



## Cosmic Power Arc

Last issue featured when the Fantastic Four (temporarily) split during the superhero Civil War. This Issue visits some Frightful Foes in new forms. And the third Issue features the Future Foundation, a group created by Reed Richards to solve scientific challenges.

## God Emperor Doom

**Construct Battleworld** puts the game into the full Battleworld game mode (introduced in Crossover Vol. 3.) If God Emperor Doom is your main character, you'll bring and shuffle your own Battleworld pile before the game. This pile is **variable**: you pick 12 different Battleworld Domains to include. And it's **private**: your opponent doesn't get to know what's in it.

If you're already using the Battleworld game mode, the players will need a

shared Battleworld pile (like usual). However, when God Emperor Doom levels up, his own personal Battleworld pile will replace the shared pile.

If more than one player is God Emperor Doom, you'll each have your own Battleworld pile. Once one Doom levels up, that Doom's pile will be used for now. Once a second Doom levels up, the game will leave the current Domain and enter the Domain of the top card of the second Doom's Battleworld pile. And so on if there's a 3rd, 4th, etc. God Emperor Doom.

Once there are two or more God Emperor DooMs with "active" Battleworld piles, whenever a defending main character gets wounded, the current Domain will go to its discard pile, and the game will enter the Domain of the next "active" Battleworld pile (going clockwise).

If you use **This World is Mine** to stay in the current Domain, it happens before you get to see the next Domain card.

**Note:** Two other cards – The Grandmaster (main character) and the Beyonder each have their own separate Battleworld piles and can have the game enter one of their Domains. When this happens, any other Domain in play will go to its discard pile (like normal). Then once a defending main character gets wounded, the game will enter the Domain of the next "active" Doom Battleworld pile as described above.

Norseheim, a Domain found in the Crossover Vol. 4 Issue, causes the game to enter two Domains at once. This will cause **A Patchwork Planet** to give Doom 2 XP. And **God of Battleworld** will turn off the powers of both Norseheim and the other Domain.

## Kang

Your Kang Collective pile is **fixed**: it always includes Rama-Tut, Scarlet Centurion, Immortus, and Iron Lad. And it's **public**: each other player can look at it. Here's how it works:

During your Build Phase while you have exactly 3 resources, 6 resources, 9 resources, and 12 resources, you may put a random card from your Kang Collective onto your side. You may only do this once per game at each of those resource amounts.


For example, when you reach 3 resources you can put one random Kang Collective character onto your side. And then you can do it again at 6 resources, again at 9 resources, and finally at 12 resources.

The cards in your Kang Collective are main characters. Your opponents need

to KO all the main characters on your side for you to be defeated. However, they don't need to KO any cards that are still in your Kang Collective pile.

For example, let's say it's turn 8 and you have Kang, Immortus, and Iron Lad on your side. Rama-Tut and Scarlet Centurion are still in your Kang Collective pile. If Kang, Immortus, and Iron Lad all get KO'd, you are defeated.

## The Maker

If you're playing as the Maker, you'll bring a normal Invention Pile. (It can include  **Inventions** even if no characters in your deck can create them.)


Then on the first turn of the game, **Anything is Possible** will shuffle the Inventions in your pile into your deck.

**Anything is Possible** also allows you to play an Invention with a team affiliation

even if you don't have a face-up character with that affiliation. This effect starts with "This game" which means it lasts the whole game even if the Maker is face-down or has lost his powers somehow.

**Note:** If somehow you have cards in your Invention pile that don't say Invention on them (such as if the Maker supporting character is in your deck), those cards will NOT be shuffled into your deck by **Anything is Possible**.

## Molecule Man

To **Animate** your deck do the following: Put your deck into your front or back row. (This counts as it "appearing.") It is now a supporting character named "Animated Building" with ATK and DEF each equal to the number of cards in it, and 1 .

It is **Massive**: It attacks entire rows instead of characters and strikes with its full ATK against each defender in the row. The defenders strike it with their total ATK.

It is **Monstrous**: When defending against a melee team attack it strikes with its full ATK against each attacker.

Like a normal supporting character it can be ready/exhausted; be stunned/hidden; have counters; gain and lose powers, etc. When it gets stunned/hidden turn it over. (Everyone will see your bottom card.) If you need to draw cards while your deck is turned over, you still draw from its "top", which is the card touching the table.

If your deck gets KO'd, put all of its cards in your KO pile. If an effect would cause it to leave play or be put in your resource row, KO it instead.



While it's animated, it still counts as your deck (even if somehow it gets moved to another player's side). For example, you'll draw cards from it, and **Reconstitute Matter** will shuffle your KO pile into it. If your deck has no cards it ceases to exist and will no longer be **Animated** (even if it had some +1/+1 counters). However, you can use **Reconstitute Matter** to make a new deck, and then you could **Animate** that deck.

**Note:** If your deck is already **Animated**, using **Animate Building** again won't do anything.

## Galactus

**I Am the Absence of Opposites** prevents enemy main characters from reaching Level 3 or higher and prevents enemy supporting characters with cost 8 or

higher from appearing. This is a "This game" effect which means it lasts the whole game even if Galactus is face-down or has lost his powers somehow.

## Frightful!

This plot twist has four team symbols, which means you must have four face-up 🍀 characters on your side to play it.

## Afterlife Transporter

This equipment has the 🌀 and 🍀 team symbols separated by a slash. This means you may have either a face-up 🌀 OR a face-up 🍀 character to play it.

## Checklist

### Main Characters

- God Emperor Doom (Level 1-3)
- Kang (Level 1)
- Immortus (Level 1)
- Iron Lad (Level 1)
- Rama-Tut (Level 1)
- Scarlet Centurion (Level 1)
- The Maker (Level 1-2)
- Molecule Man (Level 1-2)
- Galactus (Level 3)

### Supporting Characters

- 4 Doctor Doom
- 4 Valeria Richards
- 4 Paste-Pot Pete
- 4 The Brute
- 4 She-Thing
- 4 Quiet Man
- 1 Cynthia Von Doom

## Updated Card

Machine was one of the original Inventions in the Fantastic Battles Issue. Over time it has proven to be too powerful, so that version will be banned and replaced with the version found in this Issue.

## Boss Battles

This Issue adds three new Boss Battles to the game – Doctor Doom, Galactus, and Kang – where one Boss player fights a team of two other players.

**Setup:** One player chooses a Boss Battle card and a main character with that name. (Example: If you choose Doctor Doom you can play as Doctor Doom from the Fantastic Battles or God Emperor Doom from this Issue.) The other two players

choose any main characters other than one with the same name as the Boss. Everyone builds their deck normally.

**Rules:** Boss Battles use the Free For All game rules with the following changes:

- The Boss goes first, then play proceeds clockwise. No players skip drawing cards on their first Draw Phase.
- When a Basic Location appears on the Boss's side, they get the related effect from its power symbol, as instructed on their Boss Battle card.
- When a 🌈 location that shares a team with the Boss appears on their side, they get the related effect. **Note:** This is an update to previous Boss Battles rules.

- The Boss only wins by KOing the other two players' main characters.
- The other two players only win by KOing the Boss.

**Note:** If you are using the Doctor Doom Boss Battle, he'll need an Invention pile (even if his main character doesn't already create Inventions). Build this Invention pile normally plus it may include any **Inventions** that share a team with Doctor Doom.

## Earth and Space

These basic locations are less commonly available to find, so we've included Space in this Issue and Earth in the previous Issue

## Equipment

- 3 Big Bang Cannon
- 1 Afterlife Transporter
- 1 Machine

## Plot Twists

- 4 Frightful!

## Locations

- 4 Space

## Battleworld Domain

- 1 Doomstadt

## Boss Battles

- 1 Doctor Doom
- 1 Galactus
- 1 Kang

## Credits

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