



First Family Arc

The first Issue in this 3-Issue Arc introduced the Fantastic Four and their Frightful enemies. Last Issue featured the Silver Surfer and many of the Heralds of Galactus. This Issue introduces the planet-devourer himself as well as other classic FF villains.



Fallen One

When Fallen One strikes Galactus or Thanos, **Fallen Herald** will stun them. However, if Fallen One's strike already had enough ATK to stun them, **Fallen Herald** won't do anything. (In other words, **Fallen Herald** won't cause Galactus or Thanos to become stunned twice in one combat.)



The Maker

If the Maker is in your deck, you get to have the usual Invention pile, plus you can add up to five Equipment to it. They must be different cards (same name but different game text is fine), and can't already have the Keyword **Invention**. (You can also include copies of those Equipment in your deck if you like, and the copies in your Invention pile don't count against them. For example, you can have a **One of a Kind** Equipment in your deck and the same one in your Invention pile.)



Annihilus

Lord of the Negative Zone allows you to include up to two Negative Zone Locations in your deck. (If Mister Fantastic is in your deck your Invention pile will also include its usual two Negative Zones.)

The Living Death That Walks grants 1 XP for each of the listed actions. So if Annihilus attacks, strikes, and stuns a defending character, but somehow doesn't wound or KO it, he will gain 3 XP.

When Annihilus levels up, you'll shuffle his Level 1 card into your deck. While it's in your hand,



Note: While the Maker can Invent those Equipment, you can still only play them if you meet their play requirements. For example, if the Maker invents a Cosmic Cube, you get to put it into your hand. But you can't play it unless you have a character with on your side.

Terrax

If **Cosmic Geokinesis** moves all +1/+1 counters onto a character that has any -1/-1 counters, first double the +1/+1 counters, then remove the required amount due to the -1/-1 counters.



you may reveal it for his **Continuous Rebirth** power. (You can also discard it to Power Up Annihilus. Put the discarded card into your Level Up zone, which is where his Level 2 card started the game).

Kang

Immeasurable Identities makes all Kang Supporting Characters you own into Main Characters. This effect lasts the whole game, even if your starting Kang Main Character gets KO'd. And remember – as long as you have any Main Characters on your side, you don't lose the game.



Galactus

The Monster of All Worlds removes Locations from everywhere. To do this, each player reveals their hand, deck, resources (including face-down ones), KO pile, and any out-of-game piles. All Locations with that name are removed from the game. Then each player shuffles their deck.



Kang

If any number of Kangs are in your deck, **The Tomorrow War** lets you pick a single **Future Date** before players draw their opening hands during setup. A **Future Date** is represented by a whole number from 1-10. It counts as being that “Date” while you have exactly that many resources.

So if you pick 7 as your Future Date, Kang can only appear



while you have exactly seven resources. (On the bright side, he’s free!) Note: If you forget to pick a **Future Date** at the beginning of the game, the game acts as though you chose 10 as the Date.

Time Will Tell sets Kang’s base ATK/DEF to be equal to the **Future Date** you selected. It doesn’t matter how many resources you currently have. **Time Will Tell** “locks in” when you select the Future Date before the game starts.

Checklist

Main Characters

- Annihilus (Levels 1-2)
- Galactus (Levels 1-3)
- Kang (Levels 1-2)

Supporting Characters

- 4 Red Shift
- 4 Kang
- 4 Annihilation Wave
- 4 Fallen One
- 4 Air-Walker
- 4 Hyperstorm
- 4 Stardust
- 4 The Maker
- 4 Terrax
- 4 Morg the Executioner
- 4 Galactus

Plot Twists

- 4 The Power Cosmic



Select Keyword

The following keyword is featured on a card without a description.

Ferocious: While in melee combat, this character strikes before characters without **Ferocious**.



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