



# DECK-BUILDING GAME

## LEGION OF SUPERHEROES

### CROSSOVER PACK 3

## CONTENTS

- 6 Oversized LEGION Super Heroes
- 8 Super-Villains
- 14 Main Deck Cards
- 1 Rules Card

This Pack allows you to change up your competitive DC Comics Deck-building Game with minimal effort. By simply replacing the Super Heroes and Super-Villains from your favorite DC Comics Deck-building Game set, you can dynamically change the game in mere seconds.

With new LEGION Super Heroes, new strategies and ways of playing will open up to you. Typically, players should all use Super Heroes from the same set when playing against each other. But after a while, you might even relax that rule.

With a few new main deck cards, each of the playable Super Heroes will be able to find a card or two that should fit right in to their strategy. A little token to bring more Legion of Super-Heroes flavor to your play experience.

If you can avoid doing so, don't read the Super-Villains ahead of time, but make sure they are in cost order from 8 to 15. You may have noticed that one of them has a blue cardback. That means it is always the final Super-Villain you will face.

**Note:** Five-player LEGION games subject players to a LOT of Attacks, so it is considered "Impossible Mode." If you don't defeat Persuader before you can't refill the Line-Up, everyone loses.

**New Keyword: Time Travel** The LEGION hail from the 31st Century and are experienced time travelers. When you see the keyword **Time Travel** on a card, it means: *“You may discard a card from your hand to play this card from the Line-Up or Super-Villain stack. If you do, you cannot buy or gain it this turn, and return it at the end of your turn.”* You may use more than one Time Travel card per turn, but each card may only be used this way once per turn. Like any card you play, a Time Traveled card will temporarily be placed “in play” in front of you.

## **SPECIFIC CARD CLARIFICATIONS**

**Chameleon Boy Super Hero:** When you discard a card to perform this ability, you do not discard an additional card to pay for the Time Travel effect. The card you choose need not have the Time Travel keyword.

**Compute:** This card will not change to cost 5, but all cards in your hand, deck, discard pile, in play, and in the Line-Up will become cost 5 instead of their normal cost. Cards that enter those zones after playing this card will also become cost 5.

**Dream Girl:** You do not discard cards to play these Time Travel cards.

**Telepathy:** You cannot discard cards from the hand you are playing to utilize the Time Travel keyword. You do not own the cards you play, nor are they in your hand.

**Time Sphere:** If you Time Travel this from the Line-Up, it is in play in front of you, so it will not be placed on the bottom of the main deck, nor is it replaced with a new card.

## **SUPER-VILLAINS** *(Spoilers Ahead!)*

**Note:** Super-Villains in this set do not have First Appearance — Attacks. Their Attacks are activated only when players choose to Time Travel them. A card you “own” is one that came from your deck.

**Saturn Queen:** Her game text does not apply to Chameleon Boy’s ability.

**Time Trapper:** Cards remaining under your Super Hero at end of game do not add to your Victory Point total.

### **CREDITS**

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