



# LEGENDARY<sup>®</sup>

## MARVEL SPIDER-MAN Homecoming

### Hopeful Avenger

Peter Parker is a high school sophomore with a big secret. Instead of rushing home to do homework, play video games, or hang out with friends, he spends his afternoons fighting crime as Spider-Man. Armed with a high-tech suit, a pair of custom-designed web-shooters, and the powers he mysteriously gained after being bitten by a spider, he protects his neighborhood of Queens, NY, all in time to get home before his curfew (at least most of the time). But when a super-powered threat looms too close to home, Peter must look beyond his own desires in order to understand what true heroism really means.

### Danger Sense

This keyword represents Spider-Man using his famous "Spider-Sense" superpower to detect danger and evade it. It also covers Tony Stark, Happy Hogan, and Vulture watching for threats and rapidly reacting to them.

- Some cards say things like **"Danger Sense 2."** This means **"Reveal the top 2 cards of the Villain Deck. You get +1 for each Villain you revealed. Put all the cards back on top in any order."**
- Cards can say Danger Sense 1, 2, 3, or even 4, revealing that many cards.
- Several Danger Sense cards also say they have additional effects when they reveal particular kinds of cards.
- Sometimes you can use one Danger Sense card to put a particular card on top of the Villain Deck, and then use a different Danger Sense card to benefit from that card being on top of that deck.
- Danger Sense can also be a good way to delay nasty Scheme Twists, Master Strikes, and powerful Villains. But you won't be able to avoid them forever!

### Striker

This keyword represents Villains and Masterminds that get more confident and powerful as the Mastermind smashes Heroes. It means **"This gets +1 for each Master Strike in the KO pile and/or stacked next to the Mastermind."**

- A couple of Hero cards also have the Striker ability and give you + the same way.
- A couple of cards say "Double Striker," meaning they get +2 per Strike, or even "Triple Striker" meaning +3 per Strike.

By default, most Master Strikes go to the KO pile when they occur. However, some Masterminds specifically put their Master Strikes in unusual places. Striker also counts all face-up Master Strike cards in any of these unusual places. For example, for these Masterminds:

- **Galactus** – Count Master Strikes in the city.
- **Macho Gomez** – Count Master Strikes in front of all players.
- **Deathbird** – Count Master Strikes in the city, Escape Pile, and all players' Victory Piles.
- **Mysterio** – Count Master Strikes in all players' Victory Piles. Don't count Master Strikes shuffled into his Tactics, since they're not face up.

### Wall-Crawl

This fan-favorite keyword returns from the *Marvel Legendary*<sup>®</sup> sets *Paint the Town Red* and *Secret Wars Volume 2*. Wall-Crawl helps Heroes leap into action incredibly fast. It means **"When you recruit this Hero, you may put it on top of your deck."**

Keep an eye out for powerful combos you can create if you recruit a Wall-Crawl Hero early in your turn. Try doing it before you play cards that reveal the top card of your deck, revealing the Wall-Crawl card you just put there.





- Remember: When you use Wall-Crawl to put a card on top of your deck, don't use any other abilities on that card.
- If you "gain" a Hero through some special ability like Skrull Shapeshifters, you can't use Wall-Crawl because you didn't "recruit" that Hero.

## Coordinate

This popular keyword arrives in *Marvel Legendary®* for the first time from the *Legendary® Encounters* games. It represents how Tony Stark and May Parker act as mentors to Spider-Man in the movie, helping him reach his full potential and become a true hero.

**Coordinating allows you to let another player "borrow" one of your cards.** It is a critical way to help other players defeat tough enemies. During another player's turn, you can Coordinate with them like this:

- Discard a Coordinate card from your hand and then draw a new card to replace it.
- That player can now play a copy of the card you coordinated with them. (A copy counts as playing the exact same card including its , , special abilities, and Hero Class symbol.)

You can only Coordinate one card to each player on their turn. However, multiple players can each Coordinate one card to the player whose turn it is, in order to give that player a huge advantage.

- If you are playing a solo game, once per turn, you may discard a card with Coordinate to draw a card.
- Coordinate is printed on cards in red text to make it easier to notice during other players' turns.

There are a couple of things about Coordinate specific to *Marvel Legendary®* that don't apply to *Legendary® Encounters*:

- When you offer to Coordinate a card to another player, that player can decline. If so, you don't discard that card and that player doesn't play a copy of it.
- If you are playing with the Final Showdown, you can't Coordinate during that Showdown.

## 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.

## Card Clarifications

- **Liz** – You can't use more than one of these on the same Coordinate.
- **Watchful Eye** – If this KO's any Master Strikes, those Master Strikes still count for Striker, since Striker counts Master Strikes "in the KO pile and/or stacked next to the Mastermind."
- **Adrian Toomes** – When his Master Strikes make Villains use their Escape abilities, they don't actually leave the city or KO Heroes from the HQ.

## 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

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