



LEGENDARY®

ANT-MAN



Welcome to a world of microscopic science and adventure... welcome to the Microverse! Ant-Man and Wasp are world-renowned adventurers – two of the original founding Avengers. Together, they have fought for justice in the Avengers' greatest victories...and their most terrifying defeats. Far beyond other size-changing Heroes, Ant-Man and Wasp can actually shrink down to sub-atomic size, entering a strange "Microverse" of quarks and tachyons where the rules of physics can be bent... and even broken!

Hank Pym, the original Ant-Man, has always had a giant ego to match his genius intellect. In a fit of hubris, he created the powerful robotic intelligence "Ultron." Ultron secretly upgraded itself again and again until it fought its way out of Ant-Man's control. Ultron eventually built massive legions of robotic soldiers, threatening the world repeatedly and upgrading into a stronger form each time.

Isolated, Ultron built himself a robotic bride named Jocasta, forcing Ant-Man to adapt a variant of Wasp's brainwaves into the robot. Jocasta later broke free, becoming an Avenger in her own right with her powerful intellect and electromagnetic energies.

In another reality-bending adventure, the Arthurian sorceress Morgan le Fay pulled the Avengers into an alternate Earth. There, she twisted their minds into medieval identities as her "Queen's Vengeance." In this land of chivalry, the Villain-turned-Avenger Black Knight felt right at home. Ultimately, it was the Avenger Wonder Man who was able to overpower Morgan le Fay by channeling his ionic energies to break her spell.

Size-Changing

This keyword represents Heroes and Villains using superpowers to shrink, grow, or massively change their size. It's also used by characters that can change the size of a weapon, technology, or energy. It first debuted in *Legendary® Civil War* and also appeared in *Legendary® Champions*.




- Some Hero cards say things like "Size-Changing ." This means "You can recruit this card for 2 less if you played any cards this turn."
- Likewise, some Villain cards say things like "Size-Changing ." This means "You can fight this Villain for 2 less if you played any cards this turn."

- **Note:** For a typical Size-Changing card, it doesn't matter how many Heroes of that Hero Class you played – it only matters if you played any Heroes of that Hero Class or not.
- After you've recruited a card, Size-Changing doesn't do anything else on that card.

Microscopic Size-Changing

Far beyond other Heroes that can stretch or grow, Ant-Man and Wasp can change their size to a whole new scale. They can shrink down smaller than an atom, to the quantum Microverse. Here, the very laws of physics can be broken and even reversed! This ability works like regular Size-Changing, but with a couple of twists.



















- Some Heroes and Villains in this set say things like "Microscopic Size-Changing .
- This means "You can recruit this card for 2 less for each card you played this turn, counting up to three cards."
- So if you played one Hero this turn, this card costs 2 less. If you played two Heroes, it costs 4 less. If you played three or more Heroes, it costs 6 less.
- Playing a fourth card wouldn't reduce this cost any further since there are only three icons listed in this particular Microscopic Size-Changing ability.
- The second twist is that Microscopic Size-Changing can actually **reduce a card's Recruit cost to zero or even a negative number!** When you recruit a Microscopic Size-Changing Hero with a negative cost, **you actually gain that many Recruit points!**
- Some Villains also have Microscopic Size-Changing. It works the same way, letting you fight that Villain for 2 less for each card of the correct color you played this turn, counting up to the number of icons shown in the Microscopic Size-Changing ability.
- Likewise, if you fight a Villain with Microscopic Size-Changing and reduce its value to a negative number, you actually gain that many points when you fight it. You don't even need to have any points before you fight them.
- For example, say you play five Heroes, then fight a Villain with 3 and "Microscopic Size-Changing .

decreases to -5, and you actually gain 5  when you fight them! (The 5th  Hero you played didn't reduce the , since the Microscopic Size-Changing ability only had 4 icons.)

- Building the right deck and shrinking down to the crazy backwards physics of the Microverse can create some very powerful turns!










Empowered


This keyword represents Heroes and Villains who draw power from ambient energy, technology, or superpowers around them.


- Some Heroes say things like “You get **Empowered** by .You get +1  for each  card in the HQ.”
- Likewise, some Villains and Masterminds say things like “**Empowered** by .This gets +1  for each  card in the HQ.”
- As cards enter and leave the HQ, an Empowered card can get stronger or weaker. You only check the  bonus at the moment you play your Empowered Hero or at the moment you fight the Empowered enemy.
- One clever move is to recruit a Hero from the HQ at the right time, changing the colors in the HQ to weaken an Empowered enemy or try to strengthen an Empowered Hero in your hand.
- Some cards are even “Double Empowered” or “Triple Empowered” meaning that they get **+2 ** or **+3 ** for each appropriate card in the HQ.
- (A multicolored or divided card from other sets counts if either half is the correct color. For example, an “Empowered by  and .+1  from a  card or from a  card. However, a “ .+1 , not **+2 **.)

Chivalrous Duel






This keyword represents how Morgan le Fay and the knights of her “Queen’s Vengeance” hail from a realm of honorable single combat. You can’t gang up on an enemy in a Chivalrous Duel – you have to pick just one Hero Name to duel the enemy.

- **To fight an enemy with “Chivalrous Duel,” you can only use  from a single Hero Name.**
- For example, to fight a 3  Villain with Chivalrous Duel, you can spend 3  from two different Black Knight hero cards. But you can’t combine 2  from Black Knight cards and 1  from a Wasp card.
- If a Hero like “S.H.I.E.L.D. Trooper” doesn’t have a Hero Name listed, then its Hero Name is the same as its card name. So you can play three S.H.I.E.L.D. Troopers then fight a 3  Villain with Chivalrous Duel. But you can’t spend 2  from Black Knight cards and 1  from a S.H.I.E.L.D. Trooper to fight an enemy with Chivalrous Duel.
- (You can’t use  you get from anything that’s not a Hero card, including Microscopic Size-




Changing Villains, Mastermind Tactics, Shard tokens from other sets, etc. You can use  from Hero Artifacts in other sets with the right Hero Name, since those are Hero cards.)

- In a setup with lots of Chivalrous Duels, like fighting Morgan le Fay or the Scheme “Pull Earth into Medieval Times,” you will want to build your deck to concentrate your  cards into just one or two Hero Names!

Ultron

This Mastermind’s abilities put Heroes into a “Threat Analysis” pile. He says “Ultron is Empowered by each color in his Threat Analysis pile.” This means he gets **+1 ** for each card in the HQ that matches any color among all the cards in his pile. It doesn’t matter whether he has one  card or three  cards in his pile – either way he gets **+1 ** for each  card in the HQ.



A  symbol on a card’s  or  is a signal that there’s something unusual about that value, like Size-Changing, Chivalrous Duel, or another 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

Credits

Game Design & Card Set Design: Devin Low

Brand Manager: Travis Rhea

Director of Game Development: Bubby Johanson

Games Coordinator: Rob Ford

Graphic Design: Krista Timberlake

Art Direction: Samantha Padilla

Card & Box Art: Julio Ferreira, Ceci de la Cruz

Project Managers: Louise Bateman, Tonya Lashley

Director of Creative Services: Mike Eggleston

VP of Operations: Suzanne Lombardi

President, Upper Deck Company: Jason Masherah

Playtesters: Godfre Alas, David Chen, Sarah Como, Lisa Eschenbach, Rob Ford, Breeze Grigas, Emily Hancock, Rob Heinsoo, Bubby Johanson, Case Kiyonaga, Phil Lacefield, Michelle Li, Xin Liu, Aidan Low, Samantha Padilla, Ryan Richford, Raymond Rimorin, Mike Robles, Tifa Robles, Mark Shaunessy, M. Craig Stockwell, Carrie Stockwell

