




Planet Hulk is one of the most admired, iconic Hulk stories of all time. The smartest Heroes in the Marvel universe, the Illuminati, fear Hulk's raw strength and furious rampages. They conspire to trick Hulk into exile on a distant world. Thrown off course and drained of strength, Hulk crash-lands on the savage planet Sakaar. There, Hulk is chained and forced into gladiatorial servitude.


 Fighting for his life as his strength slowly grows, Hulk forms a blood pact with an unlikely band of powerful alien gladiators: the Warbound. Together they rise through the ranks, pursue a death-defying series of journeys, and eventually rally the people of Sakaar to overthrow the tyrannical Red King.

For a moment, the newly-crowned King Hulk knows peace. But when an explosion from the Illuminati's ship kills King Hulk's new wife Caiiera, Hulk is filled with a rage greater than ever before. He returns to Earth with his Warbound to punish the Illuminati for their crimes against him, even if he has to tear apart all of Earth's super-teams to do it, and perhaps Earth itself. This is *World War Hulk*.

You can play as Gladiator Hulk and the Warbound or as other Marvel Heroes trying to hold them back. This set also features many of Hulk's greatest moments, evoking all the key themes that go across Bruce Banner's history: Transformation, Brains, Brawn, and Rage.

Transforming Heroes


Duality and transformation are key themes of Hulk stories: the puny, brilliant scientist transforming into a raging monster. The "Transform" keyword highlights this theme.

- Each Hero in this set has some special "Transformed" cards that go along with it. When you use these Heroes, **don't** shuffle their "Transformed" cards into the Hero Deck. Instead, set them aside in a special Transformation Pile. You can't recruit cards from this pile. Instead, you transform other cards into them.
- Some Hero cards like "Bruce Banner: Gamma Ray Experiments" say things like "...Transform this into Savage Hulk Unleashed."
- When you play a Hero card that says it transforms into another card, you complete all effects on the card you played and get its normal ★ and .
- Then remove the transforming card from the game (putting it in the Transformation Pile) and put the newly transformed card into your hand instead (from the Transformation Pile). You can play the new Transformed card immediately that same turn.

- You still count as having played the transforming card you played and removed from the game, including effects like "You get +1  for each  card you played this turn." But if an effect asks you to reveal one of your cards, you can only reveal the new, transformed card, not the old card that you removed from the game.
- Some transforming cards tell you to put the new card on top of your deck or in your discard pile instead.
- You can look through the Transformation Pile at any time.
- At the end of the game, store a Hero's Transformed cards with the rest of that Hero's cards. To start a game, you only need to bring out the Transformed cards for the Heroes you're using. Don't bring out all the Transformed cards in the entire game.
- If you sleeve your cards, you can put the Transformed version of the card in the same sleeve, behind the Transforming card. When it's time to transform, you just pull the back card to the front of the sleeve. It's a little thicker in the sleeve, but it still shuffles well.

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 ability occurs, it will tell you to "Transform" the Mastermind, meaning flip it over to its other side. (Don't also do the Master Strike ability 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.

Outwit

In the duality of Bruce Banner's brains and Hulk's brawn, the Outwit keyword is the brains. It represents how Bruce Banner, Amadeus Cho, the Illuminati, and the Intelligencia are among the smartest characters in the Marvel universe.

- Some Heroes say things like "Outwit: Draw a card."
- **You can use this Outwit ability only if you reveal Heroes with 3 different costs.**
- You can count the Outwit card itself. So you can reveal a 2-cost Hero in your hand, plus a 6-cost Outwit card and 0-cost S.H.I.E.L.D. Agent Hero you already played.
- Some Villains and Masterminds also say they get stronger or harm you in special ways if you fail to Outwit them. For example: "**Ambush:** If you can't Outwit the Leader, play the top card of the Villain Deck."
- You can choose not to Outwit, even if you are able.

Smash

This keyword covers the brawn. It represents how when Hulks get angry, they SMASH hard, no matter what they have to toss aside.

- Some Heroes say things like “Smash 3.” This means **“You may discard another card from your hand. If you do, you get +3.”**

Wounded Fury

This keyword represents how wounding a Hulk often just makes it ANGRIER and STRONGER! It also includes Villains attacking with more furious bloodlust as they wound you.

- When a Hero card says “Wounded Fury”, it means **“You get +1 for each Wound in your discard pile.”**
- Likewise, when a Villain or Mastermind says “Wounded Fury”, it means **“It gets +1 for each Wound in your discard pile.”**

Cross-Dimensional Rampage

As different Hulks rampage across planets and dimensions, only another Hulk can stop them! This keyword debuted in *Legendary®: Secret Wars*.

- “Cross-Dimensional Hulk Rampage” means **“Each player reveals one of their Hulk Heroes or a Hulk card in their Victory Pile or gains a Wound.”**
- You can reveal any card that includes the word “Hulk” in its card name, Hero name, Villain Group name, or Tactics for Hulk Masterminds. This includes any Red Hulk, She-Hulk, Red She-Hulk, Skaar, Son of Hulk, Joe Fixit Grey Hulk, Hulkling, Hulk Gang, Cosmic Hulk Robot, Hulkbuster, Enchain the Hulk, and so on.
- You don’t need to know the whole history of Marvel comics to judge who counts as a Hulk – just rely on whether the card says Hulk in its name or not. There are only a few, very specific exceptions we have to make to stay true to the characters:
 - “Nul, Breaker of Worlds” from *Fear Itself* and “Maestro” (core set) count as Hulks for this.
 - “Weapon X” and “Old Man Logan” count as Wolverines for “Cross-Dimensional Wolverine Rampage” in other sets.
- Some Heroes in this set can transform into Hulks, like Bruce Banner and Amadeus Cho. A puny “Bruce Banner” card doesn’t say “Hulk” on it, so it can’t stop a Hulk Rampage. But revealing the transformed Bruce Banner card named “Savage Hulk Unleashed” works.
- When a Cross-Dimensional Hulk Rampage happens, you can choose to gain the Wound, even if you have a Hulk that you already played or could otherwise reveal. You might want the Wound if you have Wounded Fury cards.
- There are also Cross-Dimensional Void Rampages, etc.

Feast

Some alien monsters from the Planet Sakaar and beyond use the gruesome Feast keyword, which debuted in *Legendary®: Paint the Town Red*.

- “Feast” means **“KO the top card of your deck.”**
- Likewise, “Feast on each player” means “KO the top card of each player’s deck.”

- If a card from a previous set says “Feast”, it means **“Fight: Feast.”**

Traps

Enemies that can’t beat Hulks with raw strength often try to trap them instead. World War Hulk features an additional card type that debuted in the *Legendary® X-Men* set: **Traps**. Each Villain Group in this set has a Trap.

- When a Trap is played from the Villain Deck, it gives you a challenge to complete this turn to avoid the Trap. If you complete the challenge, put the Trap in your Victory Pile and get its VP.
- If you fail to complete the challenge, then at the end of the turn you must suffer the listed consequences! (*after you draw your new hand*)
- Traps don’t push forward Villains in the city.

Grey Heroes

- When a card refers to “grey Heroes,” it means grey-colored cards with no Hero Class, like S.H.I.E.L.D. Agents, Troopers, Officers, etc.
- Grey Hulk and Jean Grey are not “grey Heroes.”

Game Contents

Rules insert and 400 cards:

- 15 New Heroes of 14 cards each (Each Hero has 1 rare, 3 uncommons, 5 of one common, and 5 of another common)
- 62 “Transformed” Hero cards for those Heroes
- 7 New Villain Groups of 8 cards each (including Traps)
- 3 New Henchman Groups of 10 cards each
- 6 New Transforming Masterminds (Each has 1 double-sided Transforming Mastermind card and 4 Mastermind Tactic cards)
- 8 New Schemes
- 4 New Special Bystander types (1 copy each)

Credits

Game Design & Card Set Design: Devin Low

Brand Manager: Travis Rhea

Product Manager: Bubby Johanson

Additional Development: Rob Ford

Graphic Design: Krista Timberlake

Art Direction: Samantha Padilla, Jennifer Wu

Box Art: Jay David Ramos, Cliff Richards

Card Art: Cam Adams, Caio Cacau, Leonardo Paciarotti, Cliff Richards, Anthony Spay

Project Managers: Louise Bateman, Tonya Lashley

Director of Creative Services: Mike Eggleston

V.P. of Operations: Suzanne Lombardi

President, Upper Deck Company: Jason Masherah

Playtesters: Lisa Eschenbach, Alison Farrell, Rob Ford, Rob Heinsoo, Nate Heiss, Bubby Johansson, Tim Kukes, Megan Lantz, Scott Lantz, Walker Lindley, Samantha Padilla, Paul Peterson, Matt Rogers, David Satnik, Mark Shaunessy, William Sobel, Shane Steward, Lisa Steward, Matthew Yeager

