

MARVEL UNITED

FAQ 1.0

★ 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: Do I gain Action tokens by not using actions?

A: No, Action tokens are usually gained by using specific Hero and Location special effects that indicate them.

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 at once.

Q: If I complete the second 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.

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 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.

★ 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.



★ 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.

★ 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.

★ 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: Since 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.)

