

LEGENDARY®

HEROES OF ASGARD



Heroes of Asgard: Wielding incredible powers, Asgardians like Thor and Sif were worshipped as gods by early Norse tribes. Now they storm back to Earth to defend it from ancient, awakening threats.

The inscription on Mjolnir says *"Whosoever holds this hammer, if he be worthy, shall possess the power of Thor."* But Thor has often struggled with arrogance and self-doubt. At the crucial moment, will he prove worthy?

Malekith and Hela now send their followers to bring them new villainous weapons that are equal to Mjolnir's power. These conquerors storm over the lands of Midgard, trampling the weak in their wake.

Thor struggles to prove worthy against the frost giants and on Earth. The dark world of Svartalfheim rises to smother the Nine Realms in darkness. Finally, Ragnarok threatens the final epic destruction of Asgard.

Worthy




Many Marvel stories involve Thor and others proving whether they are worthy of wielding Asgard's mightiest weapons, like Mjolnir and Stormbreaker. This is represented by the new "Worthy" keyword. Some Hero cards say things like "If you are Worthy, draw a card."

- **You are Worthy if you have a Hero that costs 5 or more.**
- As usual, the phrases "your Heroes" and "Heroes you have" include both cards in your hand and cards you have played this turn. They also include Hero Artifacts you control. (Heroes in your deck and discard pile don't count.)
- Some Villains and Schemes also check if you are Worthy and reward or punish you accordingly.
- When you consider whether to recruit a card that asks you to be Worthy, you may find yourself hesitating, wondering whether you truly have enough to prove Worthy at the crucial moment. This is a great fit to how Thor and other Heroes question whether they will be Worthy at the crucial moment in Marvel stories.

Artifacts

Asgardians combine magic and science to create spectacular weapons of unbridled power. These are represented by powerful "Artifact" cards that persist from turn to turn. Artifacts first debuted in *Legendary®: Guardians of the Galaxy*.

Some Hero cards in this set are also Artifacts. (They still count as Hero cards too.) When you gain a Hero Artifact, put it in your discard pile like any other Hero card. When you draw that Artifact later in the game, you may play it in front of you and use its effects. 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.

- You can use an Artifact on the first turn you play it.
- You can control multiple Artifacts with the same card name and use each of them.
- You can't use your Artifacts' "once per turn" abilities during other players' turns.
- If a card effect during any player's turn asks you to "Reveal a  Hero," you may reveal a  Hero Artifact you control. Card effects that say "your Heroes" or "Heroes you have" include Hero Artifacts you control as well. So the one Hero Artifact in this set that costs 5 or more does make you Worthy.
- 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 Hero you played this turn" only count an Artifact if you played it this turn.

Thrown Artifacts



Thor's mighty hammer Mjolnir is the most famous Thrown Artifact in the entire Marvel universe. So *Legendary®: Heroes of Asgard* is the perfect time to bring back the "Thrown Artifact" keyword, which debuted in *Legendary®: Fear Itself*. All the Hero Artifacts in this set are Thrown Artifacts. These follow all the normal Artifact rules, and you can also "throw" them at the perfect moment.

- **To "throw" a Thrown Artifact, put it on the bottom of your deck and use its listed ability.**

- You can throw it on the same turn that you play the Thrown Artifact, or you can wait until a later turn.
- If you use this when your deck has not many cards left, you might draw the Thrown Artifact again quite soon. (Much like Thor's hammer, a Thrown Artifact can return to your hand very quickly!)
- You can throw as many Artifacts as you want in a turn, including multiple Artifacts with the same card name.
- You can only throw artifacts during your turn (unless it specifically says otherwise).
- If a card effect like Rogue, Hulkling, or Scarlet Witch would let you "copy" an Artifact card, you can use that Artifact's "Once per turn" or "When you throw this" ability once, and there is no other effect. (Don't put anything on the bottom of your deck.)
- If you have gained a Villainous Weapon, and a card effect makes an enemy capture that Weapon again, then it works as a Villainous Weapon again until someone defeats that enemy to reclaim it.
- Malekith and Hela both have Mastermind Tactics that turn into Villainous Weapons. You win when the Mastermind has no face down Tactics left under them, even if there are still some Tactics that have turned into other card types somewhere.







Conqueror

Asgard's fiercest enemies lead legions of monsters to conquer all of the Nine Realms, including Midgard (Earth) and Asgard itself. This is represented by the "Conqueror" keyword, which first debuted in *Legendary®: Marvel Studios Phase 1*. 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.
- Other Villains and the Hela Mastermind have different Conqueror abilities, with different bonus numbers and referring to different city spaces.
- Some Hero cards also have abilities like "Rooftops Conqueror 1", which likewise means "You get +1  if any Villain is on the Rooftops."

Villainous Weapons

As a new twist on the Artifacts of past sets, *Legendary®: Heroes of Asgard* introduces an all-new card type: "Villainous Weapons." Villains and Masterminds can capture these ancient weapons to become even more powerful. But if you defeat them, you can seize those weapons to use as Artifacts of your own.

- Each Villain Group in this set includes cards that say "Villainous Weapon." These are not Villains.
- When a Villainous Weapon is played from the Villain Deck, **the Weapon is captured by the Villain in the city that's closest to the Villain Deck. If there are no Villains in the city, then KO the Weapon instead.**
- Villainous Weapons empower the Villain holding them, adding the  bonus printed on the Weapon. Tuck the Weapon under the Villain so you can see the Weapon's  bonus right under the Villain's .
- An enemy can use any number of Weapons at the same time, getting all of their bonuses combined.
- **When a Villain with any number of Villainous Weapons escapes the city, the Mastermind captures all those Weapons, getting their  bonuses.**
- When you fight a Villain or Mastermind holding any number of Weapons, **put all those Weapons into your discard pile as Artifacts.**
- When you have a Villainous Weapon in your hand, you can play it just like any other Artifact.
- **You never get the Weapon's printed  bonus** when you play the Artifact or control it. Only Villains and Masterminds get that  bonus. You only get the specific Artifact abilities written on the card.
- Villainous Weapons you have captured as Artifacts **have 0 cost**, have no color or Hero Class, and don't count as Hero cards or Villain cards. Since they have no cost, Villainous Weapons can never make you Worthy. (How appropriate...)

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 (Each has 6 Villain cards and 2 Villainous Weapon cards)
- 2 New Double-Sided Epic Masterminds (Each has 1 Mastermind card and 4 Mastermind Tactic cards)
- 4 New Schemes

Credits

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