# MARVEL UNITED
# FAQ 3.2

October 2024

Latest updates in red

## GENERAL RULES

**Q: If I must add multiple Civilian and/or Thug tokens to a Location, but there are no slots available, how many times is the Overflow effect triggered?**

**A:** Only once. However, some Overflow effects (like Ultron and Red Skull) specify a consequence for each token that you can't add to the Location.

**Q: If I can't add Thug or Civilian tokens to 2 or 3 Locations, how many times is the Overflow effect triggered?**

**A:** Once for each Location where tokens can't be added.

**Q: If I can't add a Thug or Civilian token to a Location, do I add it to the next clockwise Location?**

**A:** No, that only happens with Ultron's Overflow effect. Other Villain's Overflow effects specify other things that happen instead of adding those tokens.

**Q: When adding Thug or Civilian tokens to a Location, do I need to respect the icons on the slots?**

**A:** No, those icons are used only for setup and should be completely ignored during gameplay.

**Q: Can Heroes' Actions and Special Effects be performed in any order?**

**A:** Yes. You could do an action on your card, then your special effect, then an action on the previous card.

**Q: If I don't use an action, do I gain an Action token?**

**A:** No. Action tokens are gained through specific Hero and Location effects. A Hero can always choose not to use an action, but they gain nothing for it.

**Q: If a Threat indicates a Thug requires 2 damage to be defeated, can I deal 1 damage now and 1 damage in a future turn?**

**A:** No. Thugs don't have Health, they are either defeated or not, so all damage needs to be dealt to them on the same turn.

**Q: If I complete the 2nd Mission and still have actions left, can I attack the Villain on the same turn?**

**A:** Yes (as long as you are in their Location and have attacks left to use).

**Q: If multiple Heroes are KO'd at the same time, is the Villain's BAM! effect triggered more than once?**

**A:** Yes, the Villain resolves one BAM! for each KO'd Hero.

**Q: If a Hero is KO'd, are Henchmen's BAM! effects triggered?**

**A:** No, only the Villain's BAM! effect is resolved.

**Q: While a Hero is KO'd, can they be given Action tokens, or moved by special effects?**

**A:** No. A KO'd Hero is ignored by all effects, whether positive or negative.

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**Q: If a Hero has more than 1 copy of the card with a single Wild symbol (like Captain Marvel), how many of them are removed when using the Moderate or Heroic Challenge?**

**A:** You only remove 1 copy of those cards during setup.

**Q: If a Hero has an Invulnerable token, are they still eligible to volunteer or be chosen to take damage in order to satisfy a special effect?**

**A:** Yes, they are, and since they can't take any damage until the start of their next turn, they take no damage.

**Q: If I have an Invulnerable token and then start my turn on a Location with a Threat that deals damage at the start of my turn, do I take damage?**

**A:** Yes. The Invulnerable token is only in effect until the start of your turn. Once your turn starts, you are vulnerable again and take the Threat's damage.

**Q: What happens if I have 1 card in hand and start my turn on a Location with a Threat that deals damage at the start of my turn?**

**A:** The Threat deals damage as soon as your turn starts, so you don't have a chance to draw 1 card before being KO'd. Since you were KO'd at the start of your turn, you basically lose that turn. On your next turn, the Threat's damage doesn't affect you since you have no cards yet. You're then placed back up, draw 4 cards, and continue playing.

**Q: If I clear a Threat with no Threat token next to it, do I not advance the Clear Threats Mission?**

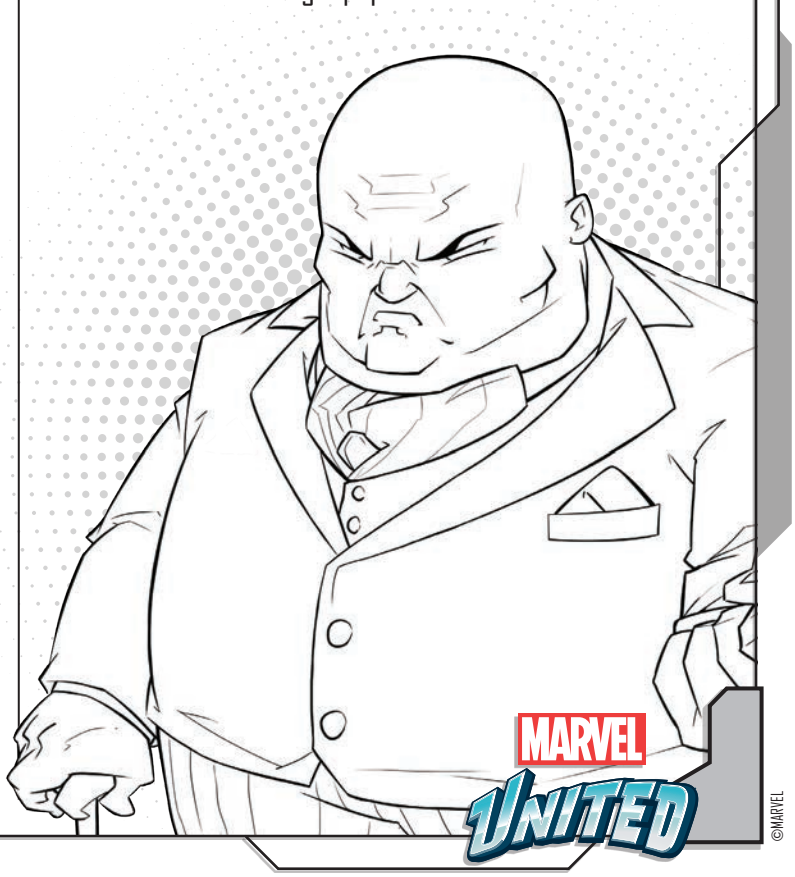
**A:** If a Threat card has no Threat token next to it (usually because it was brought back into play), when cleared, simply take any available Threat token to place on the Mission card. Also, if a Threat card is ever moved to a different Location, its Threat token should move with it.

**Q: Do Threats with a symbol only trigger if a Master Plan card shows that symbol?**

**A:** No. The symbol symply means "Villain ends their move here".
- On Master Plan cards this is used to indicate that the central Location is the one occupied by the Villain when determining where to add Thugs and Civilians.
- On Threat cards this indicates the effect is triggered whenever the Villain ends their move there.

**Q: The rules instruct to remove 1 Double Wild card from the Hero deck when using Equipment, when playing in Commander Solo Mode, and when playing with Hard Challenge. Do these 3 removals stack?**

**A:** No, the rule is only applied once and doesn't stack. When the rules instruct you to do so, just make sure to remove 1 Double Wild Hero card from your Hero deck once and when you encounter another rule that instructs you to do the same, just ignore it.
This means the Hard Challenge is only applied when playing the regular co-op multiplayer game, and has no applicability when playing in Commander Solo Mode or if all Heroes are using Equipment cards.



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## CORE LOCATIONS

**Q: S.H.I.E.L.D. HEADQUARTERS - Does this allow me to remove a Crisis token from a Hero?**

**A:** Yes, you can remove a Crisis token from anywhere.

**Q: STARK LABORATORIES - Does this allow me to swap a card that's facedown in the Storyline?**

**A:** No, you may only manipulate cards that are faceup.

**Q: LAS VEGAS - What happens if the next Master Plan card places the same amount of Thugs and Civilians, or none at all?**

**A:** In those cases, the house wins, so the player doesn't get the token. It's Vegas, after all!

## S.H.I.E.L.D. SOLO MODE

**Q: The Villain's starting Health is set at what level?**

**A:** It's set at the 3-Heroes level.

**Q: If a Hero gains an Action token, can it only be used by that Hero?**

**A:** No, the pool of Action tokens belongs to the player and can be used by any of their Heroes.

**Q: If a BAM! effect deals 1 damage to each Hero in a Location, and all 3 Heroes are in that Location, how much damage do I take?**

**A:** You take 3 damage, discarding 3 cards belonging to **any** Hero to the bottom of your deck.

**Q: Do effects that allow me to draw back up to 3 cards (like Avenger's Mansion and Iron Man's Power Recharge) change in S.H.I.E.L.D. Solo Mode?**

**A:** No, you still follow the text exactly, drawing until you have 3 cards in hand.

**Q: How many cards do I draw when the third Mission is completed?**

**A:** As you are playing with 3 Heroes, you draw 3 cards.

**Q: The Stark Labs Location effect says "You may swap 1 card from your hand with 1 of your cards in the Storyline". Can I use this if my hand has no cards belonging to the active Hero?**

**A:** In S.H.I.E.L.D. Solo Mode, "you" generally refers to the active Hero. However, in regards to your hand of cards and pool of Action tokens, it refers to the player. So, in this case, you can swap **any** card from your hand with a card in the Storyline belonging to the active Hero.

**Q: What happens if I play a Hero's card that says "You cannot take any damage until your next turn"?**

**A:** The "you" in question refers to that specific Hero, so that Hero keeps the Invulnerable token (and can't take any damage) until you play another of their cards. (Note that if other Heroes take damage, you may discard cards from the invulnerable Hero, since the hand of cards is collective.)

**Q: SABRETOOTH and LADY DEATHSTRIKE - How is the Hunted token assigned in Solo mode?**

**A:** The player is considered Hunted, so they choose who will take the damage in case of a BAM! in a Location with more than one Hero, or where to move the Villain if they move to the Hunted Hero Location.



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## COMMANDER SOLO MODE

**Q: Heroes may be added to the Supporting Heroes deck by choosing 3 of their Hero cards with Special Effects that are not Starting Hand cards. What about Heroes that have less than 3 such cards?**

**A:** In the rare case such a Hero is used as a Supporting Hero, the player is allowed to compensate for any missing card(s) by choosing additional non-Starting Hand Special Effect cards from other Heroes that are part of the Supporting Heroes deck.

## CORE HEROES

**Q: HULK - The Hulk Smash! card says it deals 1 damage to EVERYTHING else in his Location. What does that mean exactly?**

**A:** Deal 1 damage to each Hero (except Hulk), each Thug, each Henchman, and each Villain (if 2 Missions have been completed) in the Location. Note that any Civilians there are discarded, not rescued.

## CORE VILLAINS

**Q: TASKMASTER – If I must add 1 Civilian and 1 Thug token to a Location, but there are no slots available, do I add 2 Crisis tokens to that Location?**

**A:** No. No matter how many tokens can't be added, you only add 1 Crisis token to each Location where Overflow was triggered.

**Q: RED SKULL – When the BAM! effect is triggered on the Madame Hydra/Crossbones Threat card, must each Hero take 1/2 Crisis tokens to prevent the damage to them, or can a single Hero prevent the damage to all Heroes in that Location?**

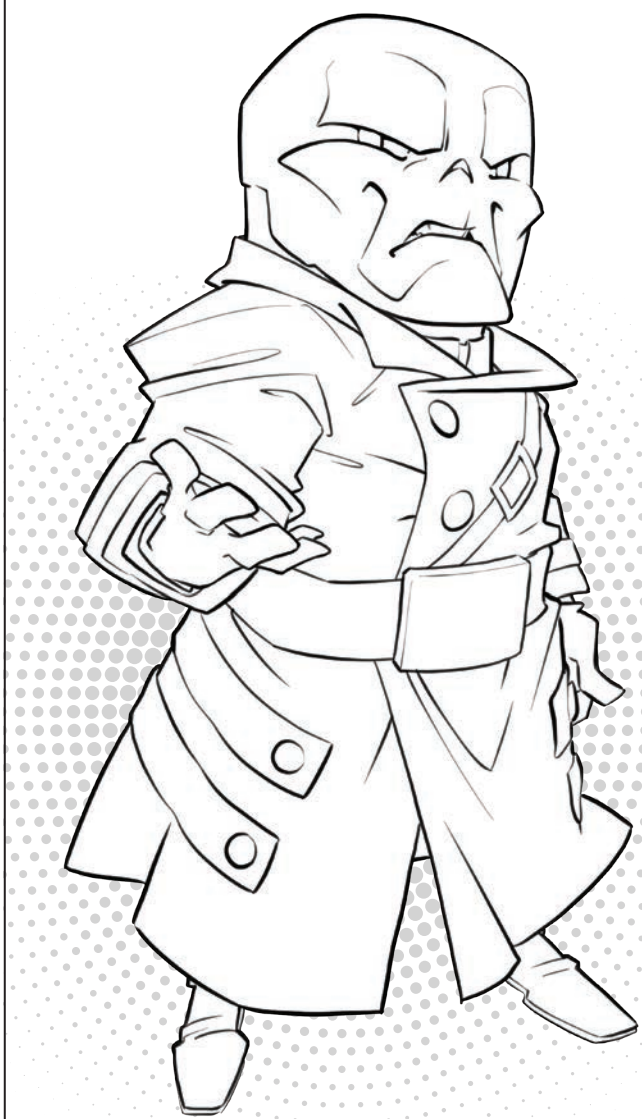
**A:** If any Hero (in any Location) takes 1/2 Crisis tokens, that whole BAM! effect is cancelled for all Heroes.

**Q: RED SKULL – Does the Hail Hydra! Master Plan card have any effect on Locations without Heroes or without Civilians?**

**A:** No, it only affects Locations that have both Heroes and Civilians. Heroes in those Locations each take 1 damage. Civilians in those Locations are discarded, advancing the Fear track for each one.

**Q: RED SKULL – Does his BAM! effect only increase the Fear track if Heroes are damaged?**

**A:** No. Even if there are no Heroes in his Location, his BAM! always increases the Fear track by 2.



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# THE INFINITY GAUNTLET

**Q: Can Infinity Stone cards be manipulated in any way by the Heroes?**

**A:** During the Battle Against Thanos, Infinity Stone cards are treated just like any other Master Plan card. However, during the Infinity Battles that precede it, Infinity Stone cards are basically just progress markers, and as such cannot be revealed, removed, or rearranged by Heroes.

**Q: How does the Battle Against Thanos work in S.H.I.E.L.D. Solo Mode?**

**A:** Like any game in Solo Mode, if you are ever KO'd, you lose the game (and the campaign).
Optionally, if you want to make the Infinity Gauntlet campaign more forgiving, you may decide beforehand the number of KOs required before the game is lost.
When KO'd, lay down all your Heroes (they are not elliminated). At the start of your next turn, all Heroes are placed back up and, during the Draw Card step, you draw up to 6 cards from the deck.

# EXTRA HEROES

**Q: DRAX - When playing Revenge, does Drax need to stop at the Villain's Location even if the Villain can't be damaged yet?**

**A:** No, he ignores enemies that can't be damaged, going to the first Location with any Thugs or a Henchman.

**Q: MANTIS - Does Astral Projection allow actions to be performed in only 1 different Location?**

**A:** No, you can choose a different Location for EACH action you perform that turn.

**Q: PUNISHER - Can Precision Shot deal damage to the Villain before 2 Missions are completed?**

**A:** No, Villains can only take damage once 2 Missions are completed. Precision Shot bypasses other effects that prevent enemies from taking damage, or that reduce that damage.

**Q: PUNISHER - Does Heavy Firepower also target the Locations adjacent to Punisher?**

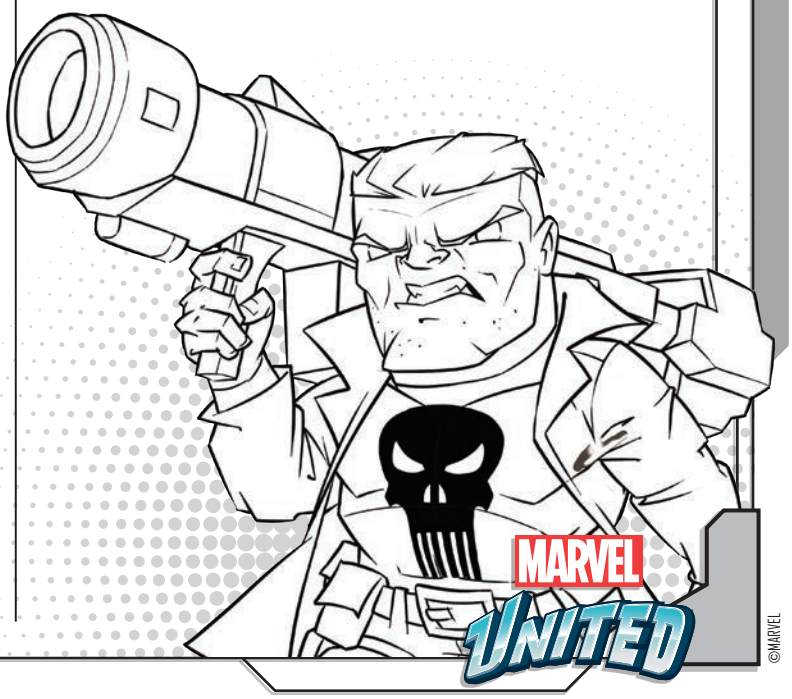
**A:** No, it also targets the Locations adjacent to the chosen primary target Location.

**Q: SPIDER-MAN 2099 - Can Claws deal damage to an enemy who can't be damaged, like Taskmaster or Hela?**

**A:** No, Claws only bypasses effects that reduce damage, like "enemy ignores the first damage each turn", but the enemy must be vulnerable to damage.

**Q: SUPERIOR SPIDER-MAN - If Superior Spider-Man has both of his Starting Hand cards faceup in the Storyline, is he allowed to place 1 or 2 Spider-Bot tokens on Locations?**

**A:** With both of his Starting Hand cards faceup in the Storyline, Superior Spider-Man may add up to 2 Spider-Bot tokens, but the limit of 1 Spider-Bot per Location still applies.




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# EXTRA VILLAINS

**Q: BARON ZEMO - What happens to the Crisis tokens on a Hero card in the Storyline if it goes back to the player's hand or is flipped facedown?**

**A:** The Crisis tokens are discarded. However, if the card is just moved around the Storyline, they stay on it.

**Q: CARNAGE - If there's an Overflow, do I discard Civilians with a Crisis token from the Location with the most Civilians, even if other Locations have more Crisis tokens?**

**A:** Yes. It may even be the case that the Location with the most Civilians has no Crisis tokens at all, in which case nothing happens.

**Q: DOCTOR OCTOPUS - What happens to Threat cards, Thug tokens, and Civilian tokens in Locations that get destroyed?**

**A:** They are all discarded. Yes, this could make some Missions impossible to complete if you don't act quickly.

**Q: GREEN GOBLIN - If a BAM! makes Green Goblin add a Threat card with a BAM! effect on it, is that Threat card's BAM! also activated immediately?**

**A:** No. While BAM!s are resolved one by one, that Threat card wasn't in play when the BAM! was triggered, so its BAM! is not resolved.

**Q: HELA - Where does Hela enter play when resolving her first BAM! effect?**

**A:** All of her BAM! cards indicate she must first Move to the Location with the Hero with the most cards in hand.

**Q: KANG - If both "Time Army" Threats are in play, do Heroes ending their turn in a Location with any Thugs take 1 or 2 damage?**

**A:** 1 damage, as long as at least one of these two Threats is in play.

**Q: KILLMONGER - If I use a Location Effect at the end of my turn to move into a Location with an Assassination Attempt Threat, do I take damage that turn?**

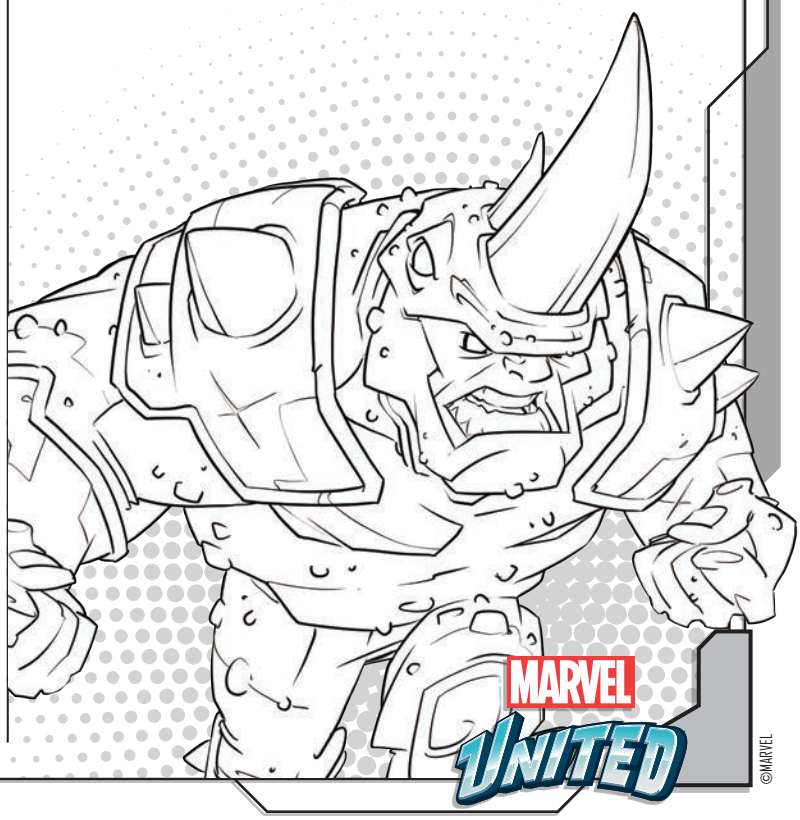
**A:** No, Location Effects are the last thing resolved in a Hero's turn, so that Threat would not still take effect.

**Q: KNULL - When are the Special Effects of Knull's Henchmen triggered?**

**A:** The effects of both the **Venom T-Rex** and the **Symbiote Dragons** trigger on a BAM! Unfortunately the symbol is missing from those Threat cards, but please consider it to be there.

**Q: M.O.D.O.K. - How can Heroes do anything if the Psionic Powers Threat card is in their starting Location?**

**A:** Indeed that Threat card can never be in the Heroes starting Location. If Psionic Powers is in the Heroes starting Location, swap it with the next Threat clockwise.



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**Q: RHINO - The Master Plan card 'Rhino Charge' says Rhino moves clockwise to the next Location with any Heroes. What happens if all Heroes are in Rhino's Location?**

**A:** Rhino moves to the next clockwise Location, and keeps moving over all 6 Locations, until finally charging at the Heroes in his initial Location.

**Q: RHINO - If Rhino's BAM! effect KO's a Hero, is that Hero still moved to the next clockwise Location?**

**A:** Yes. Since the Hero was damaged by Rhino's BAM!, they are moved to the next clockwise Location.

**Q: RHINO - There are cases where Rhino might start the game by forcing all Heroes to play their card facedown. How can this be avoided?**

**A:** If players want a less punitive play against Rhino, we recommend placing his 0 Move card on top of his Master Plan deck during Setup.

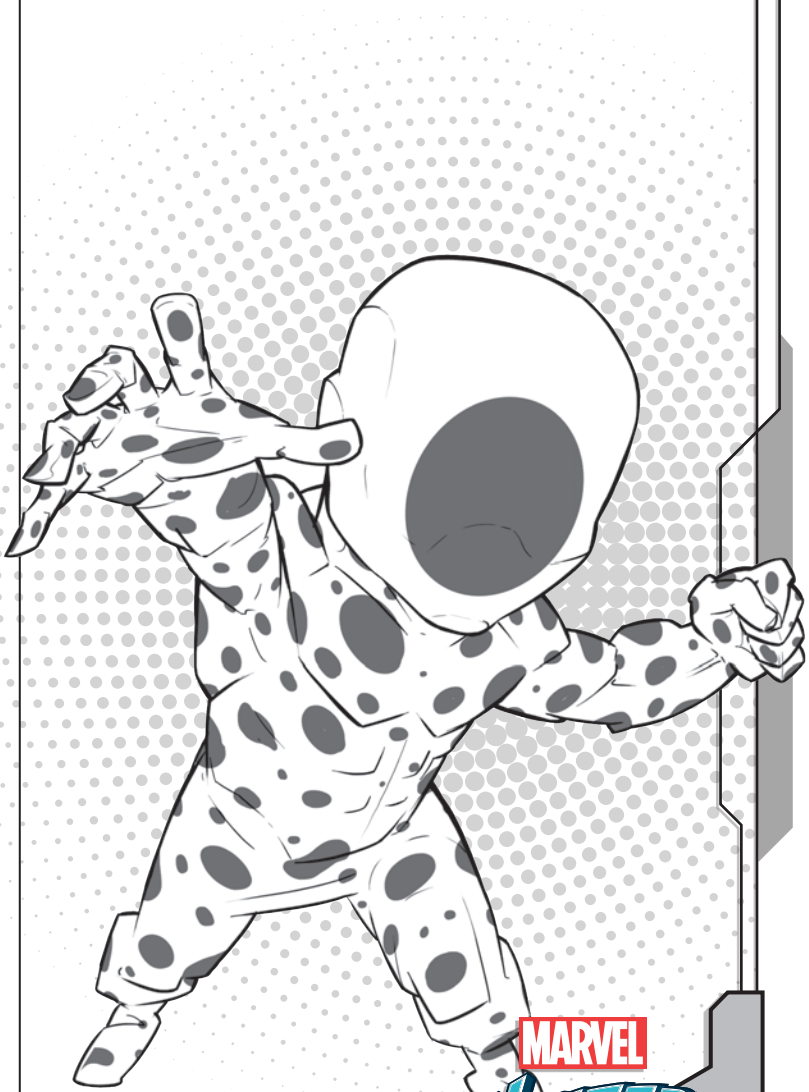
**Q: SPOT - When Spot takes damage, does he trigger his Special Rule once or each time he takes damage?**

**A:** Each time 1 damage is dealt to Spot, his Special Rule triggers. So, for instance, if Spot is the target of Mighty Thor's Mjolnir Special Effect (deal 3 damage against a single target), as soon as the first point of damage would be dealt to Spot, he would discard 1 Crisis token and immediately move to the Location with the next Spot token in alphabetical order. This usually prevents all remaining damage from being dealt to Spot, because the movement will put him out of reach. In the rare occasion that the movement would place Spot in a Location where he would still be an eligible target for the remaining damage, he will continue to receive the damage one point at a time and, for each one, his Special Rule may trigger again.

## SUPER VILLAIN MODE

**Q: If the Villain plays the 'Caught Alone' Super Villain card to deal extra damage to the Hero in the Location they move into, can that Hero play the 'Strategic Retreat' Super Hero card to move away before receiving the damage?**

**A:** Yes. That Super Villain card must be played simultaneously with the Master Plan card, so the Hero can play their Super Hero card to escape it unscathed.



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