



LEGENDARY®



BLACK PANTHER



Black Panther is an incredible polymath, with world-class aptitude in a huge array of fields. A master of stealth and hand-to-hand combat, he is also a PhD in physics and an expert gadgeteer, diplomat, mystic, tactician, and leader. T'Challa rules as King of Wakanda, a secluded African nation of incredible science, culture, natural resources, weapons, and people. As the only source of the powerful metal Vibranium, Wakanda is often under attack by enemies like the ambitious Wakandan Killmonger and the cruel outsider Klaw.

Many Heroes work with T'Challa to defend Wakanda. Storm of the X-Men, married Black Panther, becoming Queen of Wakanda and forming a true power couple. T'Challa's sister, Princess Shuri, is a technological genius and a powerful fighter in her own right. General Okoye is a master strategist and warrior who leads the king's bodyguard, the Dora Milaje. Finally, Hunter the White Wolf was adopted and raised like a brother to T'Challa, eventually becoming commander of the Wakandan secret police, the Hatut Zeraze. Biding his time, the White Wolf has his own designs on the crown.

Ambush Abilities on Heroes

Black Panther and White Wolf have mastered the pouncing attacks of their animal namesakes. Storm, Shuri, and Okoye are also full of surprises. To represent this, as a new ability in this set, some Heroes say things like "🐾 Ambush: Draw a card." This is similar to how a Villain does its Ambush ability when it enters the city.

- **When a Hero with a "🐾 Ambush" ability enters the HQ during your turn, you may use that Ambush ability if you have a 🐾 Hero.**
- As always, you "have a 🐾 Hero" if you have played a 🐾 Hero this turn or if you have a 🐾 Hero in your hand (or if you control a 🐾 Hero Artifact).
- New Heroes usually enter the HQ when you recruit a Hero or a Villain escapes from the city, creating an empty space in the HQ that you refill.
- In games with Hero Ambush abilities, you may want to recruit before you fight, in case a new Hero entering the HQ gives you extra 🐾 or cards that you can use to fight stronger enemies.

Putting Wounds on Villains

Some Wakandans are also inspired by Panthers and Wolves to stalk their villainous prey. They wear enemies down with harrying attacks, slashing claws, and wounds before closing in to finish them off for good. To represent this, as a new ability in this set, some Hero cards say things like "Wound a Villain."

- To do this: **Put a Wound onto a Villain from the Wound Stack or from the KO pile. A Villain gets -1 🐾 for each Wound on it. When that Villain is defeated or leaves the city, return all Wounds on it to the Wound Stack.**
- If a Villain has 0 🐾 or negative 🐾, they don't disappear automatically, but you can fight them during your turn by spending 0 🐾. (If you fight a Villain with negative 🐾, you won't get a refund.)
- Some cards specifically say they Wound the Mastermind. This works the same way, with all of the Mastermind's Wounds returning to the Wound Stack after a Mastermind Tactic is fought. The Wounds go away even if the Mastermind Tactic tells you to shuffle the Tactic back into the Mastermind's other Tactics or put the Tactic somewhere else.
- Killmonger has 5 🐾 and says "While Killmonger has more than 0 🐾, you cannot fight him. Instead, you may spend 🐾 equal to his 🐾 to Wound him and get +1 ⭐." So players will have to spend 5 🐾, then 4 🐾, 3 🐾, 2 🐾, and 1 🐾, getting 5 ⭐ along the way. Then a player can fight him at 0 🐾 to take a random Tactic, remove Killmonger's Wounds (and not get +1 ⭐). Malice and Prey work similarly. You can Wound them this way multiple times per turn. This does not count as a "Fight." Don't rescue captured Bystanders. You can still use the "Healing" ability on your own Wounds the same turn you Wound an enemy this way.
- If your Wound Stack contains different kinds of Wounds, like the Grievous Wounds from *Legendary® Civil War*, then whenever you return Wounds to the Wound Stack, put them on the bottom. Wounds on enemies are face up.
- If an effect causes "each player" to gain a Wound (or do anything else), start with the current player then go clockwise.

Multiclass Cards

Wakandans are famously multitalented, combining technology, instinct, subtlety, long-range planning, and pure power. This is represented by each Wakandan Hero having a card with multiple Hero Classes. For Black Panther in particular, his mastery over a sweeping array of skills is represented by *all* of his cards being Multiclass. A   card counts as both  and . These cards are great at enabling Superpower Abilities like “: You get +2★.” Multiclass cards also appeared in *Legendary®: Secret Wars Volume 1 and 2* in 2015.

Empowered

This keyword represents Heroes and Villains who draw power from ambient energy, technology, or superpowers around them. It debuted in *Legendary®: Ant-Man* in 2018.

- Some Heroes say “you get Empowered by .You get +1  for each  card in the HQ.”
- On Villains and Masterminds “Empowered by ” means “**This gets +1  for each  card in the HQ.**”
- As Heroes 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.
- Klaw can be Double or even Quadruple Empowered, giving +2  or +4  for each.
- Empowered by   gives +1  for each , , or  card in the HQ.
- Abilities that let you put cards from the HQ on the bottom of the Hero Deck are especially useful at setting up Empowered Heroes or Empowered Villains. They are also great at giving you more Hero Ambushes!

Throne’s Favor

Whoever holds the Wakandan throne or the favor of its monarch can direct its vast powers. This is represented by the “Throne’s Favor.”

- Some Heroes say “You gain the Throne’s Favor.” When this happens, take a nearby object to represent the Throne’s Favor, like a coin, key, miniature, or pawn. There is only ever one Throne’s Favor in the game. If another player or Mastermind already has the Throne’s Favor, and you gain it, then you take it from them.

- If an ability tells you to gain the Throne’s Favor, you must take it. You cannot leave it where it is.
- Some Heroes say things like “You may spend the Throne’s Favor to get +2 .- You can only spend the Throne’s Favor at the moment the card you’re playing tells you to do so. You can’t wait and spend it later in the turn.
- The Throne’s Favor is not a card. It never goes into decks or discard piles. Instead, when it comes up, just use whatever cool object is easily at hand. There’s no need to store a special Throne’s Favor object with the game.
- Cards can also cause the Mastermind to gain the Throne’s Favor and/or benefit from having it. When the Mastermind gains the Throne’s Favor, they take it away from any player that may already have it. Likewise, a card ability that causes a player to gain the Throne’s Favor will take it away from the Mastermind and give it to the player.
- The Throne’s Favor first appeared in *Legendary®: Realm of Kings*. There it represented the Inhuman and Shi’ar thrones, but it all still uses the same, single Throne’s Favor object. You can even combine both sets to simulate Wakanda and the Inhumans struggling for power!

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 Epic Masterminds (Each has 1 Mastermind card and 4 Mastermind Tactic cards)
- 4 New Schemes

Credits

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