

# LEGENDARY®

## ANNIHILATION

**4** The Fantastic Four return, just in time to save the galaxy from Annihilation! The fan-favorite expansion *Legendary®: Fantastic Four* was released a whopping 8 years ago in 2013. Now *Annihilation* reimagines the Fantastic Four's friends and foes in a whole new way, facing galactic-level threats!

Franklin Richards, son of Mr. Fantastic and Invisible Woman, manifested reality-warping powers even as a toddler. Moving through timelines and dimensions, Franklin has now returned in teenage form as the powerful Psi-Lord. His sister Valeria Richards had her life saved as a child by Dr. Doom, who guided her intellect. Now Valeria has also returned through time as the teenage Brainstorm, combining Mr. Fantastic's intelligence with Dr. Doom's cunning.

Kang the Conqueror has tormented the Fantastic Four and the Avengers for decades, traveling through different timelines in different identities. In the Marvel comics storyline "Annihilation," Annihilus leads his vast Annihilation Wave of alien warships from the Negative Zone to devour the galaxy. He has harnessed the power of one of the most powerful beings in creation: Galactus himself. Now former enemies like the Super-Skrull Kl'rt (who mimics the Fantastic Four's powers) and the Heralds of Galactus must unite with the Fantastic Four and others to save this dimension once and for all!

### Focus

The popular "Focus" keyword lets you transform your Recruit Points into powerful, flexible effects. It has only ever appeared in the original *Legendary®: Fantastic Four* set. Some Hero cards say things like "Focus 2 ★ → Draw a card."

- **When you play a card with a Focus ability, you can pay the cost on the left side of the arrow to get the effect on the right side of the arrow. You can use that Focus ability as many times as you want for the rest of the turn.**
- For example, say you play a card that says: "Focus 2 ★ → Draw a card." For the rest of your turn, you can use 2 Recruit Points to draw a card, as many times as you want, as long as you have the Recruit points available. You can even play more Heroes, recruit, fight, then use the Focus ability again.
- **Note:** You can use Focus abilities and still use the "Healing" ability on Wounds.
- Super-Skrull uses the Fantastic Four's abilities with a twist, focusing  instead of ★.

### Man and Woman Out of Time

This keyword debuted in the *Legendary®: Captain America 75th Anniversary* expansion in 2016. There it represented how 1941 Captain America and his allies returned from the past. Now the keyword represents how Psi-Lord, Brainstorm and Kang the Conqueror return from the future.

- This keyword means **"After you use this card's abilities, set it aside. At the beginning of your next turn, play this card a second time and then discard it."**
- The card is discarded the second time you play it, so you can only play the card twice. You can't use Man Out of Time again to play that card for a third turn.
- Play your returning Man Out of Time cards after the "Play a Villain Card" part of your turn and before you start playing out your hand.
- You "played" a Man Out of Time card on both the first turn you played it and the second turn when you replayed it, so it can help activate your Superpower Abilities on both turns.
- You can use a Focus ability on a Man Out of Time card throughout the first and second turns you play the card.
- If a special ability lets you copy (or play a copy of) a Hero card, you can't use Man Out of Time on the copy.
- Some enemies send your cards Out of Time, setting them aside in the same way. When you play and discard that card at the start of your next turn, you can't use Man Out of Time again.

### Momentum

The Annihilation Wave is a fast-moving invasion force. While pushing forward, they feed on the resources of new territory, becoming more powerful. This is represented by the new "Momentum" keyword.

- Some Villains say things like "Momentum 3." This means **"This Villain gets +3  if it entered another city space this turn."**
- This works on the turn the Villain enters the city. It also works on any other turn when it is pushed into another city space by another Villain, or by a special ability moving or swapping it to another space.
- The Mastermind Annihilus has the variant **"Mass Momentum 2."** This means **he gets +2  for each Villain currently in the city that entered a new city space this turn.** (This doesn't include Villains who entered the Escape Pile this turn.)

- For both Momentum and Mass Momentum, it doesn't matter how many different city spaces a Villain entered during a turn. It only matters if it entered any new city spaces at all.
- If a board gets complicated, with special abilities moving Villains around, some players like to shift Momentum Villains up a bit to help signal that they have entered a new space this turn.

## Conqueror

The name "Kang the Conqueror" calls out to use the Conqueror keyword, which appeared in *Legendary®: Marvel Studios Phase 1* and *Legendary®: Heroes of Asgard*. It represents how Kang's different identities from different timelines become stronger when their preferred battlegrounds are conquered.

- Some Villains say things like "Bridge Conqueror 3." This means "**This gets +3** while any Villain is on the Bridge."
- This Villain gets the bonus while it itself is on the Bridge or while another Villain is on the Bridge.
- Different Villains and the Kang Mastermind have different Conqueror abilities, with different bonus numbers and referring to different city spaces.
- Some Hero cards also have abilities like "Rooftops Conqueror 2", which likewise means "You get +2 if any Villain is on the Rooftops."

## Galactus Consumes the Earth

Two Galactus cards in this set can destroy city spaces. You can mark this by moving the Mastermind to cover the destroyed city spaces or by putting Wounds on the destroyed spaces. Whenever Villains are pushed out of the new end space of the city, they escape as normal.

If a city space like the Rooftops is destroyed, act as if that city space no longer exists, and the word Rooftops is not written on the board anymore. So card effects won't do anything that say "If there is a Villain on the Rooftops..." (like *Conqueror*) or "Move a Villain to the Rooftops..." or "If the Rooftops are empty..."

- **Note:** Firelord's ability specifically overrides this.

## "Your Heroes" & "Heroes You Have"

As the core rulebook says, "These phrases include both the cards in your hand and the cards you have played this turn. The Heroes in your deck and discard pile don't count." Here is an additional clarification: Cards you played this turn that have moved to some other location still count as "cards you played this turn," but they **don't** count as "Your Heroes" or "Heroes you Have." You can't "reveal" such cards for card abilities (or KO them or set them aside) unless the card specifically says you should. This includes cards that moved to the KO pile, Man Out of Time, Sidekick stack, Hero Deck, Transformation Pile, or your discard pile, deck, or Victory Pile, etc. after you played them.

For Example: Say you play a Hero, trigger its Woman Out of Time ability, and set it aside. At the start of the next turn, you play the card again because of Woman Out of Time, then discard it. For the rest of that turn, you did "play a Hero this turn," and you can use superpower abilities like "You get +1" However, if an effect says "Reveal a Hero" or "KO one of your Heroes," you can't pick that Woman Out of Time card that you discarded, since it has already gone to another pile or location.

## Choosing from Multiple Villain Decks

Some Schemes create multiple Villain Decks. If a card tells you to do something with the Villain Deck (like reveal, play, or add cards), the active player chooses any one of the Villain Decks for that effect. Use the same Villain Deck for all of that card's effects. Don't do those effects to every Villain Deck. This also generally applies whenever a special effect makes multiple versions of something that usually only exists once in the game, like multiple Masterminds, multiple Hero Decks, etc.

## Join the Marvel Legendary® Community

Marvel *Legendary®* owes its long lifespan to its incredible players and community. Thank you! Join Marvel *Legendary®* groups on social media sites and board game websites to find keyword reference guides, links to randomizers, news, discussions, resources, and other players. Rating the game well on board game websites also helps it grow!

## 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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