

One Piece Legendary Keywords

Ambush - Ability triggers when the Enemy first enters on the island

Armament (AKA **Berserk** in Marvel Legendary) - Discard a card from the top of your deck. You get bonus Attack based on either the Attack or Recruit value of the discarded card (you choose which value).

Backup (Similar to **Coordinate** in Marvel Legendary but you don't draw a card.) - You may discard this card during another player's turn. If you do, that player may play this card. When their turn is over, this card is put into your discard pile. (When playing solo, you may discard this card to draw a card)

Boost - Allies with Boost can be recruited and played from the Flagship immediately by using its Boost ability. To activate an Ally with a Boost ability, pay the recruit cost, then turn the Ally card sideways in the Flagship. At the end of the turn put that Ally at the bottom of the Ally deck.

Bounty Hunter - Reveal the top card of the Enemy Deck, if it's an Enemy, you get Attack equal to its bounty value

Bribe - (Enemies) You may fight this card with any combination of Attack and Recruit.
(Allies) You may recruit this card with any combination of Attack and Recruit.

Brutalize (AKA **Dominate** in Marvel Legendary) - Put the Brutalized cards under this character. The character gets +1 Attack for each card it Brutalized. When the character Transforms, the transformed character keeps the Brutalized cards. When this character is defeated you gain the brutalized cards. If the character is KOed or escapes, the brutalized cards get KOed.

Charge X - Move this character X spaces across the island, pushing any other characters forward as normal.

Charisma [Crew] - Allies of [Crew] cost one less to recruit on the Flagship.

Cleave (AKA **Shatter** in Marvel Legendary) - Halve an Enemy's attack rounded up

Collateral Damage - If you have any items, KO one of them. If you didn't have any items, gain a Wound.

Combo: Any activate ability (Instinct: or Strength: or **Outmanuever:** or **Soul:** etc)

Conqueror X (**Not** the same effect as **Conqueror** in Marvel Legendary) - KO all Enemies on the island with Attack X or less.

Conscript (AKA **When Recruited** in Marvel Legendary) - This effect activates when the Ally is recruited from the Flagship

Dark Justice (AKA **Demolish** in Marvel Legendary) - Discard the top card of each player's deck, note the cost of the revealed card. Each player discards a card with either same cost or same color/class as their card revealed. If they cannot, they gain a Wound.

Day - You may use this ability if there is a greater number of even-cost Allies in the Flagship.

Defeat - Allies: When a card tells you to "Defeat an Enemy," you still do that Enemy's Fight effect. You ignore any restrictions.

Demoralize X- KO the top X cards of the Ally deck.

Electro - If you choose to use this ability - when you refill your hand at the end of this turn, draw 1 less card.

Elusive X - Can only fight if you made at least X recruit this turn.

Empowered by X - This card gets +1 Attack for each indicated class/crew in the Flagship.

Enticed by X (Similar to **Size Changing** in Marvel Legendary) - The cost of the Ally is lowered by 1 for each card of type X you reveal.

Escalating Bloodlust - For every 2 Allies contributing Attack to fight this Enemy, you gain a Wound.

Exert X (AKA **Smash** in Marvel Legendary)- You may discard a card to get +X attack (only one use per effect)

Explore X (AKA **Investigate** in Marvel Legendary) - Look at the top two cards of your deck, if the listed card type is found, draw the matching card (max 1 card). Put the rest back on top and/or bottom of the deck in any order.

Evade (AKA **Dodge** in Marvel Legendary) - You may discard this card and draw a card.

Fishman Karate (AKA **Striker** in Marvel Legendary) - This character gets +1 Attack for each Master Strike in the Master Strike Pile

Focus X - Pay X cost to trigger the stated effect. Effects can happen more than once

Follow up - This ability can only be activated on another player's turn and when they are the active player (The player whose turn it is to play cards). When that player fulfills the conditions met on the Follow Up ability, you may reveal the card from your hand by placing the card in front

of you and complete the Follow up ability. At the start of your turn, return all Follow up cards back to your hand.

Gain a card - unless stated otherwise, cards gained go into your discard pile

Hide (AKA **Teleport** in Marvel Legendary) - Instead of playing this card, you may reveal it and set it aside. If you do, add it to your new hand at the end of the turn as an extra card. If a card says **Hide** another card, you must play the card with the **Hide** text to **Hide** the other card.

High Stakes (Similar to **Endgame** in Marvel Legendary) - Activate this ability if there are 10 or less cards in the Enemy deck or 5 Master Strikes in the Strike pile.

Human Shields X - Put the top X Supports from the Support deck, face-down, under this Enemy. You cannot fight this Enemy while it has any Human Shields. You'll need to pay Attack equal to the Enemy's attack to rescue a Support. Those cards are gained into your discard pile. Enemies that escape with Human Shields make each player discard a card. Fighting a Mastermind with Human Shields does not trigger its Mastermind Tactic, only when all Human Shields are rescued does fighting a Mastermind trigger the Mastermind Tactic.

Incentivize - You can put a Loot card under an Enemy or Ally (not Mastermind!) If you put a Loot under an Ally in the Flagship. Allies cost 1 less Recruit per Loot under them. Gain the Loot when you recruit the Ally. Return the Loot to the Loot pile if the Ally is KOed or moved in any other way.

Immobilize - Allies on the Flagship below the Island space that this Enemy is occupying cannot be recruited. Slide this card down a bit so covers the top of the Flagship space beneath it. This helps remind you that the Ally is immobilized.

Impair [Class] (Similar to **Size Changing** in Marvel Legendary) - An Enemy or Mastermind of your choosing gets -1 Attack until the end of turn for each [Class] card you played. Stacks up to the number of symbols on the card. If this would create a negative Attack value for the Enemy, gain that much Attack. Each Impair ability can only target one Enemy or Mastermind. If a character has multiple Impair abilities, they can target different characters.

Last stand (*Opposite* effect compared to **Last Stand** in Marvel Legendary) - This character gets +1 Attack for each Enemy on the island. This is calculated when the card with Last Stand is played. If Enemies are defeated or enter the Island after the card is played, it will not change the value of Last Stand's bonus Attack.

Lineage Factor (AKA **Spectrum** in Marvel Legendary) - You can use this ability only if you reveal 3 different classes of Allies among cards you've played this turn or in your hand. Grey cards do not count.

Link - If the previous card played had the Class/Crew listed. Activate this card's effect.

Maim (Enemy/Mastermind) (AKA **Wound** in Marvel Legendary) - Attach a Wound to an Enemy or Mastermind, They have 1 less Attack. When they are defeated, return the Wounds to the bottom of the Wound pile.

Maim (Ally) - Attach a Wound to an Ally, prioritizing Allies with the lowest amount of Wounds. These Wounds are gained by whoever recruits the Ally. If the Ally gains Wounds greater or equal to it's cost, the Ally is KOed and each player gains a Wound. If the Ally is KOed or returned to the bottom of the Ally deck, return the Wounds to the bottom of the Wound pile.

Murderous Intent (AKA **Abomination** in Marvel Legendary) - This card gets +Attack equal to the Attack of the Ally in the Flagship Space directly beneath it.

Night - You may use this ability if there is a greater number of odd-cost Allies in the Flagship.

Observation X (AKA **Danger Sense** in Marvel Legendary) - Reveal Top X cards from the Enemy deck. For each Enemy revealed gain 1 Attack. You may put the cards back onto the Enemy Deck in any order.

Outmaneuver (AKA **Outwit** in Marvel Legendary) - You may use this ability only if you reveal 4 cards with different costs

Persevere - Whenever this card is discarded from your hand, activate its Persevere ability.

[Place] Terrain Advantage X (AKA **Conqueror** in Marvel Legendary) - On Enemy cards, enemies get +X attack when they are on this [Place]. On Ally cards, They get +X attack when there is an Enemy on this [Place]

Plunder - Allies: Gain 1 Loot card from Loot pile (unless stated otherwise) and put in your Treasury. Enemies: Put 1 Loot card under the Enemy. When they escape with loot, you discard a card for each loot they have.

Poker Hands: - For Baccarat's cards she can activate poker hand abilities. Unlike other Combo/Activated abilities, you include the played card to satisfy the conditions. So if you played a card that has a Flush ability, you include that played card's color as one of the five cards needed to activate the Flush ability. Non-gray Allies do not count towards Poker Hands.

Puppet Master - The Mastermind takes the Ally with the highest cost from the Flagship and sets it next to him. These Allies have Attack to equal its Cost instead of its printed Attack. When these Allies are defeated, they are shuffled back into the Ally deck. The Mastermind can not be fought until all the cards under this effect are defeated.

Raid - Play the top card of your deck.

Relentless (AKA **Fateful Resurrection** in Marvel Legendary) - Reveal the top card of the Enemy Deck. If it's a Scheme Twist, or Master Strike, this character re-enters the Island, then shuffle the Enemy Deck. Complete all Ambush effects it has, if any. If a character re-enters in this way, you still rescue all of its Bystanders and complete its other Fight effects.

Repel - You may move an Enemy to an adjacent Island space. If you move an Enemy to a space that already has an Enemy. Swap them. Plunder any Loot from Enemies that are moved by Repel.

Research X - Look at the top X cards of your deck. You may put them back on top or bottom of your deck in any order.

Sacrifice - If you fulfill it's conditions (if there are any) you may KO this card at the end of the turn (unless stated otherwise) to activate it's effect.

Scout (AKA **Patrol** in Marvel Legendary) - Search the specified area. Play this ability if that area meets the Scout requirements. If a Mastermind or Scheme has caused a game space to no longer exist, you cannot Scout that area.

Second Wind (AKA **Man out of Time** in Marvel Legendary) - Play this card sideways (as a reminder to not put into the discard pile at the end of this turn), and play it again at the start of your next turn. It is discarded at the end of that turn. If multiple Second Wind abilities are used, they are played the next turn in the order that they were played the current turn. Second Wind abilities cannot re-trigger on their second turn.

Shave X (AKA **Hyperspeed** in Marvel Legendary)- Reveal the top X cards of your deck, gain +1 Attack for each card with an Attack icon revealed, then discard them. If you Shave 4 with 2 cards left on your deck, you shave only the 2 cards left in your deck. If you Shave 4 with 0 cards in your deck you may shuffle your discard pile to your deck and then Shave 4.

Short Term Contracts - you may KO an Ally in your hand or discard pile. If you do, you may recruit a card that costs up to 2 more than the KOed card. (Can recruit from Support deck or Flagship).

Solo - This ability activates if you are the only player in the game.

Soul[Crew/Class] (AKA **X-Gene** in Marvel Legendary) - You may use this ability only If you have a card that satisfies its condition in the discard pile.

Start - This effect is triggered at the start of each turn.

Supervisor X - You may put up to X Allies from the Flagship onto the bottom of the Ally deck in any order. Then refill the Flagship with cards from the top of the Ally Deck from left to right.

Tactics X (AKA **Tactical Formation** in Marvel Legendary) - If you reveal cards with different costs matching the Tactics number, trigger the effect. (ex: Tactics 235, you must reveal cards costing 2, costing 3, and costing 5 to trigger the effect).

Take Hostage - An Enemy with this ability is put over an Ally in the Flagship (slightly ajar, so you can still see the Ally beneath it). That Ally cannot be recruited until the Enemy is defeated. When the Enemy is defeated, it enters the Bay. (It does not trigger any Ambush abilities again).

Transform (Allies) - Set aside Transformed versions of cards at the start of play into their own deck(Transform deck). Swap cards when instructed. When the transform condition is met, you may transform the Ally card by setting it aside and putting the Transformed version into your hand. You retain the attack and recruit of the base card for the rest of the turn.

Transform (Enemies) - Set aside Transformed versions of cards at the start of play into their own deck(Transform deck). Swap cards when instructed. Unless stated otherwise, when the Enemy moves onto the Plaza space, transform the Enemy by setting it aside and put the Transformed version onto the Island space where the original Enemy was previously. Some Transform abilities will trigger effects.

Transform (Mastermind) - Set aside Transformed versions of cards at the start of play into their own deck(Transform deck). Whenever a Master Strike is played from the top of the Enemy deck, the Mastermind Transforms, then performs the Mastermind effect. This way the Mastermind Transforms back and forth throughout the game.

Deploy X Bombs - Shuffle X Wounds into the Ally deck. These Wounds can be KOed from the Flagship with 3 Attack.

Treat Wounds X - KO X Wounds in your hand or discard pile. Draw a card for each Wound KO'ed this way. Or you may discard X cards from your hand to draw that many cards.

Undercover - You set the Ally aside and in an "Undercover" zone. These Allies stay in this cannot be interacted with unless they are Unleashed, where they can be returned back to your hand. (You cannot send Wounds Undercover).

Unleash - This effect allows you to return an Undercover Ally from Undercover and put it back into your hand.

Vanguard - You may activate this effect if it is the first card you played this turn.

Versatile X - You get +X attack or +X recruit - choose one or the other

War Chest - You may KO a card from your Treasury and activate an effect equal to the bounty/loot value of the card.

Will of D - For each card you reveal with a different class, this card gets +1 Attack

Wield - Tap the Item (turn the item card sideways) and activate its listed Wield ability. The item goes into your discard pile at the end of the turn. Items can be Wielded once per turn unless stated otherwise.

Wounded Fury - You get +1 Attack for each Wound in your discard pile. For enemies, they get +1 Attack for each Wound in your discard pile