

LEGENDARY™

DARK CITY

Global Mastermind Abilities


Each of the 5 new Masterminds in Dark City has a new feature to make them even more powerful: Global Mastermind Abilities. These abilities spread the Masterminds' dark influence continuously, forcing players to battle through them.

New Heroes

Dark City introduces you to 17 new Marvel Superheroes to recruit and play.




X **X-Force:** is Cable's handpicked "Black Ops" strike force of superpowered mutants that takes on missions too dark for the X-Men.


MK **Marvel Knights** are a loose group of street-level Heroes that take down Villains through vigilante justice.

 Powerful new **X-Men** increase the team roster.

"Critical Hit" Superpowers


These potent new Superpower abilities show two icons instead of one. You can only use this Superpower ability if you have played cards with both of those icons earlier in your turn. For example, if a card says



" : You get +3 ",

you get that bonus only if you already played two other  cards earlier in your turn. Making the most of your Critical Hits requires smart deck-building and gives serious benefits.

New Keywords

Teleport: Instead of playing, you may set aside a card with the keyword "**Teleport**". If you do, add it to your new hand at the end of your turn as an extra card.

Bribe: You can fight villains with the keyword "**Bribe**" by spending any combination of Attack and/or Recruit points. For example, you may play two S.H.I.E.L.D. Agents and two S.H.I.E.L.D. Troopers to fight the +4  Maggia Goons.

Versatile: When you play a card with the keyword "**Versatile**" you must first choose between Recruit and Fight. Once you have chosen, the card provides recruit or fight equal to the **Versatile** value. For example, **Versatile 3** gives you +3  or +3 .

Unique Bystanders

With *Dark City*, the Bystander Stack grows to include three new kinds of Unique Bystander: the Reporter, the Radiation Scientist, and the Paramedic. Players who rescue these Unique Bystanders earn special rewards. The Bystander Stack is now kept face down, shuffled, so you never know when you might get a special bonus for rescuing a Bystander.

New Schemes


Dark City includes 8 new Scheme cards to bring even more replayability to the game. Some of these Schemes are more intricate than before, presenting more dramatic challenges for players to survive.


New Challenge Modes

If you want an even greater challenge, you can also try one or more of these ten new optional Challenge Modes. Combining a Mastermind, a Scheme, and a Challenge Mode provides an even greater number of combinations. Beware: some Challenge Modes are crushingly difficult!

1) Gimp Hand: Each player's hand size is five cards instead of six.

2) Opening Salvo 1, 2, 3, 4, 5, or 6: At the beginning of the game, each player gains that many Wounds.

3) Growing Threat: The Mastermind gets +1  each time they are defeated.

4) Army of Evil 1, 2, 3, 4, or 5: Each Villain gets +  equal to that number.

5) Endless Hatred: Whenever you complete a Scheme Twist, also play the Mastermind's Master Strike ability.

6) Evacuate the Wounded: Whenever a Hero you own is KO'd, you gain a Wound.

7) Final Blow: After you defeat the Mastermind's four Tactics, you must still fight them a fifth time to claim the actual Mastermind card and win.

8) Plots upon Plots: Whenever you complete a Scheme Twist, play another card from the Villain Deck.

9) Pain upon Pain: Whenever you complete a Master Strike, play another card from the Villain Deck.

10) Hell on Earth: Play two cards from the Villain Deck each turn instead of one.

Advanced Solo Mode

Stryfe and Mr. Sinister rely on their Master Strikes to reach their full power. To include the full number of Master Strikes, you can use Advanced Solo Mode for any Mastermind and Scheme. It is the same as the Original Solo Mode from the *Legendary™* rulebook, with these adjustments:

- During setup, include all 5 Master Strikes.
- Whenever you complete a Master Strike, play another card from the Villain Deck.
- When a Villain or Mastermind Tactic tells “each other player” to do something, do it yourself.
- Whenever you complete a Scheme Twist, instead of KO’ing a Hero from the HQ of cost 6 or less, put that Hero on the bottom of the Hero Deck.

That final point is key for playing some *Dark City* Schemes solo, so that they don’t end too quickly.

Card Clarifications

•**Card Values:** If an effect needs to know a number from a card, and that card doesn’t have that kind of number, use 0. For example, if Gambit’s “High Stakes Jackpot” reveals a Wound, he gets +0.

•**Reveal:** If an effect says to reveal a card from the top of a deck, and it doesn’t say where to put that card afterwards, then that card stays where it was.

•**Mr. Sinister:** When you fight Mr. Sinister, you rescue all the Bystanders he had. Then, if his Fight effect gives him more Bystanders, those stay on him for the future. When you win the Final Showdown, you also rescue all the Bystanders on Mr. Sinister.

•**X-Cutioner’s Song:** “Enemy” means Villain or Mastermind. Since Masterminds aren’t Villains, Masterminds don’t get + from capturing Heroes like the Villains do in this Scheme.

•**Detonate the Helicarrier:** During a Scheme Twist, keep KO’ing Heroes from the same HQ space until that space is “Destroyed.”

•**“Card Effect”:** For Diving Catch and Unending Energy, a “card effect” is anything written on a card. When Bystanders are carried off by Villains, that discard is a game rule, not a card effect, so you can’t use Diving Catch or Unending Energy then.

•**“Defeat”:** When a card tells you to “defeat an enemy,” you still do that enemy’s Fight effect. You ignore restrictions like Zero and Forearm.

•**“Own”:** You “own” all the cards in your hand, deck, played pile, discard pile, and Victory Pile.

•**Healing and Masterminds:** As a new rule, you can’t use the “Healing” ability on Wound cards on the same turn that you fight a Mastermind.

Game Contents

Rules insert and 350 cards:

- 14 cards for each of 17 different Heroes (238 cards)
 - (Each Hero has 1 rare, 3 uncommons, 5 of one common, and 5 of another common).
- 8 cards for each of 6 different Villain Groups (48 cards, including 2 cards for each of 24 Villains)
- 10 cards for each of 2 different Henchmen Villain Groups (20 cards)
- 5 Masterminds, each with 1 Mastermind card and 4 Mastermind Tactic cards (25 cards)
- 8 different Schemes
- 11 Special Bystanders (4 Reporters, 4 Radiation Scientists, and 3 Paramedics)

Credits

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