

LEGENDARY[®]

Buffy
the Vampire Slayer[™]



Rule Book



Ages 14+

OVERVIEW

Welcome to *Legendary®: Buffy the Vampire Slayer*! Big Bads like The Master, Angelus, and Glorificus command a mob of Demonic Villains, planning dark Schemes to wreak havoc on Sunnydale, home of the Hellmouth. Only you can stop them by leading Buffy and the rest of the Scooby gang.

In this game for 1-5 players, each player starts with their own deck of basic cards. At the start of your turn, you play the top card of the Villain Deck for Villains to invade the Sunnydale, capture Bystanders, and create special events. Then, you play Hero cards from your hand to generate Attack, Recruit Points, and special abilities. You use your Attack to defeat Villains. You use Recruit Points to recruit better Heroes for your deck.

Whenever your deck runs out of cards, you shuffle your discard pile to make a new deck, including all the new Heroes you recruited. This way your deck gets stronger and stronger over time. Build up enough Power, and you can defeat the Big Bad! But be careful: If the players don't dispatch the Big Bad quickly enough, then the Baddies will complete their nefarious Scheme and win the game for forces of darkness!



How to Win

Players must work together to attack the evil Big Bad successfully four times. If they do this, then the Big Bad is beaten once and for all, and all the players win the game for the forces of good! In addition, defeating Villains and rescuing Bystanders earns each player Victory Points. After the Big Bad is defeated, the player with the most Victory Points is the best slayer of all and the individual winner.

How the Evil Big Bad Wins

Unlike other games, *Legendary®: Buffy the Vampire Slayer* fights back against the players! The Big Bad, like The Master or Angelus, isn't played by a player. Instead, the game itself plays the part of the Big Bad.

Throughout the game the Big Bad works to accomplish an evil Scheme. Every Scheme card has a part that says "**Evil Wins,**" which tells you how the Big Bad completes their Scheme. If the evil Scheme is completed, then the Big Bad wins the game, evil reigns and all the players lose!

YOUR FIRST GAME

For your first game, follow the setup rules on the following page, using the specific card stacks listed there instead of choosing card stacks at random. After your first game, you can have fun using different Heroes, Villains, Big Bads and Schemes, so there are always new challenges to master and new combinations to explore.

FAMILIAR WITH LEGENDARY®?

HERE'S WHAT'S NEW.

If you have played other *Legendary*® titles, then there are only a few new things that you need to know before you jump right into *Legendary*®: *Buffy the Vampire Slayer*.

First off, this is a *Legendary*® game not a *Legendary*® Encounters game, so its core rules are similar to other *Legendary*® games.

Secondly, *Legendary*®: *Buffy the Vampire Slayer* introduces two new mechanics to the *Legendary* system.

1. **Courage Tokens**- Courage Tokens represent heart and pluck of the Heroes in the Buffyverse. (See Courage Tokens Page 13).
2. **Darkness Track**- The Darkness Track represents the battle between good and evil that is pervasive throughout the course of *Buffy: the Vampire Slayer*. (See Advance Light/Dark Page 13).

Some Heroes now have **Light** or **Dark** Special Abilities. Those Abilities are used when it is Light or Dark respectively (See Special Abilities Page 10).



YOUR FIRST GAME - CARDS TO USE

Big Bad: The Master

Scheme: Epic Struggle

Heroes: Angel, Buffy Summers, Rupert Giles, Willow Rosenberg, Xander Harris

Villain Groups for the Villain Deck:

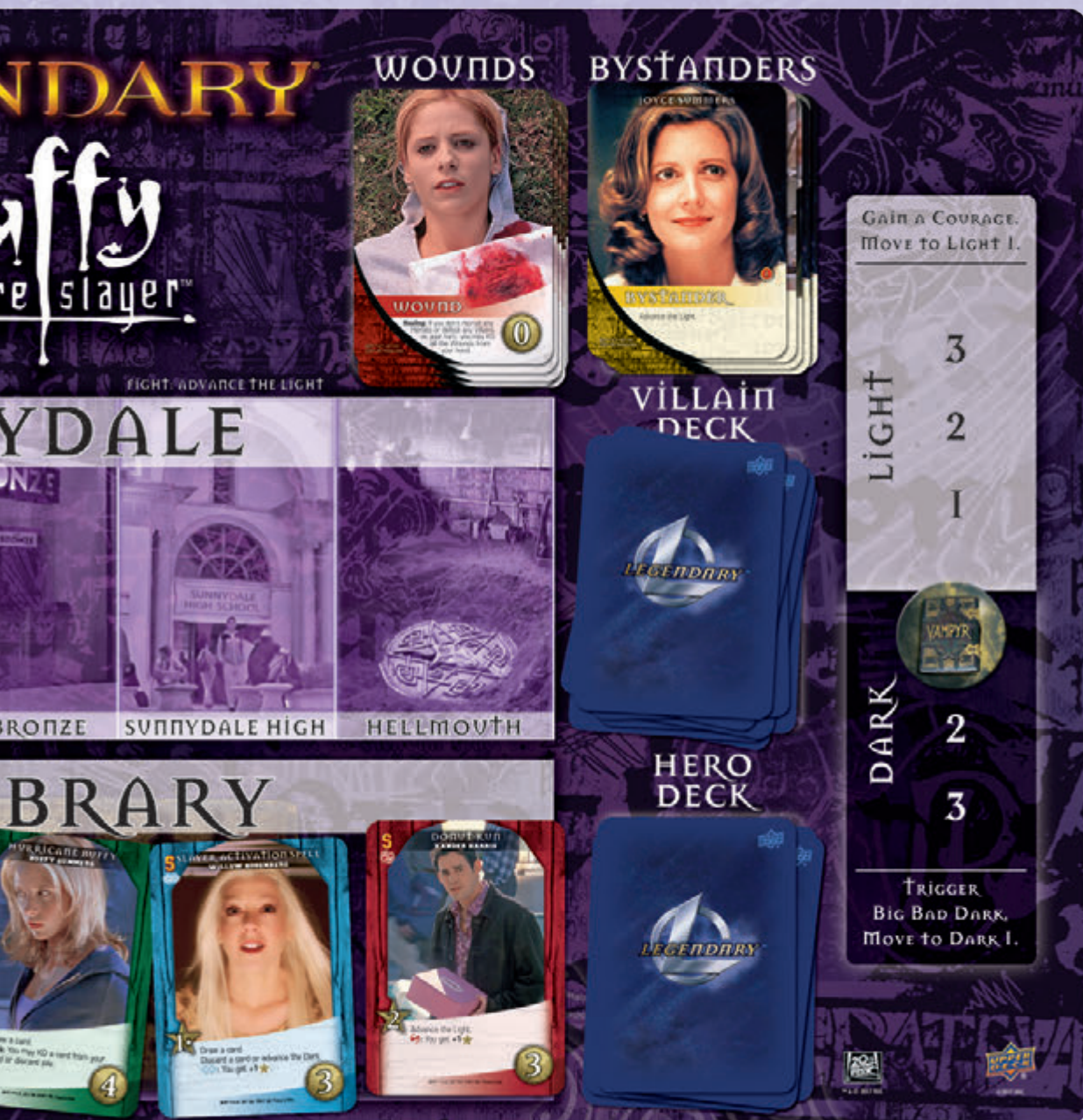
For 2 players: Order of Aurelius, Demons, Hellhounds

For 3 players: Order of Aurelius, Demons, Hellhounds, The Scourge of Europe

For 4 players: Order of Aurelius, Demons, Hellhounds, The Scourge of Europe, Vampire Initiates

For 5 players: Order of Aurelius, Demons, Hellhounds, The Scourge of Europe, Vampire Initiates, Mayor's Minions





GAME SETUP

PLAYER DECKS

Give each player their own personal 12-card deck, made of these cards:

- 8 Watchers
- 4 Initiative Soldiers



COURAGE TOKENS

Give each player 1 Courage Token. Place the rest of the tokens in a pile in the Courage Token Space.



DARKNESS COUNTER

Place the Darkness Counter on the 1 Dark space of the Darkness Track.



GAME STACKS

Place these stacks of cards on their spaces on the board. Use all the cards of each type:

- 15 Potential Slayer (face-up)
- 30 Wounds (face-up)
- 30 Bystanders (face-down and shuffled)



BIG BAD AND SCHEME

Pick 1 **Big Bad** at random and place the Big Bad card face-up on the Big Bad space on the board. Take the 4 **Big Bad Tactics** cards that match the Big Bad you selected and place them underneath the Big Bad card face-down in random order.



Pick 1 **Scheme** card at random and place it face-up on the Scheme space on the board. Follow the setup instructions in the **“Setup”** section for that Scheme. A Scheme card’s **“Setup”** section always tells you how many **“Scheme Twist”** cards to add

to the Villain Deck. Place that many Scheme Twist cards onto the Villain Deck space to start the Villain Deck. Many Schemes also have unique special rules.



VILLAIN DECK

Add 5 **Master Strike** cards to the Villain Deck.

Now add Villain Groups to the Villain Deck. A Villain Group is a group of eight Villain cards that work together, like “The Scourge of Europe” or “Demons.” Each Villain card lists its Villain Group under its card name. The more players you have in the game, the more Villain Groups you use, as shown in this table:



Number of Players	Villain Groups	Henchmen Groups	Bystanders
2	2	1	2
3	3	1	8
4	3	2	8
5	4	2	12

(For 1-player solo play, check Page 21.)

TO ADD VILLAIN GROUPS:

- Each Big Bad card says that the Big Bad “**Always Leads**” a particular Villain Group or Henchman Group. Be sure to include that group as one of the groups you add to the Villain Deck.
- Pick the other Villain Groups at random.
- For each Villain Group you pick, add all 8 Villain cards from that Villain Group to the deck.



TO ADD HENCHMAN GROUPS:

Referring to the setup table, pick the appropriate number of Henchman Groups at random.. Henchmen are weaker Villains, and each group has 10 identical cards. Add those cards to the Villain Deck.



TO ADD BYSTANDERS:

Check the table to the left to see how many Bystander cards to add to the Villain Deck from the Bystander stack. Leave the rest in the Bystander stack.



HERO DECK

There are 15 different Heroes, and each Hero has 14 associated cards. Make the Hero Deck this way:

- Pick **5 Heroes** at random. Add all 14 cards for each selected Hero to the Hero Deck. That's 70 cards total.
- If you are playing with 5 players, add a 6th Hero.



STARTING THE GAME

- Shuffle the Villain Deck and place it face-down on the Villain Deck space.
- Shuffle the Hero Deck and place it face-down on the Hero Deck space. Flip 5 cards from the Hero Deck face-up into the 5 Hero Spaces in the Library.
- Each player shuffles their own personal deck and draws a hand of 6 cards from it.
- Choose a player to go first. Players take turns in clockwise order.

ON YOUR TURN:

On your turn, you perform the following three things in order:

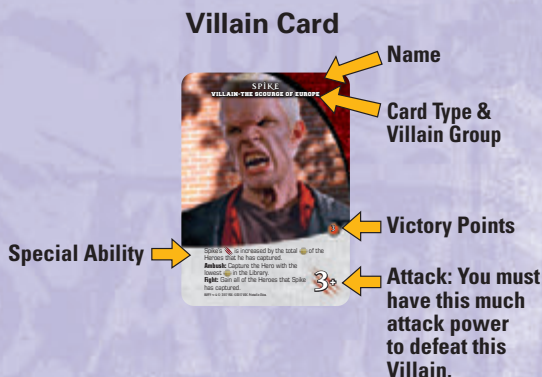
1. Play the top card of the Villain Deck.
2. Play cards from your hand, using them to recruit and fight.
3. Discard your hand and draw 6 new cards.

STEP 1: PLAY THE TOP CARD OF THE VILLAIN DECK

At the beginning of your turn, reveal the top card of the Villain Deck and play that card. What you do with that card depends on what kind of card it is. There are four kinds of cards in the Villain Deck: Villains, Bystanders, Scheme Twists and Master Strikes.

If the Villain Deck Card Is a Villain:

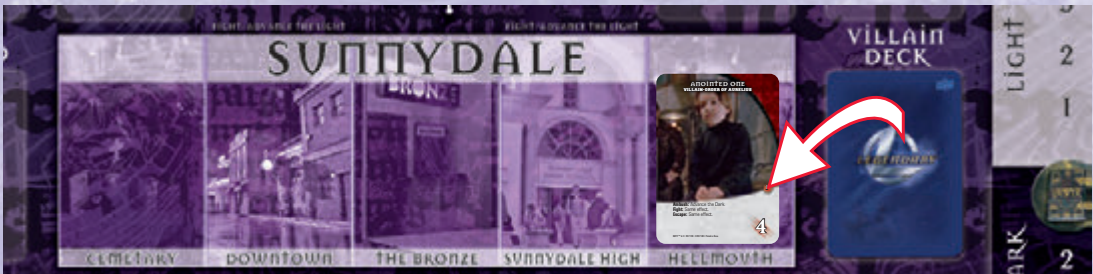
That Villain invades Sunnydale! Here are the different parts of a Villain card:



To have the Villain invade Sunnydale, here's what you do:

Villain Enters Sunnydale

Move the new Villain into the Sunnydale space closest to the Villain Deck. That space is labeled "Hellmouth." (Villains in Sunnydale are always face-up.)



Push Other Villains Forward if Necessary

Each of the five spaces in Sunnydale can only hold one Villain. Whenever a Villain enters a space where there is already another Villain, move the Villain that is already there one space toward the Escaped Villains pile to make room. A single Villain entering Sunnydale sometimes causes a chain reaction of several Villains moving forward.

Remember: Only push a Villain forward if it needs to make room for another Villain entering that space.



A Villain Might Escape

If a Villain is pushed off the fifth Sunnydale space (Cemetery), then that Villain "escapes" Sunnydale and is placed face-up into the Escaped Villains pile on the game mat. Here's what happens when a Villain escapes:

- The escaping Villain KO's (knocks out) a Hero that costs 6 or less from the Library. The player whose turn it is chooses which of those Heroes gets KO'd (knocked out). Place that Hero into the KO pile next to the game mat, face-up. Immediately flip a new Hero from the Hero Deck, face-up, to fill the empty space in the Library.

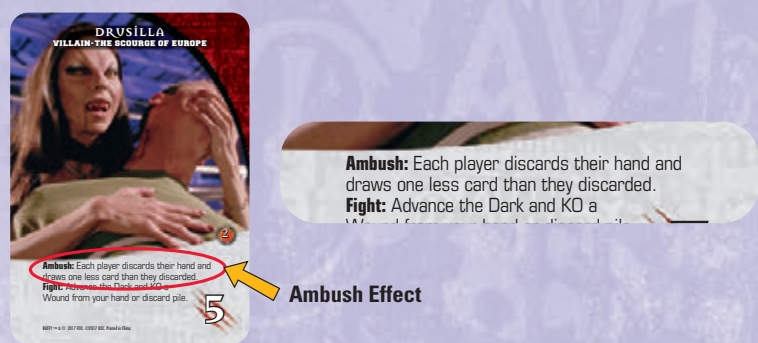
- If the escaping Villain had any captured Bystanders, then each player must discard a card from their hand as a penalty for failing to rescue the Bystanders. After all, what kind of Scooby lets innocent Bystanders get carried away by Villains to be sacrificed or worse ... vamped? Each player only discards one card, no matter how many Bystanders were carried away by that Villain. Place the captured Bystanders in the Escaped Villains pile.
- If the escaping Villain has an “Escape” effect on its card, resolve that effect.
- Advance the Dark.



New Villain Might Have an Ambush Effect

If the new Villain has an “Ambush” effect on its card, do what it says.

Note: If a Villain escaped when this new Villain appeared, handle all the Escape effects for the escaping Villain before resolving any Ambush effect for the new Villain.



IF THE VILLAIN DECK CARD IS A BYSTANDER:

This innocent Bystander is captured by a Villain! Place the Bystander under the Villain in Sunnydale that is closest to the Villain Deck. If there are no Villains in Sunnydale, then the Bystander is captured by The Big Bad. Make sure the Bystander is visible to the players.

- Whenever a Villain with one or more Bystanders moves to a new Sunnydale space, those Bystanders move with that Villain.
- It's up to the players to rescue that Bystander! When a Villain or Big Bad with a Bystander is defeated by a player, that player rescues that Bystander and places it into their personal Victory Pile. Each Bystander has an effect when it is rescued and is worth Victory Points, so the more Bystanders you rescue, the more Victory Points you earn.



← Victory Points



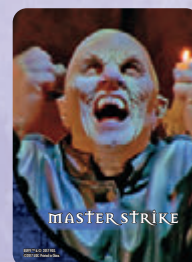
IF THE VILLAIN DECK CARD IS A SCHEME TWIST:

A Scheme Twist card represents the Scheme moving toward a victory for the Big Bad. Every Scheme works in a different way, with its Scheme Twists doing a specific thing related to that Scheme. When a Scheme Twist card is played, look at the "Twist" effect on the main Scheme card and do what it says. Place the Scheme Twist in the KO pile unless the Scheme tells you to place it somewhere else.



IF THE VILLAIN DECK CARD IS A MASTER STRIKE:

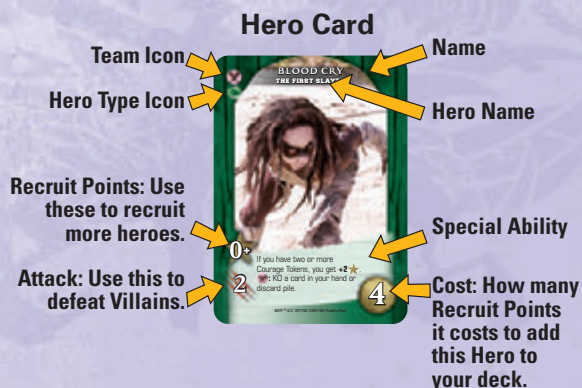
A Master Strike card represents the evil Big Bad coming down to get their hands dirty and smash the Heroes themselves. Each Big Bad card has its own specific Master Strike effect. When a Master Strike card is played, look at the "Master Strike" effect on the Big Bad card and do what it says. Place The Master Strike in the KO pile.



Note: Villains in Sunnydale don't move forward when the Villain Deck card is a Bystander, Scheme Twist or Master Strike.

STEP 2) PLAY CARDS FROM YOUR HAND TO RECRUIT AND FIGHT

The only types of cards that can be in your hand are Heroes and Wounds. Here are the different parts of a Hero card:



After you play the top card of the Villain Deck, you play the cards from your hand. Some of your cards produce "Recruit Points" that let you recruit more Heroes. Other cards produce "Attack" that let you defeat Villains. Some cards give you Special Abilities, like drawing more cards. Here's what you do:

- Play each card in your hand in any order, one at a time.
 - Each time you play a card, do what that card says.
 - You also get any Recruit Points listed in the Recruit icon on the card.
 - You also get any Attack listed in the Attack icon on the card.
- Some cards have a number like "2+" inside their Recruit or Attack icon. The "2" means that you always get at least 2 Points from that card. The "+" symbol means that you might get even more Points based on what the card says in its Special Ability.
- Keep the cards you play in front of you until the end of your turn.



TOTAL



SPECIAL ABILITY

Some cards have a Special Ability with a hero class icon and a colon, like

👊: You get +1 ☆.

- You can use that Special Ability only if you have already played another card of that hero class earlier in your turn.
 - A card's hero class is shown with the class icon in the card's upper left and in the color of the card's border.
 - Some Special Abilities use a team icon like 🦋 or 🦋 instead of a hero class icon. These work the same way as Special Abilities that use hero class icons. A card's team icon is in the card's upper left-hand corner.
 - You can only use a card's Special Ability once, even if you played two or more cards of the required hero class earlier in the turn.
- The more Heroes of the same class that you recruit, the more often you will be able to use your Special Ability! A deck focusing on one or two classes can be very powerful.
- Some cards have a Special Ability with a **Light** or **Dark** and a colon, like **Light**: You get +2 🦋.

You can only use **Light** cards if the Darkness counter is currently on the Light side of the Darkness track. You can only use **Dark** cards if the Darkness counter is currently on the Dark side of the Darkness track.



Example of Special Abilities:

- The First Slayer's "Sineya" card, shown here, always gives you 4 Attack when you play it, even if you don't have any other 🗡️ ("Instinct Hero") cards.
- But if you have already played another 🗡️ card earlier in the turn, then you can use Sineya's Special Ability to gain a Courage Token.
- The previous 🗡️ card you had played in the turn could be a 🗡️ Buffy Summers card, another 🗡️ First Slayer card, or even another copy of Sineya.
- If you play two Sineya cards as your first two cards of the turn, you can use the Special Ability for only the second Sineya card. You would get 8 Attack and 1 Courage Token.



RECRUITING HEROES AND FIGHTING VILLAINS

In between playing cards from your hand, or after you've played all your cards, you can recruit any number of Heroes and fight any number of Villains. You can recruit and fight in the same turn.

How to RECRUIT A HERO:

You use Recruit Points to gain Heroes from the Library, one at a time. The "Library" area of the game board has five spaces. Those five spaces always contain exactly five Heroes, all face-up. You can also recruit "Potential Slayer" Heroes from the Potential Slayer stack on the game board.

To recruit a Hero:

- Use Recruit Points equal to that Hero's cost and place that Hero into your discard pile. A Hero's cost is in its lower right-hand corner.
- When your deck runs out, you shuffle your discard pile to make a new deck. You will then be able to soon draw that new Hero and use that card's abilities.
- Refill the empty space in the Library with a new card from the Hero Deck, face-up. You do this whenever there is an empty space in the Library. You can even recruit a Hero, see what new Hero appears in its place from the Hero Deck, and then recruit that new Hero too if you have enough Recruit Points.

How to Fight a Villain:

You use Attack to fight any number of Villains in Sunnydale, one at a time. It doesn't matter which Sunnydale space holds the Villain. But you can only attack a Villain if you have at least as much Attack as the Villain's Attack. You can also fight the Big Bad – see the Big Bads section for details.

To fight a Villain:

- Expend Attack equal to that Villain's Attack to defeat it. You can use the remaining Attack available to fight another Villain.
- Place the defeated Villain and any Bystanders it had captured into your personal Victory Pile.
- If the Villain card has a "Fight" effect on it, do what it says prior to comparing Attack totals.
- Do any effects listed on the Bystanders you rescued in any order you choose.
- If the Villain was in the Sunnydale High or Downtown spaces in Sunnydale, advance the Light.



Your Victory Pile

- Each player has their own personal Victory Pile. Your faceup Victory Pile holds all the Villains you defeat and all the Bystanders you rescue.
- Villains and Bystanders are never shuffled into your deck.
- Many players keep their Victory Pile horizontal so they don't mix it up with their faceup discard pile.
- At the end of the game, Villains and Bystanders in your Victory Pile are worth the Victory Points shown on their cards.

COURAGE TOKENS

Players start the game with 1 Courage Token and may gain more by playing certain Hero cards or defeating certain Villains. Players may spend their Courage Tokens during their own turn to gain either 1 Recruit Point or 1 Attack. Courage Tokens are carried over between turns, so you could save them up to have a huge attack against a Big Bad or buy an expensive rare Hero card.



ADVANCE THE LIGHT/DARK

At the start of the game, you will place the Darkness counter on the 1 Dark space of the track. Certain card abilities will "Advance the Light" (up) or "Advance the Dark" (down) when those card abilities are played the marker will have to be moved toward the Light or the Dark, respectively.

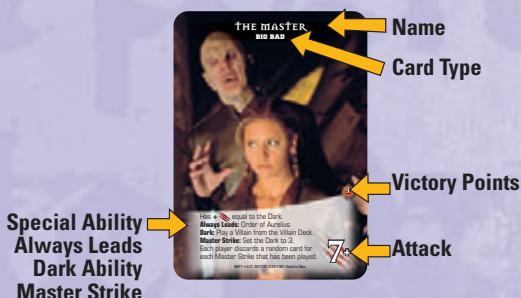
- Every Big Bad has a “Dark” ability. If the counter is already at 3 Dark when the Dark should be advanced, you will resolve that “Dark” ability, and then move the counter to 1 Dark.
- Whenever a Villain escapes, advance the Dark.
- If the counter is already at 3 Light when the Light should be advanced, the active player gains 1 Courage Token, and then moves the counter to 1 Light.
- Whenever you defeat a Villain in the Sunnydale High or Downtown spaces in Sunnydale, you advance the Light.



BIG BADS

A Big Bad is an extra ambitious evildoer that fixates on an evil Scheme and tells all of the other Villains what to do. A player can choose to fight the Big Bad instead of fighting a Villain. Like any other fight, you have to use Attack equal to the Big Bad’s Attack to fight that Big Bad. Big Bads are different from the usual *Legendary®* Masterminds because they have a “Dark” ability which happens when the Darkness counter would advance past the 3 Darkness space on the Darkness Tracker. When this happens, resolve that ability and place the Darkness counter on 1 Darkness.

Big Bad Card



STEP 3) DISCARD YOUR HAND AND DRAW 6 NEW CARDS

- At the end of your turn, place all the cards you played this turn into your discard pile. Also discard any cards in your hand that you didn’t play this turn.
- Then, draw 6 new cards from your deck.
- If you don’t have any cards left in your deck and still need to draw more cards, then shuffle your discard pile to form a new deck and draw the rest of the cards you need.

BIG BAD TACTICS

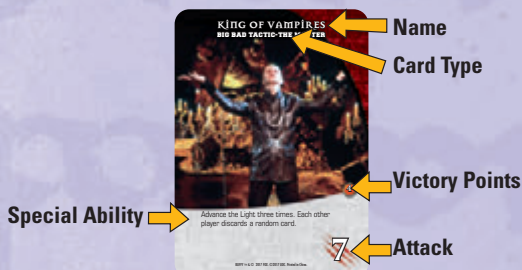
Big Bads use different abilities during fights, represented by “Big Bad Tactic” cards. All four “Big Bad Tactic” cards have the same Attack number, but they each have different “Fight” effects on them. When you fight a Big Bad:

- Choose a random card from the four face-down Big Bad Tactics cards underneath the Big Bad.
- When you defeat a Big Bad Tactic card, place it into your Victory Pile because it’s worth Victory Points.

- Then, follow the “Fight” effect listed on that Big Bad Tactic card.
- A Big Bad is not truly defeated until all four of their Big Bad Tactics cards have been defeated by the players.
- If you create an amazing combo that gives you tons of Power, you can fight the Big Bad multiple times in one turn.

Note: Defeating any Big Bad Tactic card lets you rescue all the Bystanders currently under that Big Bad and place them into your Victory Pile.

Big Bad Tactic Card



WINNING THE GAME:

Players win the game when they have defeated the Big Bad four times.

Note: There is an optional rule that allows players to compete in one final showdown after the Big Bad has been defeated four times. For rules on this optional form of play, please see Final Showdown rules at the end of this book.

ADDITIONAL RULES “KO”

Many card abilities tell you to “KO” certain cards, meaning “knock out.” This means place them into the KO pile. Cards in the KO pile are permanently out of the game. The players and the game all share one big KO pile.

- If a card says to KO “one of your Heroes,” that card can be a Hero that you’ve already played this turn or a Hero still in your hand. If you KO a Hero that you already played this turn, you can still use the Recruit Points, Attack, and Special Abilities that the Hero produced.
- Getting some of your starting Watchers and Initiative Soldiers KO’d is actually very good for you, since it means you will draw your more powerful Heroes more often instead of drawing those weaker Watchers and Initiative Soldiers.

WATCHERS AND INITIATIVE SOLDIERS

Watchers and Initiative Soldiers all count as “Heroes” for Special Abilities that talk about Heroes. So if you have to “KO one of your Heroes,” you can KO one of your Watchers or Initiative Soldiers if you want. Watchers and Initiative Soldiers are their own color: Grey.

“DEFEAT”

When a card tells you to “defeat a Villain”, add that Villain to your Victory Pile. You still do that Villain’s fight effect (if any).

“RESCUE A BYSTANDER”

Some card abilities tell you to “rescue a Bystander.” This means take the top Bystander from the Bystander stack and place it into your Victory Pile. Resolve the ability listed on that Bystander. This represents saving Bystanders that are trapped or are in danger. Each Bystander in your Victory Pile gives you additional Victory Points at the end of the game. Bystanders can also be captured by Villains, as described above. Cards that say “rescue a Bystander” don’t let you save Bystanders captured by specific Villains in Sunnydale – you have to defeat those Villains to save those Bystanders.

“GAINING” CARDS

Some card abilities say that a player “gains” a particular card. That means place that card into that player’s discard pile. The player will draw that card in the future after their deck runs out and they shuffle their discard pile into a new deck.

WOUNDS

Some Special Abilities make you gain Wound cards, representing your Heroes getting hurt very badly. When a player gains a Wound, take a Wound from the Wound Stack and place it into their discard pile. Wounds don’t have any Recruit Points or Attack, so when you draw Wounds in your hand, your hand is weaker than normal.

- Some cards let you KO your wounds so you don’t have to worry about them anymore. Some cards even turn Wounds to your benefit.

- Wound cards aren’t Heroes. If a card tells you to “KO one of your Heroes,” you cannot KO a Wound. However, if a card says “KO one of your cards,” then you can KO a Wound because Wounds are still cards.

HEALING WOUNDS

If you have one or more Wounds in your hand, you can use the ability written on the Wound card, “Healing: If you don’t recruit any Heroes or defeat any Villains on your turn, you may KO all the Wounds from your hand.” This is often worth doing if you have at least two Wounds in your hand or if your turn wouldn’t have been very good anyway.

It’s okay to play the cards in your hand and use some abilities like “draw a card,” then use the “Healing” ability to KO Wounds from your hand, as long as you don’t recruit any Heroes or fight any Villains during your turn. You can gain Courage Tokens on your turn and still use the “Healing” ability.

RUNNING OUT OF CARDS IN THE HERO DECK OR VILLAIN DECK

If either of these decks runs out of cards before the Scheme is completed, then finish the turn and consider the players as having successfully survived the Scheme without defeating the Big Bad. As a result, the game is a draw between good and evil. The player with the most Victory Points wins an individual victory. Be sure to get the Big Bad next time!

RUNNING OUT OF CARDS IN THE BYSTANDER, WOUND, OR POTENTIAL SLAYER STACKS

If one of these stacks runs out, the game continues. If a player would gain one of these cards, but there aren't any more of that card left in the appropriate stack, then you don't gain that card, and the game still continues. Don't take extra copies out of the KO pile.

SPECIAL ABILITIES ON CARDS

Special Abilities on cards can override the rules of the game. Some cards tell each player to do something. In those cases, the player whose turn it is does the action first, and then the rest perform the action in clockwise order. If a card tells you to do something, and you can't do all of it, then do as much as you can. For example: if a card tells you to KO two Bystanders from your Victory Pile, and you only have one Bystander, then KO that Bystander. If a Special Ability calls for a choice, and it's not obvious who should make the choice, then the player whose turn it is makes the choice.

"REVEAL A CARD..."

"Reveal a card" just means show the other players that you have it. You don't play or discard the card you revealed. When you have the opportunity to "reveal a card", you can reveal a card from your hand or a card in front of you that you already played this turn.

"YOU MAY DISCARD A CARD."

The card you discard for this must be in your hand. You cannot discard a card that you have already played this turn. You do not receive the Recruit Points, Attack, or Special Ability for the discarded card.

"IF YOU DISCARD THIS..."

You will do this Special Ability when you discard this card from your hand or deck based on another ability allowing you or forcing you to discard cards. You do not get to use this ability for discarding your card as a part of the end of your turn. You do get to use the ability when a Villain escapes Sunnydale with a Bystander, which forces you to discard a card.

"VILLAINS...HAVE -I POWER"

Some cards reduce Villains' Power. A Villain's Power can never go below 0.

"BIG BADS DON'T COUNT AS "VILLAINS"

Big Bads are so powerful that they are far beyond regular Villains. As a result, Big Bads don't count as mere "Villains," and Special Abilities that only affect Villains won't affect Big Bads.

HEROIC TEAMS



Slayers: Chosen by fate and imbued with super abilities, it is the slayer's birthright to fight the forces of darkness and evade the occasional apocalypse. The Slayers are Buffy Summers, Faith Lehane, The First Slayer, and the Potential Slayers.



Scoobies: When faced with the truth about the dark side of their city, these normal Sunnydale citizens have decided they want to fight the good fight. Loyal and brave, Buffy would be lost without them. The Scoobies are Willow Rosenberg, Xander Harris, Cordelia Chase, Tara Maclay and Jenny Calendar.



Supernatural: These allies of the Slayers are demonic in nature. Out of loyalty to the Slayers, they have overcome their demon-y disposition to fight the forces of evil. The Supernatural heroes are Angel, Spike, Anya Jenkins, and Daniel "Oz" Osbourne.



Initiative: Now defunct, the Initiative was a clandestine U.S. Government agency whose mission was the capture and research of demons in hopes of weaponizing their abilities. Having been recruited by the Army, the Initiative's goals are now aligned with the Scoobies. The Initiative heroes are Riley Finn and the Initiative Soldiers.



Watchers: Devoted to the training and guidance of Slayers, a watcher must use their knowledge of demons and the supernatural to assist in the fight against evil. Dedication to the cause and to their slayers is the hallmark of the watchers. The Watcher heroes are Rupert Giles and the Watchers.

HERO CLASSES



Strength Heroes include Heroes with raw strength, but also Heroes with strength of will, determination, and strong leadership.



Instinct Heroes use savagery and quick reflexes to dominate combats. Some Instinct Heroes use supernatural senses to get an edge on their opponents.



Covert Heroes include Heroes using trickery and deception to outwit their foes. They also include Heroes making clever battle plans and Heroes using subtle abilities to gain subtle advantages.



Knowledge Heroes are intelligent, perceptive, and resourceful. They include heroes skilled in research and strategy.



Magic Heroes use spells and incantations to ward off their enemies. Some Magic Heroes draw from mystical sources to boost their abilities, while others flirt with the dark magicks to do raw damage.

Basic Heroes include all the starting Watchers and Initiative Soldiers. They are Heroes in their own way but aren't as strong, skilled, or proficient at the all-important donut run as the rest of the Scoobies.

COOPERATIVE AND COMPETITIVE PLAY

Legendary®: Buffy the Vampire

Slayer is both cooperative (with players cooperating to beat the Big Bad) and competitive (with players competing to get the most Victory Points). Some play groups like to focus on cooperating. Other groups focus on competing. Some players even start out competing, and then switch to cooperating more and more as the Big Bad gets closer to victory. Many of the characters in the Buffyverse have conflicted motives. The various Heroes that make up the Hero deck could lead you to play a more cooperative game or a more competitive game. A Hero deck with Angel, Giles, Oz and Xander help keep the Darkness Track on the Light side to make the game an easier cooperative experience. A deck with Faith or Willow will make it harder to win as those characters advance the Dark, so your group might have to work together more in order to defeat the Big Bad. A deck with a combination of those characters may lead to a more competitive game as some of the characters want the Darkness track to be Light and some want it to be Dark.

ADJUSTING DIFFICULTY

Some play groups like an easier challenge when introducing new or younger players or after the Big Bad wins. Other groups like to face tougher and tougher challenges. One way to adjust the difficulty level is choosing which cards to use in your next game:

- **Big Bad:**
The Big Bads with higher Power are harder to beat. This is the easiest way to adjust difficulty.
- **Scheme:**
You will find that some Schemes are more difficult than others. Some Schemes are especially difficult in combination with certain Big Bads or Villain Groups.
- **Villain Groups:**
Some Villain Groups are tougher than others. For example, "The First's Minions" are especially tough, while the "Order of Aurelius" Villain Group is much easier.
- **Hero Deck:**
Some heroes are better when things are at their most bleak. These heroes thrive when the Darkness track is in the Dark portion. Some are better when it is Light. A Hero deck with Angel, Giles, Oz and Xander will be great at keeping the Darkness track on the Light side making the game easier. A deck with Faith or Willow will make it harder to win as those characters can advance the Dark.

If you are seeking even greater challenges, you can also play these especially dangerous Challenge Modes. You can even combine the extra Scheme Twist modes with the extra powerful Big Bad modes. See if you can beat them all!

Challenge Mode	Effect
Heroic Mode	Add an extra Scheme Twist to the Villain Deck.
Champion Mode	Add two extra Scheme Twists to the Villain Deck.
Legendary Mode	Add three extra Scheme Twists to the Villain Deck.
Distracted Big Bad	The Big Bad gets -1 Power.
Maniacal Big Bad	The Big Bad gets +1 Power.
Enraged Big Bad	The Big Bad gets +2 Power.
Tyrant Big Bad	The Mastermind gets +3 Power.
Nightmare Big Bad	The Big Bad gets +4 Power.
All-Powerful Big Bad	The Big Bad gets +5 Power.

If you want to give newer or younger players a boost to help them compete with veteran players, you can replace some of the Watchers with Potential Slayers in the new players’ starting decks. This will also make it easier for all the players to beat the Big Bad.

HOW TO TEACH THE GAME

For most groups, the best way to teach the game is just to start playing it. There’s no need to explain every single detail before you begin. Instead, just tell people the overall theme and goal of the game, pointing to the different elements as you mention them. You can use your own words, or say something like this:

This is a Buffy the Vampire Slayer Deck-Building Game. Each of us starts with a small deck of basic Heroes. Over time, we’re going to recruit Slayers and their Allies, fight Demons and Villains, and eventually take down the evil Big Bad. There are different Heroes and a different Big Bad every time you play. This time it’s The Master. If we defeat The Master four times, then we all win as a team, and the person who scores the most Victory Points is the individual winner. But while we’re playing, the game is fighting back. The Master is trying to accomplish the Evil Scheme “Epic Struggle.” If he succeeds, then evil wins and all of us lose. The best way to learn is just by playing. Everybody shuffle your deck and draw six cards. I’ll go first.

Then, just take your first turn, explaining what you do as you do it. You don’t need to explain what Bystanders or Scheme Twists or Master Strikes do until they come up. This method gets people into the action quickly, and everyone will figure it out as they go.

SOLO PLAY

You can also play *Legendary®: Buffy the Vampire Slayer* with a single player. Here are the adjustments you need:

SOLO SETUP

- Hero Deck – Use the cards for three Heroes. There are 42 cards in total.
- Big Bad – Ignore the Big Bad's "Always Leads" ability.
- Scheme – Use any Scheme except Twilight Terror.
- Villain Deck – Use these cards:
 - 1 Villain Group
 - 3 Henchman cards from the same Henchman Group
 - 1 Bystander
 - 1 Master Strike
 - The normal number of Scheme Twists listed on the Scheme Special Solo Rules.

Whenever you complete a Scheme Twist effect, KO a Hero from the Library of cost 6 or less.

SCORING

If you win the game, add up your Victory Points and subtract these penalties:

- -4 for each Bystander carried away by escaping Villains
- -3 for each Scheme Twist that occurred
- -1 for each Villain that escaped

Write down your score and which Heroes and Scheme and Big Bad you used. Compete to get better scores against that Big Bad and Scheme with different Heroes!

FINAL SHOWDOWN (OPTIONAL)

When a player defeats the fourth Big Bad Tactic, that player finishes their turn and draws six cards as normal. Then, it's time for the Final Showdown between the players and the Big Bad! Each player in turn now takes a special "Showdown Turn," starting with the player on the left of the player who defeated the fourth Big Bad Tactic.

In a Showdown Turn, you don't play the top Villain card, you don't recruit Heroes, and you don't fight Villains. Instead,:

- Play the cards in your hand as normal, using those cards' Special Abilities as normal, and producing Recruit Points and Attack as normal.
- Add together all the Recruit Points and Attack you produce into a single, big Showdown Total.
- Don't draw a new hand at the end of your Showdown Turn.

Whichever player has the highest Showdown Total wins the Final Showdown!

That player places the actual Big Bad card into their personal Victory Pile. That card is worth Victory Points. When the Final Showdown is complete, then the Big Bad has been utterly defeated, and all the players win a team victory! The player with the most Victory Points in their Victory Pile wins an individual victory and is the best slayer of all!

Tied Final Showdowns

If multiple players tie for the highest Showdown Total, then it's time for a Super Showdown! Each of the tied players discards all the cards that they played and draws a new hand

of six cards. Each of those players then takes another Showdown Turn to find the winner of the Final Showdown. If players keep tying, keep running additional Super Showdowns until someone wins the Showdown.

GAME CONTENTS

Rulebook, Playmat, Light/Dark Token, Courage Tokens and 500 cards:

- 14 cards for each of 15 different Heroes (210 cards: Each Hero has 1 rare, 3 uncommons, 5 of one common, and 5 of another common)
- 8 cards for each of 7 different Villain Groups (56 cards)
- 10 cards for each of 5 different Henchmen Villain Groups (50 cards)
- 40 Watchers
- 20 Initiative Soldiers
- 15 Potential Slayers
- 30 Bystanders
- 30 Wounds
- 5 Big Bads, each with 4 Big Bad Tactics (25 cards)
- 8 different Schemes
- 11 Scheme Twists
- 5 Master Strikes
- 60 Dividers

Use the dividers in the box to separate the different types of cards. Some people like to place their cards in card sleeves to help protect them.

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QUICK REFERENCE GUIDE

SETUP

Initial Setup

- Each player shuffles a personal deck of 8 Watchers and 4 Initiative Soldiers, and then draws 6 cards.
- Place all the Potential Slayers, Wounds, and Bystanders on the board in the appropriate spaces.
- Pick 1 Big Bad at random and place it on the board, with its 4 Big Bad Tactics face-down underneath it in random order. Check which Villains this Big Bad “Always Leads.”

Villain Deck

- Pick 1 Scheme at random. Follow its “Setup” instructions. Place the number of Scheme Twists it tells you into the Villain Deck.
- Add 5 Master Strikes to the Villain Deck.
- Add the following Villain Groups, Henchmen Groups, and Bystanders to the Villain Deck based on player count. Then, shuffle it.

Number of Players	Villain Groups	Henchmen Groups	Bystanders
2	2	1	2
3	3	1	8
4	3	2	8
5	4	2	12

Hero Deck

- Pick 5 Heroes at random. Add all of those Heroes’ cards to the Hero Deck (70 cards total). Shuffle it.
 - If you are playing with 5 players, shuffle in a 6th Hero.
- Place 5 cards from the top of the Hero Deck into the Library, face-up.

ON YOUR TURN

1. Play the top card of the Villain Deck.
2. Play cards from your hand, using them to recruit and fight.
3. Discard your hand and draw 6 new cards.

