

# LEGENDARY<sup>®</sup>



The Inhumans are a mysterious, powerful race living in the hidden city of Attilan, on Earth's moon. Long ago, the alien Kree altered the DNA of a small group of humans, injecting the potential for superhuman evolution. When their Inhuman descendants are exposed to the "Terrigen Mists," they undergo "Terrigenesis," evoking incredible superpowers. Strongest of all are the Inhuman Royal Family, including King Blackagar Bolttagon, Queen Medusa, Princess Crystal, Maximus, Gorgon, Karnak, and Lockjaw.

In the epic Marvel comics storyline "War of Kings," the Inhumans emerge from their self-imposed exile to go to war. They are furious about being manipulated and underestimated for so long. The Kree treated them like a failed experiment. Humans rejected the Inhumans as dangerous monsters. Now the Inhumans lift their entire city from the moon into space as a powerful warship.

A peacemaking wedding between Crystal and the Kree leader, Ronan the Accuser, is savagely attacked by the Shi'ar Imperial Guard, sent by Emperor Vulcan of the Shi'ar. Soon the Kree and Inhumans are at war with the vast Shi'ar Imperium. While space fleets battle for the destiny of empires, Black Bolt's brother Maximus schemes a betrayal to seize the Inhuman throne.

## "When Recruited" Abilities

The Inhumans' powerful decision to go to war is shown with new special abilities they use "When Recruited."

- Some Heroes say things like: "When Recruited: You get +3 ." Use this "When Recruited" ability immediately when you recruit this Hero.
- You pay the Hero's normal recruit cost, move it from the HQ into your discard pile, and refill that HQ space with a card from the Hero Deck. When all that is done, then you must use the "When Recruited" ability.
- When you play that card from your hand in later turns, don't use the "When Recruited" ability again. Instead, use the card's normal abilities, , and . A horizontal line separates the "When Recruited" ability from the card's normal abilities.

- If a special ability tells you to "gain" a Hero or "put" a Hero somewhere, then you **don't** use that Hero's "When Recruited" ability, since you didn't pay  and you didn't recruit that Hero. This is true even if the special ability tells you to "gain" the Hero from the HQ.

- However, you **do** use the "When Recruited" ability if a special ability lets you "recruit a Hero for free" or recruit it at a reduced cost or from some unusual place, since then you are still recruiting the Hero.
- You may wish to keep some Heroes in the HQ until you especially need their "When Recruited" ability.

## Throne's Favor

The power of the Inhuman Kingdom and the Kree and Shi'ar interstellar empires is truly vast. During Marvel's "War of Kings" storyline, influence over these empires shifts frequently as Black Bolt, Vulcan, Ronan the Accuser, Lilandra, Gladiator, and eventually Maximus battle for supremacy. This is represented by a new game concept called the "Throne's Favor."

- Some Heroes say "You gain the Throne's Favor." When this happens, take a nearby object to represent the Throne's Favor, like a coin, key, miniature, or pawn. There is only ever one Throne's Favor in the game. If another player or Mastermind already has the Throne's Favor, and you gain it, then you take it from them.
- If an ability tells you to gain the Throne's Favor, you must take it. You cannot leave it where it is.
- Some Heroes say things like "You may spend the Throne's Favor to draw two cards." This means **if you have the Throne's Favor, you may give it up to use the listed ability**. You set aside the Throne's Favor object, and no one has the Throne's Favor until someone gains it again.
- You can only spend the Throne's Favor at the moment the card you're playing tells you to do so. You can't wait and spend it later in the turn.
- Masterminds and Villains in this set have abilities that can cause the Mastermind to gain the Throne's Favor and/or benefit from having it. When the Mastermind gains the Throne's Favor, they take it away from any player that may already have it.
- The Throne's Favor is not a card. It never goes into decks or discard piles. Instead, when it comes up, just use whatever cool object is easily at hand. There's no need to store a special Throne's Favor object with the game.

## Abomination

Some Inhuman Villains have become horrific, unpredictable, and even monstrous. Accordingly, they use the “Abomination” keyword that debuted in *Legendary®: Captain America 75th Anniversary* in 2016.

- Abomination means **“This Villain gets + equal to the printed of the Hero in the HQ space under this Villain’s city space.”**
- An Abomination Villain’s can go up and down as the Villain moves through the city.
- You can recruit a Hero under an Abomination to try to reduce its ... but you might also increase it!
- There are also a few new twists on the Abomination keyword. The Hero Gorgon has abilities like **“Sewers Abomination.”** It gives equal to the printed of the Hero in the HQ space under the Sewers.
- The highly-evolved Mastermind Maximus and Gorgon also use **“Highest Abomination.”** This gives equal to the highest printed of any single card in the HQ. So if the five Heroes in the HQ have printed of 2, 4, 3+, 0+, and no printed, then Highest Abomination would give 4.
- **“Double Abomination”** doubles the bonus.
- Some “Divided Cards” from sets like *Legendary®: Civil War* have two printed numbers, one on each side. If you need to know that card’s “printed,” and the card is not currently being played, add both those numbers together. This applies to Abomination and Berserk (from *Legendary®: X-Men*).

## Teleport

Lockjaw helps Gorgon with the “Teleport” keyword that originally appeared in *Legendary®: Dark City* in 2013.

- “Teleport” means **“Instead of playing this card, you may set it aside. At the end of this turn, add it to your new hand as an extra card.”**
- Some abilities teleport other cards from your hand, setting them aside in the same way.

## “Choose a Villain Group”

Some Karnak cards say things like “Choose a Villain Group. You get +1 for each Villain in your Victory Pile from that Group.” For example, you can choose the Villain Group “Inhuman Rebellion.”

- You can also count a Henchman Villain Group like “Doombot Legion.” However, you can’t choose the generic word “Henchmen” and count Villains from multiple Henchmen Groups at once.

- You also can’t count two Villain Groups at once by choosing a word or phrase that appears in both Villain Groups. For example, if you choose the “Hydra” Villain Group, you can’t also count “Hydra Elite” Villains. They are not the same Villain Group.
- You can’t count cards that have no Villain Group, like Tactics, Bystanders, Master Strikes, Scheme Twists, or Heroes that were turned into Villains.
- Traps and Locations from other sets aren’t Villains, so they don’t count, even if that Trap turned into a Villain.

## Related Characters in Other Sets

*Legendary®: Secret Wars Volume 1* contains (Illuminati) Black Bolt and Maximus Heroes. *Legendary®: Civil War* has a Lockjaw Sidekick. *Legendary®: X-Men* contains Deathbird, Shi’ar Imperial Guard, Shi’ar Patrol Craft, and Shi’ar Death Commandos. *Legendary®: Into the Cosmos* has a Ronan the Accuser Hero.

## 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

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