cards)
- 4 New Schemes

## Credits

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