CIVIL WAR

CHOOSE YOUR SIDE!

This expansion adds not only an impressive roster of 10 iconic Heroes and new Locations, but also pits these Heroes against each other in two game-changing Player vs Player modes! These Heroes can either be used in isolation or mixed with other Heroes, Villains, Locations, and Challenges from the core box and other expansions to create infinite different play experiences. In the Civil War play modes, two teams of Heroes clash against each other, with no Villain in sight. Players can choose either the more casual Clash of Heroes, or the more competitive, asymmetrical, and thematic Registration Clash.


96 HERO CARDS (12 FOR EACH HERO)


9 EQUIPMENT CARDS


6 LOCATIONS

BOTH PVP MODES



1 CIVIL WAR DASHBOARD


12 POPULATION CARDS


6 PLASTIC BASES (3 BLUE AND 3 RED)


9 SHIELD TOKENS


6 LOCATION CONTROL TOKENS

COMPONENTS


GOLIATH


CAPTAIN AMERICA


KATE BISHOP


SPECTRUM

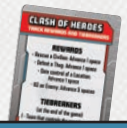

IRON MAN


TIGRA


WONDER MAN


YELLOW JACKET

CLASH OF HEROES


1 CLASH OF HEROES SUMMARY CARD



6 CLASH OF HEROES EVENT CARDS


2 TEAM TRACKERS

REGISTRATION CLASH



6 TEAM BLUE MISSION CARDS



6 CELL CARDS



6 DANGER TOKENS

MARVEL UNITED

PLAYER VS PLAYER MODES

Included in this expansion are two different Player vs Player (PvP) modes. Two new special ways to play *Marvel United* without the Villain, with Heroes facing against each other: *Clash of Heroes*, a more casual mode, and *Registration Clash*, a more competitive mode.
In the Player vs Player modes, the players are divided into 2 opposing Teams with 2 or 3 Heroes each (either 2x2 or 3x3).
While both modes share some of the same special rules, they also each have special rules of their own, all described over the following chapters.

SPECIAL RULES FOR BOTH MODES

- In case of effects whose conditions are tied, the active Hero decides how they should be resolved.

TERMINOLOGY

- Heroes belonging to your Team are considered Heroes for all your game effects.
- Heroes belonging to the opposing Team are considered as Enemies for all your game effects.
  - This means a Hero can use Attack actions to deal damage to a Hero belonging to the opposing Team, causing them to discard 1 card.
- Terms such as *Villain* and *Henchman* are considered as *Enemy* (opposing Hero) for all your game effects.
- A turn in which an Enemy (opposing Hero) is the active Hero, is considered a Villain turn for all your game effects.

STORYLINES

- Heroes take their turns as in the standard game, following the usual 4 steps in order. **However, each Team has their own independent Storyline.**
- When taking their turn, Heroes only benefit from the symbols at the bottom of the previous Hero card in their own Team's Storyline. Effects that refer to the Storyline refer only to cards in that Team's specific Storyline.

LOCATIONS

- The active Hero may choose to apply the End of Turn effect of the Location where they end their turn **only if the Location is controlled by their own Team,** as indicated by itsLocation Control token showing their Team color.
- Locations' **permanent** effects and **mandatory** End of Turn effects apply to both Teams, regardless of which Team controls the Location.
- When an **Overflow** is triggered in a Location, the Team that controls that Location must choose any 1 of their Heroes to take 1 **unpreventable** damage.

SHIELDS

- Each Hero has 1 or 2 Shield tokens in front of them (depending on the mode).
- Each time they take damage (even if **unpreventable**), if they have a Shield token active, they MUST flip it to its exhausted side instead of discarding cards from their hand. **They are still considered to have taken damage for any game effects.**
  - Please note this only applies to damage. If an effect explicitly makes the Hero **discard** 1 or more cards from their hand, they can't choose to flip their active Shield token instead. They must discard the card(s).
- When a Hero recovers from being KO'd, they flip back their Shield token(s) to the active side.

CLASH OF HEROES

In this PvP mode, both Teams compete by fighting each other and performing other tasks to get the highest score by the end of 6 Rounds.

SETUP

1. Place the Civil War dashboard in the middle of the table, **Clash of Heroes** side up. Place both **Team Tracker** cubes on the "0" space of the score track.

2. Shuffle **6 Locations** and place them around the hexagonal board, filling any marked slots of each Location with either Civilian or Thug tokens, as indicated. (You can choose to play with the 6 Locations included in this expansion or use any combination of Locations you own, except the ones listed in the Location Ban List at the end of this rulebook.)

3. Each Team chooses their Heroes (either 2x2 or 3x3) and attaches a plastic **base** in their Team's color to their game pieces. Each Team places their Heroes in their respective Team starting Location (indicated by the corresponding arrows on the board).

4. Place **Location Control tokens** on the Threat slots of each Location. Blue side up on the Team Blue starting Location and the 2 Locations adjacent to the Team Red starting Location, Red side up on the 3 remaining Locations.

5. Each Hero takes **1 Shield token** and places it in front of them, active side up.

6. Each Hero must take the  card from their **Hero deck** and remove it from the game. Then, they shuffle their deck and draw 3 cards into their hand. Heroes should use their **Equipment** cards, if they have any. Heroes with no Equipment cards can choose 1 Generic Equipment card. If they decide not to, they must still remove the  card from their deck.

7. Shuffle the **Event cards** in a facedown deck within reach of the players. **Remove 1 card** from the game, keeping it facedown. No Event card is revealed at the start of the game.

8 Shuffle the **Population cards** in a facedown deck within reach of the players. **Draw and reveal 1 card**, then add the indicated number of Thug and/or Civilian tokens in the Locations as shown on the card. Use the red and blue arrows on the board as references.

9 Decide which will be the starting Team. They choose 1 of their Heroes to take the first turn. That Hero takes the **Summary card** (Round Sequence side up) for reference, placing it in front of them.



ROUND SEQUENCE

Once the active Hero (in the first turn, the starting Hero chosen by the starting Team) has completed all the steps of their turn, the Teams proceed alternating their Hero turns until 2 Heroes from each Team have played their turn.
So, after each 4 Hero turns (2 for each Team, playing back and forth) a Round ends and **1 Event card is drawn and revealed** from the deck. Event cards can have instantaneous effects that are immediately applied or ongoing effects that are applied until a new Event card is revealed (when a new Event is revealed, the previous one is discarded).
Then, players **Check Initiative**: The Team that is trailing behind in points starts the new Round with their following Hero in turn sequence (in case of a tie, the Team trailing behind is the one that has their Tracker on top of the other Team's Tracker). The first Hero of each Round should take the Summary card for reference.

NOTE: In 2x2 games, if the Initiative doesn't change, the Hero that started the previous Round will also start the current Round. While in 3x3 games, even if the Initiative doesn't change, the Hero starting the new Round won't be the same that started the previous Round.

The game continues to be played in Rounds, following the sequence stated above, with a new Event card replacing the previous one at the end of each Round.

- When the 5th and last Event card is revealed, a last Round is played and then the game ends.
- Also, if a Team's Tracker reaches or surpasses 40, the game ends at the end of that Round.

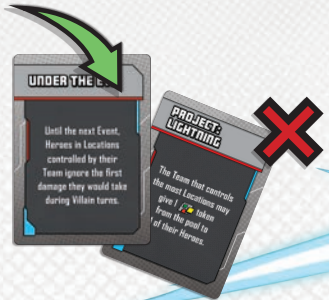
Round 1
Team Red is chosen to start





Round 2
Team Blue gains the Initiative





PUBLIC ENDORSEMENT

Heroes may use Heroic Actions to place a Heroic Action token from the pool on an empty slot of the Public Endorsement area of the board corresponding to the Location in which the Heroic Action is performed. This can only be done by Heroes in a Location their Team doesn't control (as indicated by its Location Control token showing the opposing Team color side up).
When 2 Heroic Action tokens have been placed on a Location's Public Endorsement area, discard them and flip that Location Control token to the other side.

Example: A Team Red Hero is in a Location controlled by the Blue Team. The Hero spends 2 Heroic Actions to place 2 on the corresponding Public Endorsement space. The 2 tokens are immediately discarded and the Location Control token is flipped Red side up, showing that the Location is now controlled by Team Red. Now, Team Red Heroes can use its End of Turn effect if they end their turn there.

POPULATION CARDS

After each Hero turn, draw and resolve 1 Population card for each green space on the score track that was just reached or surpassed for the first time by any Team Tracker during that turn (if any). Add the indicated number of Thug and/or Civilian tokens in the Locations as shown on the card. Use the red and blue arrows on the board as references.

IMPORTANT: In case both a Population card and an Event card must be drawn and resolved after a Hero turn, first draw and resolve the Population card.

NOTE: After the very last Hero turn (when the game ends) don't draw and resolve Population cards.

SCORING

On their turn, Heroes can advance their Team's Tracker by rescuing Civilians, defeating Thugs, KO'ing Enemies, and taking Control of Locations. Each time each of these happens, advance the Trackers accordingly:

- **A Civilian is rescued** – Advance by **1** space the Tracker of the Team that rescued it.
- **A Thug is defeated** – Advance by **1** space the Tracker of the Team that defeated it.
- **A Hero is KO'd** – Advance by **5** spaces the Tracker of the opposing Team.
- **A Location Control token is flipped** – Advance by **1** space the Tracker of the Team whose side is now up.

IMPORTANT: When a Tracker enters a space occupied by the opposing Team's Tracker, it must be placed on top of the Tracker that was already there.

At the end of the game, the Team whose Tracker is ahead on the score track is the winner!

If there's a tie, the Team that controls the most Locations is the winner. In case of a further tie in Locations control, the Team whose Tracker is below the other is the winner.

SPECIAL EFFECTS ADAPTATIONS

If an effect refers to these keywords, consider them as follow, completely replacing the original effect:

- **Threats:** If an effect refers to *adding Action tokens to a Threat*, it now refers to adding Heroic Action tokens to a Public Endorsement space instead. If it refers to *clearing a Threat*, it now refers to flipping a Location Control token to your side. If it refers to *swapping Threats*, it now refers to swapping Location Control tokens instead (if it refers to moving Threats, it has no effect).
- **Delay the next Villain turn:** During the next Enemy turn, the Hero won't benefit from 1 symbol of their choice at the bottom of the previous Hero card in their Storyline.
- **Accelerate the next Villain turn:** During the next Enemy turn, the Hero may use twice 1 symbol of their choice at the bottom of the previous Hero card in their Storyline.
- **Play a Master Plan card facedown with no effect:** During the next Enemy turn, the Hero won't benefit from any symbols on the previous Hero card in their Storyline.
- **BAM!:** Consider the BAM! as all the symbols both at the bottom and on the Special Effects of the cards used by the Enemy in their Storyline.
- **Master Plan card/deck:** It refers to 1 of the Enemy Hero cards or decks. The active Hero can choose which Enemy to target. If it refers to / added by a Master Plan card, it refers to the Population card instead.
- **Stunned token:** Attach a Stunned token to an Enemy. Heroes with a Stunned token treat Special Effects on *all their Hero cards in their Storyline* as blank until the end of their turn. Then, they discard all their Stunned tokens.
- **Health:** Effects that refer to a Villain or Henchman's Health refer to the number of Hero cards in an Enemy's hand. (Special case: Squirrel Girl's *Common Sense* considers the total number of cards in the hands of all Enemies).
- **Defeat a Villain or Henchman:** Refers to an Enemy being KO'd.
- **Villain ends their movement in your Location:** Refers to an Enemy entering your Location, not to an Enemy ending their turn in your Location.
- **Alone:** A Hero sharing a Location with Enemies is still considered to be alone.
- Ignore any text that removes Heroes, Villains, or Henchmen from the board or that makes them skip their turn.
- Ignore any text that refers to Missions or other components that are not used in the PvP modes.

BANNED LOCATIONS

S.H.I.E.L.D. Headquarters, Stark Laboratories, Great Mound, Hala, Mojoverse, Hellfire Club Building, The Danger Room, and Morlock Tunnels.