



GALACTUS, EATER OF WORLDS

RULES

**Galactus™,
Eater of Worlds™**
Cosmic

ATTACK (BLUE)
AWAY, GNAT! (Psychic Blast)

ATTACK (YELLOW)
WRATH OF THE DEVOURER (Pulse Wave)

ATTACK (ORANGE)
COSMIC BLAST (Energy Explosion)

DEFENSE (BROWN)
YOU ARE BENEATH THE ATTENTION
OF GALACTUS (Impervious)

DEFENSE (GRAY)
FORCE FIELD (Invulnerable)

DEFENSE (ORANGE)
ARMOR OF GALACTUS (Toughness)

POINT VALUE:
600/1,200/1,800

MARVEL
HEROCLIX

DAMAGE (LIME)
DISINTEGRATION (Exploit Weakness)

TIMER DIAL: **Ultimate Nullifier™**
(See special Galactus rules.)
 Cosmic Engines
(See special Galactus rules.)

REAL NAME: Galan™

FIRST APPEARANCE: *Fantastic Four* #48 (1966)

BIOGRAPHY: Galactus is the lone survivor of the universe that existed before the current Marvel™ universe, reborn in the Big Bang as a being of enormous cosmic power. Assisted by his heralds, Galactus is driven by an insatiable hunger to seek out and consume entire planets. The Eater of Worlds cares little for any sentient beings lost in his feeding, as he continues on his never-ending journey that may lead to the end of this universe and perhaps beyond.

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The rules in this document describe how to play the Galactus, Eater of Worlds character in two ways: as part of a special scenario and as part of a force.

COUNTDOWN TO DESTRUCTION: THE GALACTUS SCENARIO

When Galactus arrives at a world, its heroes and villains must band together to fight him—or watch their world die.

In this scenario, Galactus is a cosmically powerful character not meant to be part of any player's force. Instead, Galactus is a menace that must be turned away using these scenario rules. If players do not defeat Galactus before 20 rounds have passed, Galactus destroys the world and all players lose the scenario.

Galactus is subject to all **HeroClix®** rules, except as noted in these scenario rules.

THE DIALS

Galactus has four dials: three combat dials (the "Starving" dial has 20 clicks and the "Hungry" and "Mighty" dials each have 12 clicks) and one timer dial.

Combat Dials

You do not have to use all of Galactus' combat dials in this scenario. The number of combat dials players choose to use determines Galactus' point value and power level in the scenario. If you are not using a combat dial in a game, click that dial until only **KO** symbols appear. If you are using a combat dial in the game, click that dial until the vertical green starting line appears. Each combat dial is labeled with one of Galactus' power level titles, as indicated in Table 1.

Table 1: Galactus Power Levels

Point Value	Power Level	Number of Dials
600	Starving	One (Starving only)
1,200	Hungry	Two (Starving and Hungry only)
1,800	Mighty	Three (Starving, Hungry, and Mighty)

Starving Galactus (600 Points)

The 600-point Galactus uses only the Starving combat dial. Starving Galactus is best-suited for one player with a build total of 600 points, two players with build totals of 300 points each, or three players with build totals of 200 points each.

Hungry Galactus (1,200 Points)

The 1,200-point Galactus uses the Starving and Hungry combat dials. Hungry Galactus is best-suited for two players with build totals of 600 points each, three players with build totals of 400 points each, or four players with build totals of 300 points each.

Mighty Galactus (1,800 Points)

The 1,800-point Galactus uses all three combat dials. Mighty Galactus is best-suited for two players with build totals of 900

points each or three players with build totals of 600 points each.

All build totals are only suggestions. The build total can be split among players in any way, provided that each player's build total is a multiple of 100.

During a battle, Galactus uses only one combat dial at a time. Begin the scenario with the dial that shares the name with the power level at which Galactus is being played. When a dial is KOd, go to the next lowest dial (from Mighty to Hungry to Starving).

Damage does not carry over from one combat dial to another. In a battle against Hungry Galactus, for example, if there is one click left on the Hungry combat dial, and Galactus is dealt 3 damage, the "extra" 2 damage is not applied to the Starving combat dial.

Timer Dial

The timer dial shows numbers 20 through 1, and it is used to "count down" the rounds remaining until the end of the scenario, as well as indicate various effects during rounds. At the end of a round, after all players have taken a turn, click the timer dial counterclockwise once. When the timer dial is clicked past the position numbered "1"—and the green section becomes visible—the game is over: Galactus has eaten the world and everyone else loses.

Challenge Levels

The timer dial has three challenge levels, and each challenge level is marked by a colored line to the left of the slot: yellow, blue, or red. When you play this scenario for the first time, begin the game on the yellow position, which gives you 20 rounds to win. Beginning the game on the blue position gives you 15 rounds to win, and the red position gives you 10 rounds to win. You can combine challenge levels with different Galactus point values to create a variety of game options. (If you're ready for an even greater challenge, you can play at any challenge level using the Cosmic Engines mechanic, described later in these rules.)

When one of Galactus' combat dials is KOd, the player whose character KOd it rolls one d6 and subtracts 2 from the result (minimum result 1), and then clicks the timer dial clockwise a number of times equal to the result. On a turn during which the timer dial is clicked clockwise, it is not also clicked once counterclockwise that round. Do not click the timer dial clockwise beyond the colored line at which the game began.

The Ultimate Nullifier™

The Ultimate Nullifier is both part of Galactus and a powerful weapon that can be used against him—one of the few

things truly feared by the Eater of Worlds. In the Countdown to Destruction scenario, characters are given a chance to wield the Ultimate Nullifier to damage Galactus, but only if they are willing to risk being destroyed by its power.

Using the Ultimate Nullifier. When the timer dial is clicked at the end of a round, if the symbol that appears is the same color as the challenge level of the scenario (yellow, blue, or red), at the beginning of the next round choose one character (agreed upon by all players) opposing to Galactus to be given a power action to use the Ultimate Nullifier. That character's controller rolls 2d6. If the result is 8–12, deal Galactus 1 penetrating damage for each 100 points (or fraction thereof) of the chosen character's point value. If the result is 7 or less, the character is immediately removed from the game, destroyed by the cosmic energy backlash from an unsuccessful attempt to use the Ultimate Nullifier.

Cosmic Engines: The Devices of Galactus

Galactus remembers those who have bested him, and though most mortals are still unworthy of his direct attention he comes prepared when he returns to a planet. Galactus often assembles strange and terrible machinery as he prepares to consume a planet, machinery that can be as powerful and threatening to the planet's inhabitants as the Eater of Worlds himself.

If you've defeated Galactus before, the Cosmic Engines are an option that can be added to the scenario at any challenge level to make it even more challenging. If you and your allies can defeat Galactus at the red challenge level when Galactus brings the Cosmic Engines to the battlefield, you are truly a worthy defender of your planet.

Before the beginning of the scenario, all players should agree whether the Cosmic Engines option will be used. If the Cosmic Engines are being used, follow all of the rules in this section.

Placing SPECIAL markers. When Galactus knocks out an opposing character or causes a character to be defeated or knocked out, place a SPECIAL marker in the square the character occupied before being removed from the battlefield. The next time an opposing character is defeated or knocked out, move the same SPECIAL marker to the square occupied by that character. During the scenario, a SPECIAL marker should always occupy the square where the last opposing character was defeated.

Creating the Cosmic Engines. When the symbol appears on Galactus' timer dial, replace the SPECIAL marker (if any) with a Cosmic Engine token, signifying the creation of a Cosmic Engine.

Cosmic engines are considered blocking terrain, but they can't be attacked or destroyed.



COSMIC ENGINE TOKEN

Effects of the Cosmic Engines. At the beginning of each round, roll 2d6 for each Cosmic Engine on the battlefield and consult Table 2 to determine its effect:

Table 2: Cosmic Engine Effects

Roll	Result	Effect
2-5		No effect.
6-8		All damage dealt to characters 8 or fewer squares from this Cosmic Engine this round is penetrating damage.
9-10		Make an attack roll (10) against the target character opposing Galactus that has the highest point value and that is 10 or fewer squares from the Cosmic Engine. If the attack succeeds, the target is dealt 5 damage.
11-12		All characters 6 or fewer squares from the Cosmic Engine are dealt 3 damage.

Galactus ignores all effects of cosmic engines.

Placing Characters

Galactus occupies 18 squares (a 3-square by 6-square area). Place Galactus at the center of the battlefield (or as close as possible, if there is no exact center of the battlefield). Galactus ignores terrain for placement purposes. Place other characters as normal.

Actions

Galactus is never given action tokens. All of Galactus' actions are free actions.

Movement

Galactus does not move unless he is defeated, and then he leaves the battlefield.

Combat

Galactus attacks only when he takes damage. Immediately after the resolution of an action from which Galactus takes damage, Galactus takes an action. This action must target the character that damaged Galactus in the previous action. The action can be a close combat, ranged combat, or power action.

Whenever Galactus takes an action, the player to the left of the player whose character damaged Galactus rolls the dice and determines the effects, if any.

Galactus always uses any powers showing on his current combat dial against the target, if possible.

Close combat attacks. A close combat attack from Galactus targets all adjacent characters. Make a single attack roll and compare the result to each adjacent character's defense value. You can divide Galactus' damage value any way you choose among the successfully hit targets, but at least half of Galactus' damage value (rounded up) must be dealt to the character that damaged him, if that character was successfully hit.

Ranged combat attacks. Galactus can target multiple characters with a single ranged combat action; if he does, at least half of his damage value (rounded up) must be dealt to the character that damaged him, if that character is successfully hit.

Galactus can attack and be attacked by grounded, hovering, and soaring characters.

Galactus is not affected by knock back.

Galactus can't capture or be captured.

Characters and terrain do not block, or impose the hindering terrain modifier on, lines of fire drawn to or from Galactus. Galactus can make a ranged combat attack against characters with which he is not adjacent even when Galactus is adjacent to another character.

Powers and Abilities

Galactus ignores the Exploit Weakness, Force Blast, Incapacitate, Mastermind, Mind Control, Plasticity, Poison, Psychic Blast, Shape Change, Stealth, and Support powers of opposing characters, as well as team abilities and effects that duplicate the effects of those powers. Galactus can't be moved by Telekinesis, but he can be the target of a Telekinesis attack. When Galactus is the target of Perplex, roll one d6. On a result of 5 or 6, Galactus ignores that use of Perplex.

Galactus ignores the Mystics team ability and team abilities with similar effects.

When Galactus uses Energy Explosion, his damage value becomes equal to the number of combat dials he started with at the beginning of the game (1, 2, or 3).

Winning the Game

Galactus can't be KO'd: He is a force of the universe. When his Starving combat dial is KO'd, Galactus immediately leaves the battlefield to find easier meals elsewhere in the universe. He will not otherwise leave.

The player whose turn it is when Galactus is KO'd wins the game.

Players can attack other players' characters. The game ends, however, when Galactus either leaves the battlefield or destroys Earth.

GALACTUS AS PART OF A FORCE

Galactus is a formidable foe, usually unwilling but more than able to take on teams of opponents directly. The following rules allow you to play Galactus as part of a force.

The Dials

You do not have to use all of Galactus' combat dials. The number of combat dials that players choose to use determines Galactus' point value in a game, as explained in Table 1. If a combat dial is not being used in a game, turn that dial until only **KO** symbols appear. If you are using a combat dial in the game, at the beginning of the game turn that dial until the vertical green line indicating that dial's starting position appears.

Ignore Galactus' timer dial when he is part of a force.

Feats

Feats can't be assigned to Galactus.

Placement

Galactus occupies 18 squares (a 6-square by 3-square area). If Galactus' controller's starting area is not large enough to contain him, Galactus must be placed into the starting area before all of his player's other characters, and he must occupy as many squares in the starting area as possible.

Actions

Galactus can be given one action during his controller's turn. Galactus can be pushed even when he has two action tokens; he does not take pushing damage. If you assign an action to Galactus when he already has two action tokens, do not mark him with another action token.

Moving

Galactus moves using the standard flying rules. He can't move through walls or blocking terrain unless a power allows him to do so. He ignores the elevation change modifier, and ends all move actions in the hovering flight mode. Galactus ignores the effects of elevated terrain and hindering terrain for movement purposes, and when he ends a move, all parts of his base are considered to be in clear, grounded terrain.

Galactus' controller chooses any square adjacent to Galactus to begin counting for

movement purposes. Galactus must end his movement so that all squares he occupies are squares to which he could have legally moved as part of the movement. If Galactus moves through or stops on an object, the object is destroyed; replace it with a debris terrain marker.

Galactus automatically breaks away from other characters, and other characters automatically break away from Galactus unless he has Plasticity. No break away involving Galactus deals damage.

Galactus can't be carried.

Combat

Galactus has 22 adjacent squares. He can attack and be attacked through any of them. Galactus can make a ranged combat attack against any character within his range, even if that character is in an adjacent square. If a character is adjacent to Galactus, Galactus is adjacent to the character.

Characters do not block lines of fire drawn to or from Galactus. Galactus blocks line of fire drawn to other characters. Galactus can make a ranged combat attack against characters with which he is not adjacent even when Galactus is adjacent to another character.

Galactus can attack and be attacked by grounded, hovering, and soaring characters. Galactus and soaring characters do not halve their range values when making ranged combat attacks against each other.

Galactus is not affected by knock back. Galactus can't capture or be captured.

Powers and Abilities

Galactus has the Multiattack ability.

When played as part of a force, Galactus ignores the Earthbound, Exploit Weakness, Force Blast, Incapacitate, Mastermind, Mind Control, Plasticity, Poison, Psychic Blast, Shape Change, Stealth, and Support powers of opposing characters, as well as team abilities and effects that duplicate the effects of those powers. Galactus can't be moved by Telekinesis, but he can be the target of a Telekinesis attack.

Galactus ignores the Mystics team ability and team abilities with similar effects.

When Galactus uses Energy Explosion, his damage value becomes equal to the number of combat dials he started with at the beginning of the game (1, 2, or 3).

Galactus' combat values can't be increased.

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