

Fantastic Four

THE COMING OF GALACTUS



MARVEL

UNITED

RULEBOOK 

OVERVIEW

This expansion brings a conflict of truly epic scale to *Marvel United*. The Heroes must take on the insurmountable threat of Galactus himself, as well as the united might of his four Herald.

This box presents players with a variety of challenges. Facing Galactus, with the four Herald as his Threats, Heroes must complete a whole series of Missions under the destructive gaze of the Devourer of Worlds in a desperate attempt to stop Galactus and save Earth. Heroes may also face the Herald of Galactus directly, in an intense game mode where each of them brings their full might to the table. Finally, each of the Herald can be faced on their own in a variety of encounters.



1 GALACTUS VILLAIN DASHBOARD



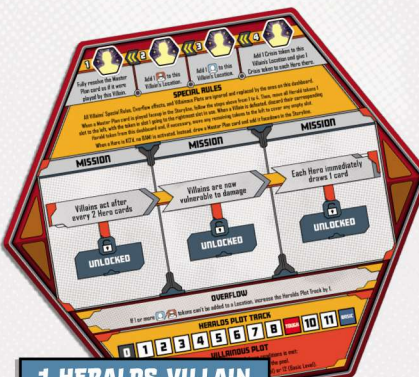
11 MISSION CARDS
(3 FOR FIRELORD,
8 FOR GALACTUS)



84 MASTER PLAN CARDS
(12 FOR EACH VILLAIN,
24 FOR GALACTUS)



32 THREAT CARDS
(6 FOR EACH VILLAIN EXCEPT
NOVA, 8 FOR GALACTUS)



1 HERALDS VILLAIN DASHBOARD



8 HERALD TOKENS

COMPONENTS



AIR-WALKER



NOVA



TERRAX



FIRELORD



GALACTUS



4 VILLAIN DASHBOARDS



12 HERO CARDS



3 SILVER SURFER CARDS
(GALACTUS THREAT CARD, GALACTUS
MISSION CARD, HERALD CARD)



6 LOCATIONS

THE COMING OF GALACTUS

In this mode, the Heroes face off against Galactus, with his Heralds as Henchmen. Follow all the standard rules, with the following changes or additions.

SETUP

- 1 The Mission Guide and standard Mission cards are not used in this game. Instead, take the 8 **Stop Galactus** Mission cards. Set aside the **Convince Galactus to Spare Earth** card and place it at the **bottom** of the deck after shuffling it facedown. Then, reveal the top Mission card.
- 2 Place the **Coming of Galactus dashboard** in the center of the table. Galactus has no Health as he cannot be damaged by the Heroes.
- 3 Place the 6 **Coming of Galactus Locations**, in this order, going clockwise: Asia, Africa, Europe, South America, North America, and Oceania (or shuffle them if the players wish). **Other Locations cannot be used in this game.**

- 4** Set aside the 2 **New Herald Threat** cards within reach of the players. Shuffle the 6 **Galactus Threat** cards and place them on the Locations, as usual. Do not place Threat tokens next to them, as they are not used in this game. For extra flavor, place the corresponding game pieces on the Henchman cards.
- 5** Shuffle the 24 **Galactus Master Plan** cards and remove 6 random cards without looking at them. They won't be used in this game.
- 6** The Heroes start in the Location corresponding to the continent where they are playing.
- 7** Place Galactus at the center of his dashboard, facing the Heroes' starting Location (there's an arrow on his base to help indicate his facing).

OPTIONAL: SILVER SURFER

If they wish to, players can use Silver Surfer instead of one of the regular Heralds. To do so, choose which Herald he will replace and do the following:

- Before shuffling the Mission deck, remove the card related to the Herald being replaced and add Silver Surfer's Mission card to the deck.
- Before shuffling the Threat cards, remove the card related to the Herald being replaced and add Silver Surfer's Threat card.



SPECIAL RULES

STOP GALACTUS MISSION CARDS

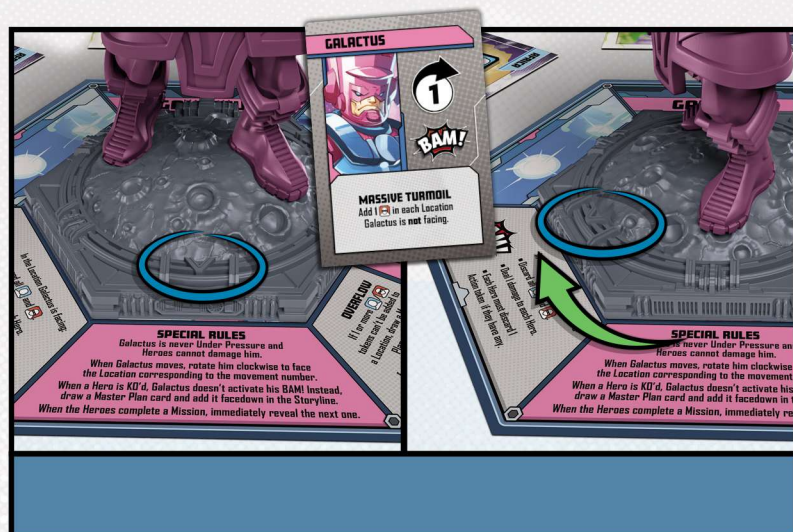
To defeat Galactus, Heroes must complete all 8 **Stop Galactus** Missions, with the last one being **Convince Galactus to Spare Earth**. When a **Stop Galactus** Mission is completed, the next one is immediately revealed.

2 of the Mission cards are different than usual. To fill the slots in the **Steal the Ultimate Nullifier** and **Convince Galactus to Spare Earth** cards, a Hero must use both indicated linked actions in the same turn to place a pair of tokens from the pool on the card. These actions are spent to add the tokens to the Mission and do not allow the Hero to actually perform the action. Once 3 pairs of tokens are added, the Mission is complete.

When Heroes rescue Civilians or defeat Thugs and the corresponding Mission card (**Calm Down Civilians** or **Contain Riots**) is not the current one Heroes are trying to complete, their tokens are simply discarded.

GALACTUS MOVEMENT

Galactus doesn't move around the Locations, he always stays at the center of his dashboard, facing one of the Locations as indicated by the arrow on his base. When resolving the movement in his Master Plan cards, rotate the Galactus game piece clockwise a number of Locations corresponding to the movement number. For all effects that apply to the Villain, Galactus is considered to be in the Location he is currently facing. For example, if a Hero's Special Effect triggers when the Villain ends their movement in their Location, it will trigger when Galactus faces their Location.



NEW HERALD THREATS

When a **New Herald Threat** is brought into the game by the effect of a **Choose a New Herald Master Plan**, place it in the first Location without a Threat, starting from the one Galactus is facing and proceeding clockwise, and place 4 Health tokens on it. Choose any Hero or Villain not in play and place its game piece on the New Herald Threat. That game piece will not move and will stay on the Threat for the rest of the game unless that Threat is cleared.

TEAM VS TEAM MODE

When playing against Galactus in Team vs Team Mode, apply the following changes.

SETUP

- The Team Mission cards are not used in this game, as both Teams will try to complete the **Stop Galactus** Missions.
- Remove 12 Master Plan cards from Galactus' deck instead of removing 6.
- The Villain starting Location is considered the one Galactus starts facing. Following regular TvT rules, the Teams start 2 Locations away from that, in either direction.

SPECIAL RULES

- When a Hero rescues a while **Calm Down Civilians** is the active Mission, or defeats a while **Contain Riots** is the active Mission, additionally place a / token on their side of the Damage dashboard.
- When a Hero damages a Henchman while their corresponding Mission is the active one, place the removed Health tokens on their side of the Damage dashboard.
- When a Hero fills 2 linked slots of the **Steal the Ultimate Nullifier** or **Convince Galactus to Spare Earth** Missions, additionally place the corresponding Action tokens on their side of the Damage dashboard.
- The Team that last completes the **Convince Galactus to Spare Earth** Mission places 3 additional tokens on their side of the Damage dashboard.

If Galactus is defeated, each Team counts their total points: Each , , , and Health token on their side of the Damage dashboard count as 1 point. The Team with the most points is the winner. In case of a tie, the Team that completed the last Mission wins.

THE HERALDS OF GALACTUS

In this mode, the Heroes face off against the 4 Heralds together. Follow all the standard rules, with the following changes or additions.

SETUP

- 1 The Mission Guide is not used in this game. Place the Heralds of Galactus dashboard in the center of the table and the 3 standard Mission cards on the corresponding slots.
- 2 Take the 4 Heralds' game pieces and Villain dashboards and keep them within reach. Each Herald starts with 3 Health in a 2-Hero game or 4 Health in a 3/4-Hero game. Randomly place 1 Herald token for each of the Heralds faceup in each slot at the top of the Heralds dashboard. Place the Villain tracker on the 0 space of the Heralds Plot Track.
- 3 Use the 6 Heralds of Galactus Threat cards.

- 4 Players choose the difficulty level at which they want to play, either Basic or Tough. They create a pool of Crisis tokens with either 18 tokens (Basic Level) or 15 tokens (Tough Level), keeping it within reach.
- 5 Use the 12 Heralds of Galactus Master Plan cards.
- 6 The Heroes start the game in any 2 opposite Locations (splitting as they wish between them). Then, randomly place 1 Herald figure in each other Location.

OPTIONAL: SILVER SURFER

If players have the *Fantastic Four* expansion, they may choose to use Silver Surfer instead of one of the regular Heralds. To do so, remove one of the Heralds' game pieces and Villain dashboard, instead using Silver Surfer's game piece and his Herald card included in this expansion. Unlike the other Heralds, Silver Surfer starts with 4 Health in a 2-Hero game or 5 Health in a 3/4-Hero game. Replace the Herald token with one showing its silver D side to represent the Silver Surfer.



SPECIAL RULES

VILLAIN TURN

In this mode, the Villains works a bit differently than usual.

When a Master Plan card is played faceup in the Storyline, follow the steps described at the top of the Heralds of Galactus dashboard, from 1 to 4.

1: Resolve the Master Plan card as if it had been played by the Villain with their Herald token on this slot. Move their game piece, use the **SAVAGE** effect described on their Villain dashboard, and add the indicated  /  tokens in relation to their Location.

2: Add 1  in the Location of the Villain with their Herald token on this slot.

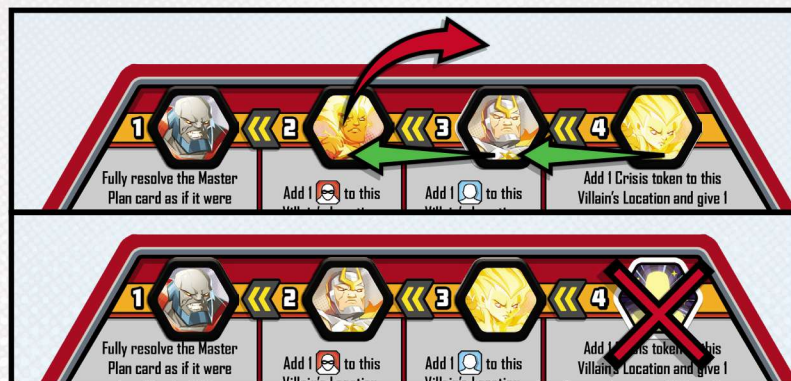
3: Add 1  in the Location of the Villain with their Herald token on this slot.

4: Place 1 Crisis token in the Location of the Villain with their Herald token on this slot and give 1 Crisis token to each Hero there.

Then, move the token in slot 1 to the rightmost occupied slot and slide all the other tokens 1 slot to the left.



When a Herald is defeated, remove their Herald token from the dashboard and, if needed, move the remaining tokens 1 slot to the left to cover any empty slots. This means that when the first Herald is defeated, slot 4 will no longer be used or activated, and so on.



TEAM VS TEAM MODE

When playing against the Heralds in Team vs Team Mode, apply the following changes.

SETUP

The Team with the Initiative chooses their starting Location and starting Threat. Then, the other Team starts from the opposite Location and chooses their starting Threat.

SPECIAL RULES

The Overkill rule only applies to the last defeated Herald (the only one remaining when all other Heralds have already been defeated).

If Firelord damages another Herald, the Health tokens are discarded (they are not placed on the Damage dashboard).

When the **Distracting the Heroes** Master Plan is played, the Team with the Initiative chooses first if they want to prevent the Heralds Plot Track from advancing. If they do, their Heroes discard 1 card each and the effect is prevented. If they don't, the other Team can choose to prevent the effect the same way. If both Teams refuse to prevent the effect, increase the Heralds Plot tracker by 1.

SUPER VILLAIN MODE

When playing against Heralds in Super Villain Mode, the Heroes choose their starting Location and may split between that Location and the opposite one.



MODULAR HERALDS

The Heralds of Galactus mode is specially designed for the Heralds contained in this box. However, players may also choose to play against a team of different Villains using the Heralds of Galactus components and rules (though note that some combinations of Villains could be unbalanced).

To do so, apply these changes to the Heralds of Galactus Setup and Special Rules:

- Randomly assign a Herald token on their letter side (from A to D) to each Villain, placing one token on their Villain dashboard and the other on a random slot of the Heralds of Galactus dashboard. This way, each Herald token relates to one of the chosen Villains.
- Ignore any Villain's **BAM!** effect related to elements and components not used in this game.
- If a **BAM!** effect increases the Villain tracker, increase the Heralds Plot tracker instead.

FIRELORD SPECIAL RULES

- Firelord's **BAM!** effect may damage another Villain even if they are not yet vulnerable to damage (before 2 Missions have been completed).
- Firelord as a single Villain cannot be faced in Team vs Team mode.





©2024. TM & © SPIN MASTER LTD. ALL RIGHTS RESERVED. DISTRIBUTED BY: SPIN MASTER LTD., 225 KING STREET WEST, TORONTO ON M5V 3M2 CANADA • SPIN MASTER INC., PMB #10053, 300 INTERNATIONAL DRIVE, SUITE 100, WILLIAMSVILLE, NY 14221 • SPIN MASTER TOYS UK LTD. SECURE TRUST HOUSE, BOSTON DRIVE, BOURNE END, BUCKINGHAMSHIRE, SL8 5YS, UK. • Distributed by CMON under sub-license from Spin Master Ltd. CMON and the CMON logo are trademarks of CMON Global Limited. All rights reserved. No part of this product may be reproduced without specific permission. **Manufactured by:** CMON Global Limited, 201 Henderson Road #08-01, Singapore 159545. Distributed and imported in USA by Asmodee North America, Inc., trading as Asmodee USA: 1995 County Road B2 W - Roseville - MN 55113 - USA. Distributed and imported in UK by Esdevium Games Ltd, trading as Asmodee UK: Unit 6 - Waterbrook Road - Alton - GU34 2UD - UK.

Content may vary from pictures.
Meets CPSC Safety Requirements.

MADE IN CHINA



AGE 14+

