



# V3 SYSTEM 2PCG MARVEL LEGACY

## Old Favorites, New Teammates

This expansion increases the options for the existing eight **MARVEL** teams. Each team gets one new Main Character, a new level 2 and level 3 version of an existing Main Character, four new Supporting Characters, and one new Plot Twist.

## Level 3 Main Characters

Some Main Characters can now level up a second time. Eight existing characters now have an alternate Level 2 card and a Level 3 card. When your main character levels up the first time, and you have different Level 2 versions, you choose which one to level up into at that moment.

At the beginning of the game you must show your opponent each Main Character card you might level up into. For example, if you are playing Spider-Man and want the option to level up into both of his Level 2 versions, then you must show them both to your opponent at the time you reveal your level 1.

Each new Level 2 card has a Level Up power that allows you to progress to Level 3. (You can't level up from an old Level 2 Main Character to Level 3.) The level up condition is always the same as the Level 1 version but usually at a faster rate.

Each Level 3 card offers a great new super power as well as a health boost.

## Main Characters with Keywords

This expansion also introduces eight totally new Main Characters, each of which has a Keyword power such as Berserker, Leader, or Tough. Each of these powers works as if it were on a supporting character.

## Powerful Plot Twists

Each team gets one powerful new Plot Twist, but there's a ... twist. Each one has three team symbols on the top right of the card, which means you must

have three face-up characters with that team symbol in order to play the card. And each of them also has the new Loyalty keyword which means you can only put it in your deck if each card in your deck with a team affiliation has the noted team affiliation.

## Updated Cards

Two existing cards have been changed due to game balance and have been reprinted in this set: First, Thanos (main character) has a tougher Level Up power and weaker Infinity Gauntlet power. Second, Cosmo's Nullify power now only lasts one turn.



**Note:** Wolverine's new Level 2 card's level up power has a slightly different wording from his Level 1 version, but they work the same way.

## Hawkeye and Bishop



Some characters share the same title or "mantle" as other people in the game. For example, this set features the newer Hawkeye, Kate Bishop, instead of the original Hawkeye, Clint Barton.

In cases like this, the newer character will have one or more stars before and after its name to differentiate it. The card's full name includes the star treatment so it will count as a different character for the purposes of uniqueness. (This way you can have both Hawkeyes – Clint and Kate – on your side at the same time.) **Note:** Since their names are different they can't be used to power each other up.

## Good and Evil

Some effects refer to Good or Evil characters. A character is Good if it's on a Good team and Evil if it's on an Evil team. The current list of Good **MARVEL** teams is . The Current list of Evil **MARVEL** teams is .

## Stealth

This is a new keyword that allows you to melee attack protected characters. It's sort of like  except enemies with  can't stop you. You can have a Stealth character team attack as long as each attacker is able to attack the defender.

## Identity Theft

Mystique's super power allows her to transform into a different Level 2 Main Character. When she does this, remove her from the game and put the new character into play in the same orientation (ready/exhausted) she was in. Move all counters from her onto the new character, applying any effects (such as Freeze) to the new character.

Playing with friends, you can choose to transform into any character in your collection, but if you're playing in a tournament, you must select three Main Character options when you build your deck. You must set them face-down next to your unused Level 2/Level 3 characters. (You don't need to show them to your opponent.)



## Hypnotize

Baron Mordo can revert a main character back to level 1 until your next turn. When the effect wears off, the character goes back to whatever level and card it was before.

## Hand Experience

Elektra (main character) has a super power that allows you to hide her in your hand until your next turn starts. But if she somehow gets discarded from your hand, shuffled into your deck, or otherwise goes anywhere except into play, then you'll lose the game at the start of your next turn.

## Energy Transference and Psionic Protection

These powers refer to  and  super powers. This counts for any super power with the appropriate symbol in its cost (even if it also has other symbols in its cost).

## Genetic Manipulation

This power grants a Keyword power to a character. Unlike most effects, which only last for a turn or two, this effect lasts until the character leaves play.

## Let's Get Nuts

Squirrel Girl's power lets her put token characters into play. A token character works just like a regular character except that if it ever gets put into a KO pile or otherwise leaves play, it ceases to exist. The token card can be reused later if Squirrel Girl appears again.

## Dimensional Wristwatch

Spider-Gwen can be recruited while she's in your deck. To do so, announce that you're recruiting her, then search your deck for her, shuffle your deck, and then

pay to recruit her. (**Note:** You may only announce that you are recruiting her if she actually is in your deck.)

## Joint Consciousness

Onslaught's power occurs when you pay to recruit him, but before he appears. This way he will trigger any "appears" powers on cards he removed from the game.

## Select Keywords

Most keyword powers are defined on their cards, but the following are common and not always explained on cards:

**Berserker:** When this character attacks, put a +1/+1 counter on it.


**Dodge:** This character can't be ranged attacked.

**Ferocious:** During melee combat, this character strikes before characters without Ferocious.

**Hex:** Enemy characters can't level up. (They can still gain XP.)

**Inspire:** When another character appears on your side, put a +1/+1 counter on it.

**Leader:** While this character is team attacking, you choose who the defender strikes back against.

**Leap:** This character has  during your turn.

**Lethal:** When this character stuns a defending supporting character, KO that character.

**Swarm:** You can have any number of characters with this name on your side.

**Tough:** When this character gets stunned, you may recover it. (It still gets a wound.)

## Credits

### Game Design and Card Set Design:

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