

LEGENDARY FEAR ITSELF

New Allies



HYDRA: The epic Marvel storyline of *Fear Itself* starts with Sin, the evil daughter of the arch-villain Red Skull. Sin uncovers her father's final legacy. It is a temple dedicated to The Serpent, the evil, imprisoned, half-brother of the Asgardian All-Father Odin. The Serpent grants Sin an evil hammer that empowers her into Skadi, the Herald of the Serpent. With this newfound power, and her mastery of HYDRA, Skadi plots the ascent of The Serpent once and for all.



Foes of Asgard: As the God of Fear, The Serpent becomes more powerful the more fear exists on Earth. To create as much fear as possible, The Serpent rains down evil Artifacts to Earth: Asgardian hammers as powerful as Thor's mythic weapon. Superpowered Heroes and Villains who touch the hammers are transformed into The Worthy: rampaging Asgardian avatars of evil even stronger than they were before. The only thing more powerful than their raw strength is... *Fear Itself*.

Thrown Artifacts

Some Ally cards in this set are "Thrown Artifacts". These are Artifact cards that a player can "throw" at the perfect moment. When you gain an Ally card that's an Artifact, put it into your discard pile like any other Ally. When you draw that Artifact later in the game, you may play it in front of you when the time comes. This means you "control" that Artifact. At the end of your turn, when you discard all the cards you played that turn, the Artifacts you control stay in front of you for future turns and are not discarded.

"Throwing" an Artifact

- To "throw" a Thrown Artifact, put it on the bottom of your deck and use its ability. (Just like Thor's Hammer, a Thrown Artifact can return to your hand very quickly!)

- You can control multiple Artifacts with the same card name.
- You can throw as many Artifacts as you want in a turn. You can only throw during your turn

Artifacts and Card Effects

- If a card effect asks you to "Reveal a Ally," you may reveal a Ally Artifact you control. Card effects that say "your Allies" or "Allies you have" include Ally Artifacts you control as well.
- However, you only "played" an Artifact on the turn you put it out, so it only activates Superpower Abilities (like " You get +1 ") on the turn you play the Artifact, not every turn of the game.
- (Likewise, card effects that count "each Ally you played this turn" only count an Artifact if you played it this turn.)
- You can use Artifacts during the Final Showdown.
- If a card effect like Rogue, Chameleon, or Star-Lord would let you "copy" a Thrown Artifact card, use that Artifact's "When you throw this" ability once, and there is no other effect. (Don't put anything on the bottom of your deck.)

Uru-Enchanted Weapons

When you try to fight an enemy that has some number of Uru-Enchanted Weapons, reveal that many cards from the top of the Adversary Deck. That enemy immediately gains + equal to the total Victory Points of all the cards you revealed. If you have enough Attack points to match the enemy's improved , use them and defeat the enemy as normal. If you don't have enough Attack points, you don't defeat this enemy, you lose all your Attack points, and you can't fight anymore this turn.

- Whether you defeat that enemy or not, put all the cards you revealed from the Adversary Deck on the bottom of that deck in random order.
- Many of these enemies have a "Fight or Fail:" effect. Do this effect if you defeat

them or if the Uru-Enchanted Weapons cause you to fail to defeat them.

- You can't try to fight an enemy unless you have enough Attack points to match its printed .
- Once you start to fight an enemy, you can't play any more cards or throw any Artifacts until after that fight is complete. So remember to generate all the Attack points you can before you attack an enemy with Uru-Enchanted Weapons!
- The  symbol next to these Enemies'  indicates that they might get more Attack.
- Flipping cards for Uru-Enchanted Weapons cannot end the game. If you run out of cards in the Adversary Deck, shuffle the cards you've revealed so far and keep revealing. (If there are no cards left in the Adversary Deck there is no Attack bonus.)
- With 2-5 players, each flip tends to be worth about 1.5 attack. In solo mode: about 1 attack.

Demolish

"Demolish each player" means "Reveal the top card of the Ally Deck, note its cost, and put it on the bottom of the Ally Deck. Each player reveals their hand and discards a card with that cost."

Compatible with Heroic Sets

You can combine these cards with *Marvel Legendary®* sets that are Heroic, or Villainous, or both at once. Since this is a Villainous expansion, it uses concepts from the *Marvel Legendary®: Villains* base set. If you don't have the *Villains* set and are using the original Heroic *Marvel Legendary®* set instead, here's what to do:

- If a card effect would cause you to gain a Madame HYDRA, you gain a S.H.I.E.L.D. Officer instead.
- If a card effect would cause you to gain a New Recruit, you get  instead.
- If a card effect mentions Bindings, use Wounds.
- If a card mentions or is part of the HYDRA team () , use the S.H.I.E.L.D. team instead ()

Read more about combining Heroic and Villainous sets in the *Marvel Legendary®: Villains* rulebook at:

<http://tinyurl.com/VillainRules>

Card Clarifications

- **Fear Itself:** Put the 6th-8th Ally cards in a second row under the lair. They're not under any specific city space. If a reduction of

Fear level results in an Ally in the top Lair row to be KO'd, all cards in the top Lair row shift to the left and the left card of the bottom Lair row moves to the right side of the top Lair row. Once the Fear Level is below 5, do not shift any cards when an Ally gets KO'd.

- **Spider-Man:** Twists and Strikes are worth 0 VP, so they will be played if they are revealed.

Game Contents

Rules insert and 100 cards:

- 6 New Allies, each with 14 cards (84 cards total). Each Ally has 1 rare, 3 uncommons, 5 of one common, and 5 of another common).
- 1 New Adversary Group of 8 unique cards.
- 1 New Commander and 4 Commander Tactics.
- 3 New Plots.

Credits

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My deep thanks for your help!

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