



LEGENDARY®

MARVEL SECRET WARS

Volume 2



New Heroes





Illuminati: The 2015 Marvel mega-story *Secret Wars* continues with a shocking twist: the Heroes have failed, and the Marvel Universe has been destroyed! A vast power has combined fragments of parallel dimensions into a new "Battleworld" of wildly different regions. A band of superhero geniuses called the Illuminati survived the destruction of the old universe in a trans-dimensional "life raft" spaceship. Now they work to solve the mystery: Who created Battleworld?



Cabal: The only other "life raft" to survive the destruction was filled with Thanos's sadistic conquerors - the Cabal. Now they seek to depose the rulers of Battleworld to claim it for themselves!





Spectrum

Some cards have abilities like "Spectrum: Draw a card." You can use a card's Spectrum abilities only if you have at least 3 classes of Hero. (e.g.  and )

- Grey S.H.I.E.L.D. Heroes, HYDRA Allies, New Recruits and Sidekicks don't have classes, so they don't help.
- You can count all the classes you have among cards you played this turn and cards in your hand.
- Multiclass cards work especially well with Spectrum.

Patrol

Some cards have abilities like "Patrol the Sewers: If it's empty, rescue a Bystander." When you play that card, you can use that ability only if that city space has no cards in it.

- If that city space becomes empty later in the turn, it's too late to use the Patrol ability.
- If playing a Patrol card gives you , and you use that  to clear out that city space, it's still too late to use the Patrol ability, since the space wasn't empty when you played the Patrol card.
- This can also say "Fight: Patrol the Bank: If it's empty, you get +2 . If it's not, you get +2 .
- Other cards let you patrol even stranger places, like the Escape Pile or a Victory

Pile. Similarly, you can use those Patrol abilities if that place has no cards in it.

- If a Mastermind or Scheme causes a city space not to exist, you can't patrol that space.


Wall-Crawl


"Wall-Crawl" means "When you recruit this Hero, you may put it on top of your deck." This popular keyword returns from the *Marvel Legendary®: Paint the Town Red* expansion. You can also use it to set up powerful combos that care about the top card of your deck.

Teleport

"Teleport" means "Instead of playing this card, you may set it aside. At the end of this turn, add it to your new hand as an extra card."

Circle of Kung-Fu (and Quack-Fu)

"5th Circle of Kung-Fu" means "During your turn, this Villain has +5  unless you reveal a Hero that costs 5 or more."

- Likewise, the 7th Circle gets +7  unless you reveal a Hero that costs 7 or more, etc.
- If a Villain or Mastermind already has a Circle of Kung-Fu, and a Scheme gives them another one, only count the highest circle - don't add them up.

Fateful Resurrection

On a Villain card, "Fight: Fateful Resurrection" means "Fight: Reveal the top card of the Villain Deck. If it's a Scheme Twist or Master Strike, this Villain reenters the city."

- If a Villain resurrects this way, you still rescue its Bystanders and do its other Fight effects.
- The Villain pushes into the Sewers and does any Ambush abilities as normal.
- If a Mastermind Tactic resurrects this way, shuffle it back into the other face down Tactics.
- If a Villain that has ascended to become a Mastermind resurrects this way, it stays a Mastermind and does not reenter the city.




Charge

"Ambush: Charge one space" means "(After this Villain enters the Sewers,) it charges forward an extra space, pushing other Villains forward."

- This might cause more escapes.
- Some Villains charge multiple spaces!

Continuing Mechanics from Secret Wars, Volume 1:

Multiclass Cards

A  card counts as both a  card and a  card. These cards are great at enabling your Superpower Abilities!

Villains You Gain as Heroes

Several X-Men '92 cards start as Villains, but when you fight them, they become Hero cards and join you. If a card effect wants to know their cost as Heroes, use their Villain Attack value.

Cross-Dimensional Rampage

As versions of Colossus from parallel dimensions storm across Battleworld, only another Colossus can stop them! "Cross-Dimensional Colossus Rampage" means "Each player reveals one of their Colossus Heroes or a Colossus card in their Victory Pile or gains a Wound."

- This counts any card that includes "Colossus" in its card name or Hero name.
- Likewise, "Cross-Dimensional Wolverine Rampage" counts any card with "Wolverine," "Weapon X," or "Old Man Logan."

Multiple Masterminds

When some powerful Villains in this set escape, they ascend to become new Masterminds, so there are multiple Masterminds in the game! Schemes can do this too. Players must defeat all the Masterminds to win. When a Master Strike occurs, each Mastermind does its Master Strike ability. The player whose turn it is picks the order.

- Ascended Masterminds keep their other abilities, like Fateful Resurrection and Circle of Kung-Fu.

"A Player is the Mastermind"

Marvel Legendary®: Secret Wars Volume 1 introduced an intense, new, optional mode where one player takes on the role of the evil Mastermind. Shuffle in the new Ambition cards from this set to give those Mastermind Players nasty new options.

Card Clarifications:

- **Bystanders that become Villains** – If you defeat them, you still get any "rescue" effects on Special Bystanders. They count as Bystanders in your Victory Pile, not Villains.
- **King Hyperion** – While this Mastermind is in the city, he pushes other Villains forward as normal. If he escapes, you still KO from the HQ and discard for any Bystanders carried away as normal. However, since Masterminds don't count as Villains, card effects that mention "Villains" won't work on him.

- **Phoenix-Force Cyclops** – When you play a Hero card that KO's itself, you still played that card, so you can still use other Superpower Abilities that trigger from its classes or team.
- **Sinister Ambitions** – If an escaping Ambition says "each other player", do it to each player.
- **Spider-Queen** – When card effects like her Master Strike cause Villains to enter the city, those Villains still do their Ambush effects.

Game Contents

Rules insert and 350 cards:

- 16 New Heroes of 14 cards each (Each Hero has 1 rare, 3 uncommons, 5 of one common, and 5 of another common)
- 6 New Villain Groups of 8 cards each
- 3 New Henchman Groups of 10 cards each
- 4 New Masterminds (Each has 1 Mastermind card and 4 Mastermind Tactic cards)
- 8 New Schemes
- 10 New Ambition cards
- 3 New Special Bystander types: 10 cards total

Credits

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