

# LEGENDARY®

In years past, the secretive Weapon Plus program abducted promising soldiers and superhumans. Cold scientists inflicted horrifying experiments and brutal mental conditioning. Their goal: create the ultimate living weapons. With each test subject, Weapon Plus leaders like the shadowy Romulus improved their cruel techniques, creating ever more lethal killers.



**MB** The most infamous abductee was the man known as *Logan*. Weapon Plus stripped away his memories and his mercy. They injected adamantium agonizingly throughout his bones. They dubbed him *Weapon X*. Only through his rage, savagery, and sheer refusal to die did he escape their clutches to become *the Wolverine*. He has chased his missing memories ever since.

**XA** Across the years, other Weapon Plus subjects like Marrow, Fantomex, and the hulking Weapon H survived to become Heroes in their own right. By contrast, Weapon Plus subjects like Sabretooth, Cyber, Typhoid Mary, and the Skinless Man became crueler, more powerful murderers than ever before. Now they finally gather to hunt Weapon X down to prove who is the deadliest living weapon of them all.

## Berserk Heroes

This keyword represents Weapon X, Marrow, and Weapon H going into berserker rages of unpredictable violence. It appeared in *Legendary®: X-Men* in 2017.

- "Berserk" on a Hero means **"Discard the top card of your deck. You get + equal to the discarded card's printed"**
- Some cards have Berserk multiple times, like "Berserk, Berserk, Berserk." In this case, just do the Berserk effect multiple times, once at a time. So you discard three cards in a row, getting each of their printed
- Building a deck with high printed can increase the chance that your Berserk cards will be explosively powerful. You can also use special abilities to set up the top cards of your deck to have a higher value before you play a card with Berserk.

## Berserk Enemies

As a new twist, this set also includes unpredictable Enemies with Berserk. When they face stronger Heroes, they become even more enraged and violent.

- **When you try to fight an Enemy that has Berserk, discard the top card of your deck. That Enemy gets + equal to the discarded card's printed.**
- If you have at least as many points as the Enemy's improved, spend that many and defeat the Enemy as normal.
- If you don't have enough points, then you don't defeat this Enemy, you lose all your points, and you can't fight anymore this turn. You can still play cards and recruit. Don't use that Enemy's "Fight" effect. (Also don't use any "When you fight" or "When you defeat" effects. You can't use the "if you don't fight..." Healing ability on normal Wounds.)

- If an Enemy says Berserk multiple times, do the Berserk effect that many times, giving all of that
- Once you start to fight an Enemy, you can't play any more cards until after that fight is complete. Remember to generate all the you can before you fight them!
- Look for ways to set up the top cards of your deck to have low or no before you fight a Berserk Enemy.

## Fail

Some Berserk Enemies say "Fail: You gain a Wound."





- Do the "Fail" effect if you try to fight that Enemy but the Berserk bonus causes you to fail.
- You can't try to fight an Enemy unless you have enough points to match its printed.

## Weapon X Sequence






The lethal success of the Weapon Plus program comes from their relentless iteration on the science of death. From Weapon XII to Weapon XIII to Weapon XV, each of their sequence of killers is more deadly than the last.



- On a Hero, "Weapon X Sequence" means **"you get + equal to the longest sequence of different printed cost numbers on your cards."**
- "Your cards" includes both cards you've played this turn and cards in your hand, so you can count both.
- For example, say your cards have the costs 0,4,2,7,3,3. Then each time you played a card with the Weapon X Sequence ability, you would get **+3**, since your longest sequence of different cost numbers is 2-3-4.
- Each number in the sequence must be one higher than the previous number. Your sequence can start with any number, including 0. You can't skip any number in the sequence. Having duplicates of the same cost doesn't help. If your costs are 0,0,0,4,4,6, then your longest sequence is 1 and you would get **+1**.
- After you play a Weapon X Sequence card, if you draw more cards later in the turn that would have extended your sequence, it's too late to go back and get more from the Weapon X Sequence you already played.
- "Doubled Weapon X Sequence" means double the bonus.
- Build your deck carefully to get long sequences!

## Enemies with Weapon X Sequence

- On Enemies, Weapon X Sequence means “**This Enemy gets +**  **equal to the longest sequence of different printed cost numbers among cards in the HQ.**”
- For example, say the Heroes in the HQ have printed costs 4,7,5,3,2. Then Weapon X Sequence gives an Enemy **+4**  (for the sequence 2-3-4-5).
- It doesn't matter which HQ spaces those cards are in or if any of them are physically in any particular order.
- One clever move is to recruit a Hero from the HQ at the right time, disrupting an Enemy's Weapon X Sequence before you fight them. Take the above example where Heroes in the HQ have printed costs 4,7,5,3,2. If you recruit the 3-cost Hero and it gets replaced with a 5-cost Hero, you've reduced the Enemy's Weapon X Sequence bonus from **+4**  to **+2** .



## “Printed ” and “Printed Cost”


Remember: a card's “printed  ” or “printed cost” means the number literally printed inside the card's big  or  icon. Ignore any + or \* symbols or special abilities that would modify that number. So if a card's  icon says 2 or 2+ or 2\*, its “printed  ” is 2. Cards with cost 3 or 3\* both have the same printed cost: 3.

- So, for Weapon X Sequence, if your cards cost 3, 3, 0, 5, 4 , and 6, your Weapon X Sequence gives **+4** .

## Enraging Wounds

Weapon Plus scientists inflicted excruciating torments on Weapon X and Weapon H that ignited their destructive rage for revenge. Other Marvel Heroes also find the courage to fight more fiercely as they get hit. To represent this, this set comes with 10 new “Enraging Wounds.” They give you bursts of power while requiring new ways to heal them.

- Shuffle all 10 new Enraging Wounds into the Wound Deck face down, mixed with the normal Wounds you have, so that you have at least 40 total Wounds. Also include any other special Wounds you have, like the Grievous Wounds from *Legendary®: Civil War*.
- You can play Enraging Wounds from your hand during your turn, giving , , and/or other special effects.
- Each Enraging Wound has its own unique “Healing” ability like “Healing: When you defeat a Henchman this turn, you may KO this Wound.” You can use this Healing ability during your turn, either after you've played the Enraging Wound or while it's still in your hand.
- Unlike the Healing ability on normal Wounds, the KO abilities on Enraging Wounds don't prevent you from recruiting and fighting that turn.

- Enraging Wounds still count as Wounds for all card effects. They cost 0. You can't recruit them. They're not Heroes. If you use a normal Wound's Healing ability to “*..KO all the Wounds from your hand*”, that will KO all Enraging Wounds from your hand too, but it won't KO any Wounds you played since they're not in your hand.
- Some sets put Wounds on Enemies. Ignore Enraging Wounds'  numbers & text while they're on Enemies.
- Enraging Wounds offer extra bonuses, but they can't always be healed as easily as normal Wounds. They also increase the total number of Wounds a group can suffer during a game. So they are both helpful and harmful.

## Game Contents

Rules insert and 100 cards:

- 4 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
- 3 New Double-Sided Epic Masterminds (Each has 1 Mastermind card and 4 Mastermind Tactic cards)
- 10 different Enraging Wounds
- 3 New Schemes

## Credits

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