

Zeta City, USA – THIS JUST IN... A dark cloud looms over Zeta City, one that speaks with a forked tongue and tells of ill omens and other generally bad stuff. In the wake of the retirement of Fastodon, the World's Fastest Mammoth, all manner of foul evil has emerged to wreak havoc. From sinister deities once relegated to myth to arcane menaces who have hovered at the fringes of our mundane world, all have been waiting for just such an opportunity and now return with visions of conquest. After all, one less Champion means one less obstacle in the way of their nefarious machinations.

But hope is not lost! As we have learned in recent news, ambitious heroes eager to prove their mettle are patrolling the rooftops and alleys. A day of decisive battle is descending upon Zeta City, and from it shall emerge…

THE STUFF OF LEGEND!!!

COMPONENT LIST

- This rulebook
- 1 double-sided game board
- 4 Headline tiles
- 21 event tokens
- 44 portal tokens
- 20 curse tokens
- 1 threat track token
- 1 havoc track token
- 1 black villain pawn
- 1 villain mat
- 70 cards
  - 10 action cards
  - 10 hero bonus cards
  - 32 Hero cards
  - 12 Villain cards
  - 6 Quirk cards

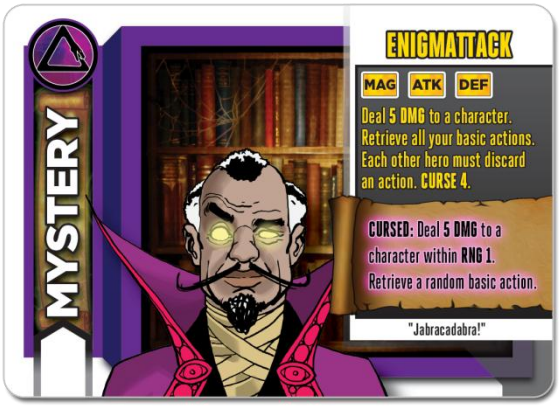
NEW HERO TYPES

There are two new hero types in *Heroes Wanted: The Stuff of Legend*: **Supernatural** and **Mythic**.



Supernatural

Supernatural heroes draw their powers from the dark arts, but these magical heroes have not quite yet mastered their abilities. Unable to fully harness these arcane forces, Supernatural heroes risk chaotic and random consequences, also called "**curses**," when activating their Superpowers.



The Superpowers of these heroes have two forms: The first time they activate their Superpowers, they will perform the text on the upper right of their Hero A card. This will cause them to become cursed. The second form of their Superpower then comes into play while they are cursed, which is covered below.



Gaining Curses

CURSE is a keyword that means this hero gains curse tokens in the amount listed after the word "**CURSE**." Therefore "**CURSE 4,**" as listed on Mystery, means that the player will gain four curse tokens after activating this Superpower while not cursed. Players should put these tokens on their Hero A card on their hero mat.



Being CURSED

The second form of a Superpower that Supernatural heroes have is listed just below the first one. This ability is prefaced by the word "**CURSED**." Whenever a player using a Supernatural hero activates his Superpower while he has at least one curse token, he will perform the text listed after "**CURSED**" on his Hero A card instead of the text listed above it.

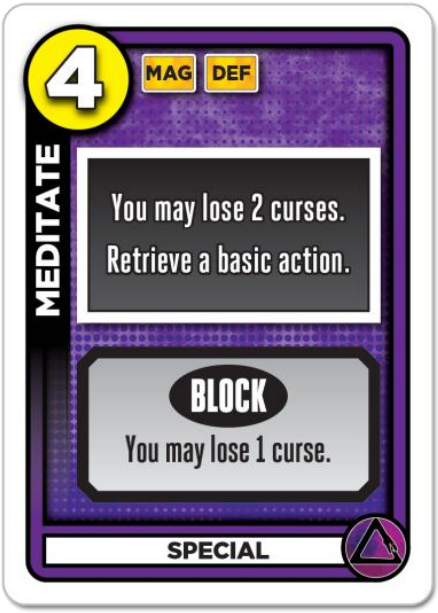


Being **CURSED** has another important drawback. After a cursed hero rests, he must roll the curse die and suffer the consequences. To do this, he rolls a die and then matches the result to the chart on the right. <u>If a hero has four or more curses when he rests, he must roll the curse die an additional time.</u>



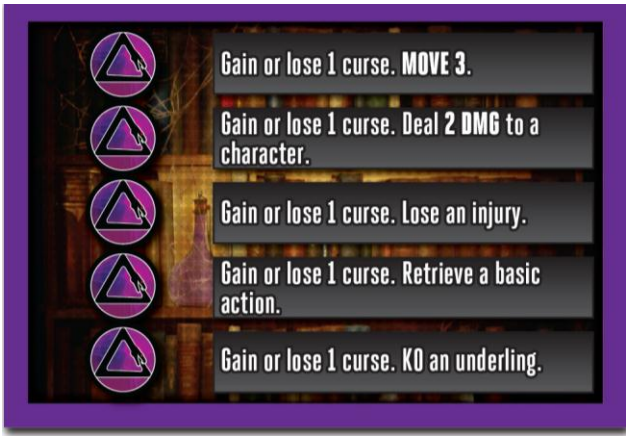
Losing Curses

Most Supernatural heroes have a very powerful ability when not cursed, but a worse ability when cursed. Those heroes should try to lose the curse tokens they have gained as quickly as possible. There are two ways that all Supernatural heroes can lose curse tokens: their special action and their hero bonus card.



Meditate is the special action that all Supernatural heroes start with at the beginning of the game. This will help them manage their curses. Notice that Meditate introduces a new action type: Magic or MAG. All Superpowers used by Supernatural heroes are also MAG actions.

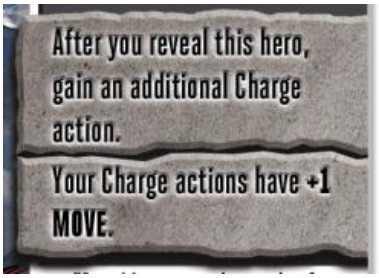
Here is the hero bonus card for these heroes. Notice that because the Superpowers of these heroes are so powerful, they do not have the ability to gain an additional epic action. Note also that these heroes can lose (or gain) curse tokens, as well as perform other actions, by completing headlines.





Mythic

Mythic heroes are by far the rarest type of hero found in Zeta City. Each Mythic hero is unique, with his own hero bonus card and epic action. Some Mythic heroes might not even have an epic action.



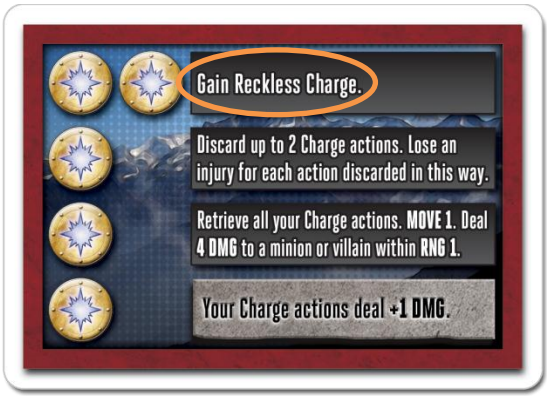
Feats

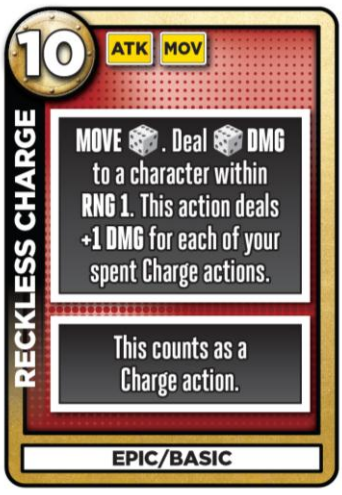
Each Mythic hero starts with at least one **feat**. Feats are similar to the abilities listed on Hero B cards. They are additional abilities that are granted to the hero for use throughout the course of the game. Mythic heroes do draw Hero B cards at the beginning of the game.

When a player is using a Mythic hero, he must use the corresponding hero bonus card. Do this by matching the name or background of the Hero A card with that on the back of the hero bonus card.



Once a player has the correct hero bonus card, he can then set aside any epic action associated with that bonus card by checking all the abilities on the hero bonus card. Mythic heroes may also have additional feats listed on their bonus cards. A player may use those feats once their hero completes a headline and removes the hero disc from the icon next to a particular feat.





NEW MECHANICS

The Stuff of Legend introduces a few new mechanics and terms. These are explained below.

Hex Directional



: This icon means to use the **hex directional** mechanic and roll a die to determine a random direction. Use the guide pictured at right to determine which direction is indicated by the die roll. **RNG 0** is considered within every direction.

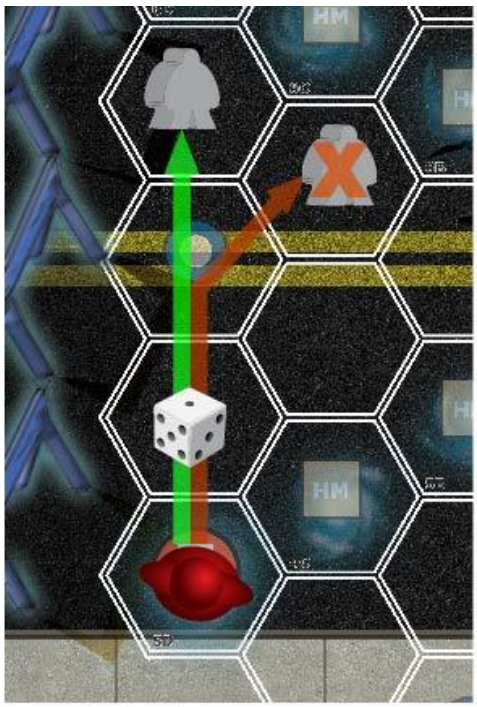
One use of the hex directional mechanic will be discussed in the scenario **Ghosts and Games** on page 6, but a way it can be used by a hero is covered in the example below.

"In a Straight Line"

Some heroes with have abilities that work in a straight line. The straight line references the hexes through which the hero will **MOVE** or check for **RNG**. While a straight line can be drawn between any two points, the hexes involved must also make a straight line. If a card does not state a **RNG** when referring to a straight line, then there is no maximum **RNG** to the effect.

Example: Adam is playing with the Hero A card Blaze. He has an injury when he activates his Superpower. He decides to lose that injury to KO an underling in a straight line and uses to figure out the direction he can target. Adam rolls a 1. He may now KO the underling that is directly above him in a straight line.





SCENARIOS

GHOSTS AND GAMES

In this scenario, the villain's ghost is haunting Zeta City's premiere game store, The Game Preserve. Each turn the villain will possess meeples from the board games lying around on the store's display tables turning the hapless meeples into **creeples**, which will attack the heroes. The heroes will move about the game store exorcising games, rescuing bystanders, and battling the creeples and other minions.

Setup:



Bystander tokens

a) Place henchman on all HM spaces.

b) Place bystander event tokens on all EV spaces.

c) Place the threat track token on the space labeled "Threat" on the threat track.

d) Place a numbered, board game event token on each corresponding numbered space. Place one game on each space for a one player game. Use two for a 2–3 player game. Use three for a 4–5 player game.

e) The villain has HP equal to the number of heroes x 15.



f) Place four random Headlines in the empty Headlines spaces on the board.

g) Starting with the 1st Hero, heroes place their pawns on the spaces.

h) After heroes have chosen their starting spaces, place the villain pawn on the space numbered . Then do the following *twice*: Place underlings in unoccupied spaces around the space numbered starting with and moving clockwise. The icon is explained in the section New Hero and Villain Mechanics on page 5, and an example of this step is provided on the next page.

When spawning underlings (creeples), first roll to see how many underlings are going to be placed. Next, roll to see which table they will be spawned around. Finally, roll to determine which space at that table will be the start point for the spawning. Remember that the underlings are only spawned in unoccupied spaces. If there are no unoccupied spaces around the table number rolled, then no underlings will be spawned there. If there are only two unoccupied spaces and three underlings are to be spawned, then just place one underling in each of the two unoccupied spaces.

Example: For the first underling placement in Step h. of the Setup, assume that a 3, a 4, and a 2 were rolled in that order. Therefore, three underlings are to be placed around table 4 starting with hex directional space 2. The picture to the right shows where those underlings would be placed.



Rules:

- The villain cannot deal or be dealt **DMG** when the villain pawn is not on the board.
- A hero may exorcise a game if he is at **RNG 0** of it before he plays an action or rests during the Hero Phase. Heroes gain 1 fame after they exorcise a game, placing the token in the achievement section of their hero mats.
- Heroes may <u>not</u> exorcise two games of the same type.
- A hero may rescue a bystander by ending his movement on a space with an event token. After a hero rescues a bystander, he places the token in the achievement section of his hero mat and gains 1 fame.
- The game ends when either the villain is defeated and the heroes win or the threat track reaches “Villain Escapes” and the heroes lose.

PORTAL TO ALTERNATE WYOMING

In this scenario, two villains are working together to open a portal to Wyoming in an alternate dimension. Through that portal, the villains are importing undead hordes (underlings) to wreak havoc on our fair city. Each turn the villains will expand the portal, while moving around the outside edges of the board in an attempt to avoid the heroes. The heroes must minimize the damage done to the city by controlling the number of underlings that enter Zeta City through the portal. The heroes will have to save the city and KO both villains before the evildoers finish opening either side of the portal and before too much havoc has been rained down upon Zeta City.

Setup:



a) Place henchman on all HM spaces.

b) Place underlings on all UN spaces.

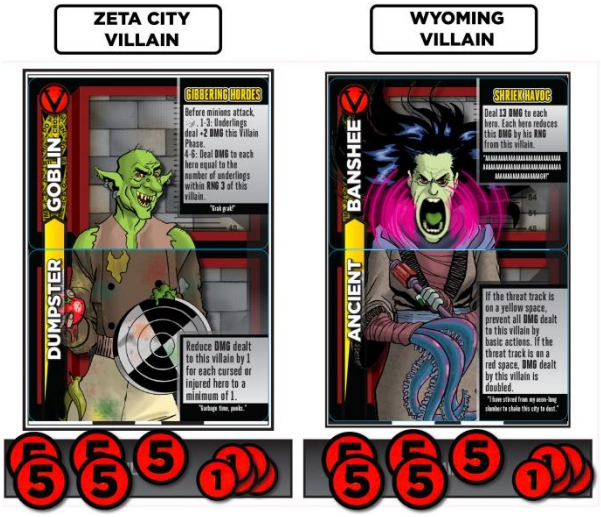
c) Place bystander event tokens on all EV spaces.

d) Place one portal token on the center space in Zeta City and one in same space in Wyoming.

e) Place the threat track token on the space labeled "Threat" on the threat track.

f) Place the havoc track token on the space labeled "Havoc" on the havoc track.

g) Draw an additional set of Villain A and B cards. Place one villain in the "Villain 1" spot on the villain mat. He will be the villain in Zeta City. Place another villain on the "Villain 2" spot. He will be the villain in Wyoming. Each villain has HP equal to the number of heroes x 10. An example of this is shown at right. For solo play, each villain has 20 HP.



h) Place four random Headlines in the empty Headlines spaces on the board.

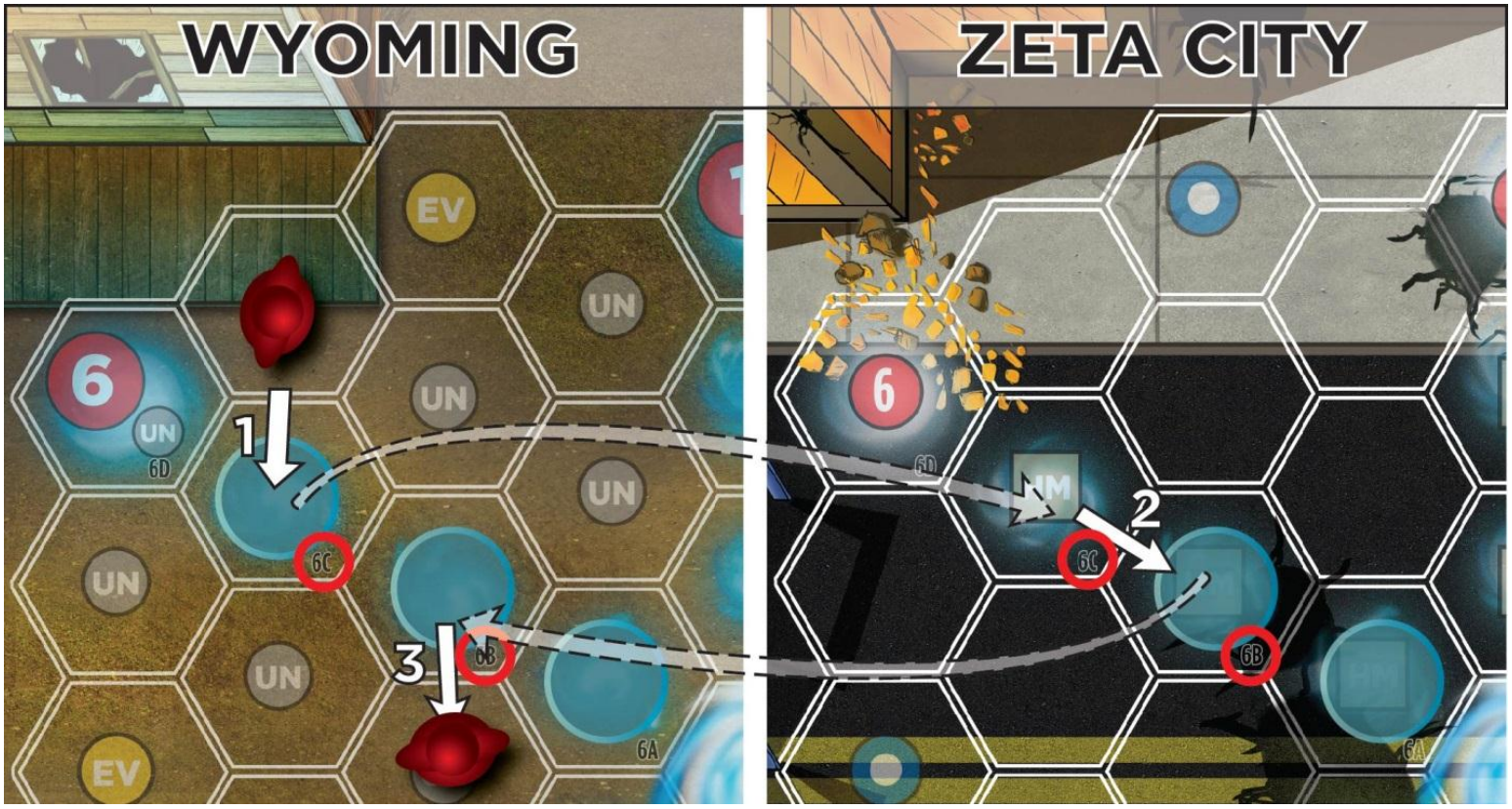
i) Starting with the 1st Hero, heroes place their pawns on the spaces.

j) After heroes have chosen their starting spaces, place the pawn for the Zeta City villain on the space numbered on the Zeta City location of the board. Repeat this process to place the Wyoming villain on the Wyoming location of the board.

Rules:

- The board for this scenario is divided into two locations: Zeta City and alternate Wyoming. The top map is the Zeta City location. The bottom is the Wyoming location.
- Characters in Zeta City do not and cannot affect characters in Wyoming and vice versa. This includes **DMG** and any time any card refers to any character.
- When a hero moves into a space with a portal on it OR a portal is placed in a space with a hero on it, that hero immediately moves to the corresponding space in the other location. If this leaves that hero on a portal space in the other location, he does not move back to the original space.
- Once a portal has been placed on the board, it cannot be removed.
- If a hero has the ability to **MOVE** to any space or a similar ability, he may choose to **MOVE** to the other location.
- If all of the numbered spaces in either location have portals on them or if havoc track advances to 10, all heroes lose.
- The game ends when either the heroes lose or both villains have been KO'ed.

Portal Movement Example: While in Wyoming, Adam plays Maneuver during the Hero Phase. He moves one space into a space with a portal token. He must then move immediately to the corresponding space in Zeta City. He uses the number and letter combination at the bottom of the space (6C) to determine where he will land in Zeta City. Once in Zeta City, he moves a second space to space 6B in Zeta City, which also has a portal token on it. He immediately moves his pawn to the corresponding space back in Wyoming. From there, he moves one more space.



Expert Setup Mode

In the Expert Setup, players may choose to start the game by drawing five Hero A cards instead of three. They will do the same with the Hero B cards. Another option would be to have players draw their Hero A and Hero B cards at the same time. They may do this option with either three or five of each card type. Additionally, players may decide to draw three Quirk cards and choose the one that they want to play with for that game.

FAQs

Q. What does “revealed” mean?
A. “Revealed” is the term chosen to cover both when a hero or villain is “revealed” during setup and instances where a hero or villain would appear mid-game, such as in the scenario **Bedlam at Zeta City Asylum!** or the Hero B card “Ever-changin’.”

Q. Are players’ discard piles public knowledge?
A. Yes, both hands and discard piles are public knowledge. However, you must be sure not to rearrange a discard pile when checking (or retrieving) cards because of abilities and other factors that may reference the active action, which is the top action of your discard pile.

Q. Does damage stack from abilities during the same turn? For example, if I deal 4 **DMG** to a henchman then have a follow-up ability to deal 1 **DMG** to a character, could I then KO the henchman?
A. No, it does not. Minions are immune to DMG that does not KO them. If you have an ability that allows you to deal +1 DMG, that would increase the initial **DMG**, therefore you would be able to KO a henchman using an action that deals 4 **DMG**. For example, if you are a vigilante character, you can play a Charge action and then use Press to increase the **DMG** to a total of 5 in order to KO a henchman.

Q. How much fame do players get if they are tied for most DMG to the villain, most underlings KO’d, or most henchmen KO’d?
A. In all cases, all tied players receive 1 fame for each.

Q. Must the text on actions, including Superpowers, be resolved in order?
A. Yes. Superpowers are resolved in the written order.

Q. If a card or ability allows me to CHOOSE multiple options, must the chosen actions be performed in the order they are written?
A. Correct! The text is always resolved in order. For example, with Millionaire’s Superpower, the player cannot KO a minion within **RNG 2** then **MOVE 2**. The **MOVE 2** ability would have to happen before the KO ability.

Q. When I roll dice for Vigilante abilities, must I perform the action of the die result?
A. No, the ability is not mandatory. Heroes may use that ability.

Q. Can any number and combination of characters occupy the same space?
A. Yes. Heroes may occupy spaces with event tokens, other heroes, minions, or villains. The only restriction is that heroes cannot **MOVE** into spaces that have a red border, either solid or dashed.

Q. When a villain card says to roll dice for an effect, is this calculated the first time it comes into play and does it remain constant throughout the game?
A. No. Whenever a villain has an ability involving dice, a new roll is made each time.

Q. If a villain's A card is not dealing **DMG** or is dealing 0 **DMG** for any reason, do Villain B card abilities that increase that DMG still apply?
A. No, anytime 0 **DMG** would be dealt, it is considered to be "no **DMG**." So for any Villain B card effects that increase **DMG**, at least 1 point of **DMG** must be dealt first. This is also true for injuries. If a hero has 2 injuries and is being dealt 0 **DMG** from the villain and minions, he will not have to defend any **DMG**.

Q. If a hero is KO'd, he is immune to **DMG** until he rests. But can he still be given injuries through other effects?
A. Yes, KO'd heroes can still gain injuries through other effects that do not involve **DMG**.

Q. How long do players have to perform their quirks?
A. You should allow players the full turn in which the Quirk should be performed before deducting any fame for missing it.

Q. Can I use the **BLOCK** ability if I play that action card when I'm not defending **DMG**?
A. No, **BLOCK** abilities only activate when that card is being used to defend **DMG**.

Q. If I KO a villain or minion with a **BLOCK** ability like Retaliate, can I subtract the **DMG** they were dealing from the total I need to defend?
A. No. Once you calculate the total **DMG**, that will be the amount of **DMG** you will have to defend. That **DMG** will not be reduced by removing the source of the **DMG**.

Q. If I use Costume's **BLOCK** ability to **MOVE 1**, would I then recalculate the **DMG** I'm being dealt based on the new position?
A. No, the total **DMG** you must defend is always calculated first and cannot be reduced by moving away from the source of the **DMG**.

Q. Is **DMG** being dealt by another hero defended during the Villain Phase?
A. No, **DMG** from another hero has to be defended immediately as a separate instance.

Q. Do I get to activate **BLOCK** abilities when it is another hero dealing **DMG** to me?
A. Yes, whenever you defend **DMG** by discarding an action with the **BLOCK** ability you may activate that ability.

Q. If I defend **DMG** with a card and then make up the rest of the stamina total with Costume, does the **BLOCK** ability allow me to retrieve the card I defended with just before Costume?
A. Yes. Whenever you discard an action while defending **DMG**, any **BLOCK** abilities are resolved as they occur.

Q. So I could defend with a card that still left me below the required stamina total, defend with Costume, retrieve the first card and use it again to defend?
A. Yes, you can chain discards and retrievals this way.

Q. If a Villain A card causes me to discard an action, do I have to do that before or after I defend minion **DMG**?
A. Whenever an effect of a Villain A card causes you to discard an action, you must do that before defending minion **DMG**.

CREDITS

Game Concept, Design, and Development: Travis R. Chance and Nick Little
Map Illustrations and Asset Management: Christopher Byer
Graphic Design and Pre-Press: Brian Lee
Illustrations: Ryan Howe
Business Head: Brian Wyrick
Media and general awesomeness: Kira Anne Peavley
Editor: Jim Spivey