

LEGENDARY®



This set shrinks down all three *Ant-Man* movies of the Marvel Cinematic Universe into one double-sized set! Rising from his roots as a cat burglar, Scott Lang grows into something larger (and smaller) than himself as he and the Wasp confront Yellowjacket, Ghost, and Kang!

Heist

Scott Lang's elaborate Heists are highlights of the movies, represented by this new keyword:

- Some cards say things like "Heist: You get +2★"
- Once per turn, if you have played any Heroes with Heist abilities (and/or fought any Enemies with Heist abilities) you may "attempt a Heist."
- To do this, first assemble your crew: **Count the number of different non-zero costs you have among all your Heroes this turn. This is your Heist Count.** Then try to outfox the guards: **Reveal the top card of the Villain Deck and check its printed VP.**
- **If your Heist Count is higher** than that VP: *The Heist worked!* Use all Heist effects of Heroes you played and Enemies you fought this turn, in any order.
- **If your Heist Count is tied** with that VP: *It all went sideways, and you barely escaped!* No effects.
- **If your Heist Count is lower** than that VP: *Your crew got caught!* You gain a Wound (& no Heist effects).
- You can only ever attempt one Heist per turn, no matter the outcome. If you succeed in the Heist, do all of the Heist effects before moving on to playing more Heroes or recruiting or fighting anything else. After your one Heist attempt for the turn, if you draw additional cards with Heist abilities (or fight additional Enemies with Heist abilities), it will be too late to get those additional Heist effects.
- Heist checks for printed cost, so 4☼ and 4 count as the same cost.
- You don't have to go on a Heist. Weigh it carefully!

Double-Cross

Seeming allies often betray the Heroes of the *Ant-Man* movies, represented by the new Double-Cross keyword.

- "Double-Cross each player" means **"Each player reveals their hand and discards one of their highest-cost 'doubles' (a card that has the same cost as another card in your hand)."**
- Example: The costs in your hand are 0,0,4,4,4,6. You must discard one of your 4-cost cards.

Higher Variety of Cards per Hero

Each Hero in this set has 6 unique cards, with 3/3/3/2/2/1 copies, instead of the normal 5/5/3/1. This can offer a wider variety of costs to set up successful Heists and to avoid Double-Crosses!

Explore

In the twisting landscapes of the Quantum Realm, Janet van Dyne searches for her loved ones and for escape routes, while Jentorra searches for Freedom Fighters. This is represented by the new "Explore" keyword.

- Some cards say things like "☼☼: Explore. You get +☼ equal to the Found Hero's printed ☼."
- Explore means **"Put a Hero from the HQ on the bottom of the Hero Deck. Reveal the top two cards of the Hero Deck and choose which one refills the empty HQ space. Put the other on the bottom of the Hero Deck."**
- Some Explore cards give bonus effects based on the "Found Hero." The Found Hero is the Hero you added to the HQ this way.

Ambush Schemes

Each Villain Group in this set includes an "Ambush Scheme." These are shuffled into the Villain Deck alongside their Villain Group as normal. When an Ambush Scheme is played from the Villain Deck, put it next to the normal Scheme and do its Ambush effect. For the rest of the game, whenever a Scheme Twist is played, do each Scheme's Twist effect (in any order). Each Ambush Scheme tells you a way to "defeat this Scheme." When you do that, the current player puts it into their Victory Pile, scoring its Victory Points. Ambush Schemes aren't Villains. They don't enter the city or push other Villains forward. You don't need to defeat Ambush Schemes to win the game.

- Note: There can only be one Ambush Scheme in play at a time. **If a second Ambush Scheme would be played from the Villain Deck, KO the new Ambush Scheme and play another card from the Villain Deck instead.**


Conqueror

This keyword shows how Kang the Conqueror and his armada gain from conquering territory.

- Some Enemies say "Rooftops Conqueror 2." This means **"This gets +2☼ while any Villain is on the Rooftops."**
- The enemy gets the bonus whether itself or another Villain is on the Rooftops.
- Hero cards also say things like "Bridge Conqueror 1," meaning **"You get +1☼ if any Villain is on the Bridge."**






Transforming Masterminds

Each Mastermind in this set is a double-sided “Transforming Mastermind” that transforms back and forth between two forms during the game.

- The side with the “Always Leads” ability starts face up.
- When a Master Strike or Mastermind Tactic effect occurs, it will tell you to “Transform” the Mastermind, meaning flip it over to its other side. (Don’t also do the Master Strike effect of the new side.)
- A Mastermind only uses the abilities and  of its currently face up side. Ignore the special abilities and values on the currently face down side.











Size-Changing




This keyword represents Heroes and Villains using superpowers to massively grow or shrink themselves or other things. It debuted in *Legendary®: Civil War*.

- Some Hero cards say things like “Size-Changing .” This means **“You can recruit this card for 2★ less if you played any  cards this turn.”**
- Likewise, some Villain cards say things like “Size-Changing .” This means **“You can fight this Villain for 2  less if you played any  cards this turn.”**
- The Size-Changing card’s cost is only changed during the moment you are recruiting it, not other times.

Microscopic Size-Changing


Ant-Man, Wasp, and their allies can shrink down smaller than an atom, to the microscale of the Quantum Realm. Here the very laws of physics can be broken and even reversed! This kind of Size-Changing has some twists.

- Some cards say “Microscopic Size-Changing   .”
- This means **“You can recruit this card for 2★ less for each  card you played this turn, counting up to three  cards.”**
- If you played 1  Hero this turn, this card costs you 2 less. If you played 2  Heroes, it costs you 4 less. If you played 3+  Heroes, it costs you 6 less.
- Playing a fourth  card wouldn’t reduce this cost any further since there are only three  icons listed in this particular Microscopic Size-Changing ability.
- The second twist is that Microscopic Size-Changing can actually **reduce the cost you pay to zero or even a negative number!** When you recruit a Microscopic Size-Changing Hero with a negative cost, **you actually gain that many Recruit points!**

- Some Villains also have Microscopic Size-Changing. It works the same way, letting you fight that Villain for 2  less for each card of the correct Hero Class you played this turn, up to the number of icons shown in the Microscopic Size-Changing ability.
- Likewise, if you fight a Villain with Microscopic Size-Changing and reduce its  value to a negative number, you gain that many  when you fight it!
- Microscopic Size-Changing is a type of Size-Changing, so any effect that mentions Size-Changing works with Microscopic Size-Changing.

Antics

Some of Ant-Man’s craziest moments come when he uses his power to control tiny ants, as well as shrinking himself down to ant size or growing ants to giant size!

- Some cards say things like “**Antics:** You get +2 .”
- **You can use a card’s Antics abilities only if you have at least three cards that cost 1 or 2 and/or have Size-Changing.**
- The Antics card itself can count towards those three cards if it costs 1 or 2 and/or has Size-Changing.
- “Cards you have” includes both cards you played this turn and cards still in your hand, so both of those can help you use Antics.
- Use the Antics ability at the moment you play the Antics card. If you don’t use it then, you can’t go back and use it later in the turn.

Game Contents

Rulesheet and 200 cards:

- 8 New Heroes of 14 cards each (1 rare, 2 copies each of 2 uncommons, and 3 copies each of 3 commons.)
- 4 New Villain Groups of 8 cards each
- 3 New Henchman Groups of 10 cards each
- 3 New Transforming Masterminds (Each has 1 double-sided Mastermind card and 4 Mastermind Tactics)
- 4 New Schemes
- 4 New Special Bystander types (7 cards total)

Credits

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