



The **Champions** are a teenage Superhero team determined to bring the shadowed legacy of the Avengers into a new age of optimism and hope. After the Civil War storyline turned Avenger against Avenger, the Champions struck out on their own, using social media to mobilize the whole world in a new movement for justice against hate and abuse of power.

- **Totally Awesome Hulk** is the self-appointed name of teenage genius Amadeus Cho, who can transform into the Jade Giant at will.
- The mantle of **Ms. Marvel** has been taken up by Kamala Khan and her superhuman stretching powers.
- **Nova** uses the power of the Nova Force to manipulate energy, speed through space, and defend justice on Earth and among the stars.
- The synthezoid **Viv Vision** absorbs solar radiation, manipulates her density, and uses a computer brain just like her father, Vision.
- **Gwenpool** is actually "Gwen Poole," a comics mega-fan transported from the real world into the Marvel Universe. She knows she's in a comic, and she knows she's in a board game. She can see you right now. She likes your shirt.

Cheering Crowds

This keyword represents the Champions being inspired to redouble their efforts by adoring fans.

- Several Hero cards say "Cheering Crowds."

This means "**You may play this card twice in a row if you return a Bystander from your Victory Pile to the bottom of the Bystander Stack.**"

Example 1: Say you have a Hero that gives 1★ and says "Draw a card. Cheering Crowds." As you play this Hero, you could return a Bystander to play the Hero twice in a row, getting 2★ and drawing two cards.

- Essentially you play the card itself, and then you play a bonus copy of that card.

Example 2: Say your first play of the turn was an ⚡ card that gives 2⚡ and says "⚡: Draw a card. **Cheering Crowds.**" You decide to return a Bystander to play this card twice in a row. The first play wouldn't get to use the "⚡: Draw a

card" ability, since you haven't played an ⚡ card earlier in the turn. However, the second play would get to use that Superpower ability, since you now have played an ⚡ card earlier in the turn. So you would end up getting 4⚡ and drawing one card.

- If you had played a different ⚡ card before doubling the Cheering Crowds card, then you would get to use the "⚡: Draw a card" ability both times, getting 4⚡ and drawing two cards.

Example 3: Say your first play is using Cheering Crowds to play a 🗡 card twice. Then, you play another card that says "🗡: You get +1🗡 for each other 🗡 Hero you played this turn." That ability would count both plays of your Cheering Crowds card, giving you +2🗡 total.

- When playing out a big turn, some people like to put the Bystander they're returning temporarily on the Cheering Crowds card to remind themselves that they played it twice.

Versatile

This keyword represents Heroes who think quickly on their feet to react perfectly to any situation. It first appeared in *Legendary® Dark City*.

- "**Versatile 2**" means "**You get +2★ or +2⚡.**" Other cards use different Versatile numbers.
- You choose to get all ★ or all ⚡ when you play the card. You can't divide it up.
- However, if you play multiple Versatile cards in a turn, you can choose ★ for some cards and ⚡ for others, if you wish.
- If you use Cheering Crowds to play a Versatile card twice, you could get ★ with one play and get ⚡ with the other play, or choose the same for both.



Size-Changing

This keyword represents Heroes and Villains using superpowers to stretch or massively change their size. It's also used by characters that can change the size of a weapon, technology, or energy. It first appeared in *Legendary® Civil War*, but in this set it has a new twist.

- Some Hero cards say things like **"Size-Changing: [2 Hero Icons]."** This means **"You can recruit this card for 2 ★ less if you played any [2 Hero Icons] cards this turn."**
- Likewise, some Villain cards say things like **"Size-Changing: [2 Villain Icons]."** This means **"You can fight this Villain for 2 [2 Villain Icons] less if you played any [2 Villain Icons] cards this turn."**
- As a new Twist, some Heroes and Villains in this set say things like **"Size-Changing: [2 Hero Icons], [2 Villain Icons]."** If you played any [2 Hero Icons] Heroes this turn, the cost is 2 less. If you played any [2 Villain Icons] Villains, the cost is 2 less. If you played both a [2 Hero Icons] Hero and a [2 Villain Icons] Villain this turn, then the cost is 4 less.
- Fin Fang Foom and one of his Monsters Unleashed even say **"Size-Changing: [2 Hero Icons], [2 Villain Icons], [2 Monster Icons]."** You can pay 2 [2 Monster Icons] less to fight them for each of these Hero Classes you played this turn.
- **Note:** For any Size-Changing card, it doesn't matter how many Heroes of that Hero Class you played – it only matters whether or not you played any Heroes of that Hero Class.
- After you've recruited a card, Size-Changing doesn't do anything else on that card.
- If a Hero in the HQ already has **"Size-Changing: [2 Hero Icons]."** and it gains **"Size-Changing: [2 Villain Icons], [2 Monster Icons]."** from another special ability like the Sporr Villain, it just ends up with **"Size-Changing: [2 Hero Icons], [2 Villain Icons], [2 Monster Icons]."** A card can't have Size-Changing for the same Hero Class twice.

Demolish

This keyword represents the Heroes being devastated by the enchanted weapons of the Wrecking Crew and enormous Monsters Unleashed. It has appeared in *Legendary® Villains* and *Legendary® Fear Itself*.

- **"Demolish each player"** means **"Reveal the top card of the Hero Deck, note its cost, and put it on the bottom of the Hero Deck. Each player reveals their hand and discards a card with that cost."**
- Reveal only one card from the Hero Deck — don't reveal a different card from the Hero Deck for each player.

Double-Sided Epic Masterminds

As an extra-hard challenge, this set includes 2 "Double-Sided Epic Masterminds." Each has a normal side or can be flipped over to use its extra-nasty Epic Mastermind side, using the same Mastermind Tactics.



A [Symbol] symbol on a card's Cost or Attack is a signal that there's something unusual about that value, like Size-Changing or a special condition needed to fight that Villain.

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 Masterminds (Each has 1 Mastermind card and 4 Mastermind Tactic cards)
- 4 New Schemes



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