

LEGENDARY[®]

MARVEL NOIR



In a world where Warren Worthington dies young, Thomas Hallows is **Angel Noir**, a pulp detective and surgeon who learns the workings of the criminal mind from being raised in a prison. Thomas struggles for control with his ruthless identical twin brother Robert Hallows — or is the struggle all in his mind?

A WORLD SHADED IN GREY

Welcome to an alternate Marvel Universe set in the dark, gritty world of hard-knuckled detectives. It's a grim take on the Roaring Twenties and Depression Thirties with tangled mysteries, flawed Heroes, corruption, betrayal, and moral grey areas. It's a world immortalized by the classic Marvel comic series that recasts their Heroes as unique Noir versions. Welcome to *Legendary[®]: Marvel Noir*.

NEW HEROES



Spider-Man Noir is haunted by the death of his Uncle Ben in a city that is strangled by crime boss Norman Osborn, "The Goblin." This Spider-Man wears a black trench coat, mask, and carries a revolver as he ponders who to trust and how to take The Goblin down.



Daredevil Noir is blinded when his boxer father is murdered for refusing to throw a fight. In this world, Daredevil could never afford law school, so he runs errands for Foggy Nelson Investigations by day and hunts criminals by night.



Luke Cage Noir becomes famous for surviving a point-blank gunshot. But does he really have unbreakable skin, or is there a trick up his sleeve? He'll need all the appearance of invincibility he can muster to find out who set him up.



Iron Man Noir travels the world as an archaeologist and inventor, searching tombs for lost relics. But when his lover betrays him to Hydra, Iron Man needs to create his greatest invention yet: a clunky but strong steam-powered suit!

INVESTIGATE

This keyword represents hard-bitten Noir detectives investigating mysteries and searching for evidence and allies.

- Some cards say things like "**Investigate** for a [card] card." That means "**Look at the top two cards of your deck. Reveal a [card] card from among them and draw it. Put the rest of those cards back on the top and/or bottom of your deck in any order.**"
- Other abilities let you investigate for cards with certain costs, teams, [card] icons, and other traits.
- Whether your investigation finds the right kind of card or not, you can still decide which cards go back on the top or bottom of your deck. This lets you set up your next Investigation or make powerful combos with other abilities that care about the top card of your deck.
- Some abilities tell you to investigate entirely different decks, like the Villain, Hero and Bystander Decks. They will tell you what to do with the card you find. Like before, put the rest of the cards you looked at back on the top and/or bottom of that deck in any order.

HIDDEN WITNESSES

In a world of Noir, conspiracies are hard to unravel, betrayal is commonplace, and it's hard to determine who the real Villains are.

- This keyword represents Villains and Masterminds hiding behind layers of informants, victims, and stooges. To find these Villains, you must track down and interview Hidden Witnesses who know their locations.
- Some Villains say things like "**Ambush:** This Villain captures 2 **Hidden Witnesses.**" This means the Villain captures the top 2 cards of the Bystander Stack, **face-down**, as Hidden Witnesses. You can't fight a Villain while it has a Hidden Witness.

- During your turn **you can pay 2**  to rescue a Hidden Witness any number of times and put it in your Victory Pile.
- Hidden Witnesses still count as Bystanders. When you rescue one, you get any special “When you rescue this Bystander ...” effect written on it. It stays in your Victory Pile as a normal, face-up Bystander.
- A Villain can have face-up Bystanders and face-down Hidden Witnesses at the same time. You’ll need to pay to rescue the face-down Hidden Witnesses. Then, you can fight the Villain, which will automatically rescue the face-up Bystanders.
- If a Villain escapes with any number of Bystanders, including Hidden Witnesses, it will cause all players to discard a single card, just like a Villain escaping with any normal Bystanders. Hidden Witnesses carried away by escaping Villains stay in the Escape Pile as normal, face-up Bystanders.
- You can pay to rescue Hidden Witnesses even if you’re not going to fight that Villain during that turn. You can also rescue just some of the Hidden Witnesses and leave others for later.
- If a special ability lets you “Defeat a Villain for free,” you automatically rescue all the Hidden Witnesses on it without paying .
- Masterminds and Schemes can have Hidden Witnesses on them too. They work the same way.

CHARLES XAVIER, PROFESSOR OF CRIME

- You can’t recruit Heroes that have Hidden Witnesses on them until someone pays to rescue those Hidden Witnesses.
- Those Hidden Witnesses still count as Bystanders to increase Charles Xavier’s .
- If a Hero in the HQ is KO’d by an escaping Villain or leaves the HQ because of some special ability, then KO any Hidden Witnesses on that Hero.

HIDDEN HEART OF DARKNESS

This Scheme shuffles Mastermind Tactics into the Villain Deck as Villains. These Tactics don’t get  bonuses from abilities that increase the Mastermind’s own . When you fight these Tactics, they become normal Mastermind Tactics in your discard pile, not Villains. If a special effect would try to shuffle a Tactic back into the Mastermind’s Tactics during this Scheme, ignore it.



A  symbol on a Villain’s Attack icon means that there’s something unusual about fighting that Villain, like having Hidden Witnesses.

GAME CONTENTS

Rules insert and 100 cards:

- 5 New Heroes of 14 cards each (each Hero has 1 rare, 3 uncommon, 5 of one common, and 5 of another common).
- 2 New Villain Groups of 8 cards.
- 2 New Masterminds (each has 1 Mastermind card and 4 Tactic cards).
- 4 New Schemes.

CREDITS

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