

X-MEN

DAYS OF FUTURE PAST

In a dark, alternate future, Bolivar Trask's army of gargantuan Sentinel robots are systematically hunting down mutantkind. Cold and calculating, these giants adapt to each new strategy the heroes devise. But an even greater threat looms ahead, as Nimrod, an extremely advanced new Sentinel prototype, is being activated. Is there time to stop it?

WELCOME TO PROJECT NIMROD!

This expansion brings the daunting fight against the gigantic Sentinels and the highly advanced Nimrod. In this unique game mode, the Heroes will need to first take out the Sentinels, whose activation protocol immediately reacts to everything they do, to then face off against Nimrod. The longer they take, the stronger Nimrod becomes.

To aid them in this fight, players can rely on Logan, the middle-aged Wolverine from this alternate future. Players can also add the Challenge of any of the Sentinels to their other games, setting a relentless hunter on their tail to make things much more dangerous.

MARVEL
UNITED

COMPONENTS



SENTINEL I

SENTINEL II

SENTINEL III



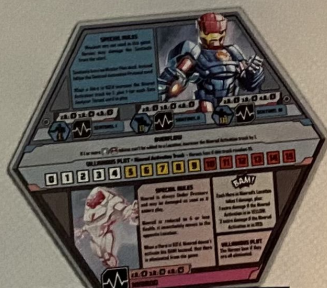
12 HERO CARDS



LOGAN



NIMROD



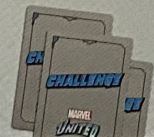
1 VILLAIN DASHBOARD



12 MASTER PLAN CARDS



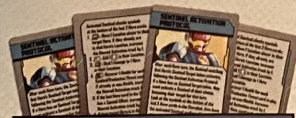
6 THREAT CARDS



3 CHALLENGE CARD



3 SENTINEL TARGET TOKENS



4 SENTINEL ACTIVATION PROTOCOL CARDS

DAYS OF FUTURE PAST MODE

When playing against Nimrod and the Sentinels, follow all the standard rules from the Core Box, with the following changes or additions.

SETUP

- 1 Do not use the Mission Guide or the Mission cards for this game.
 - 2 Place the Days of Future Past Villain dashboard on the center of the table. Nimrod and each of the Sentinel Activation Protocol reference card.
 - 6 Place the Sentinel pieces in the Villain's starting Location.
- In a 2-Hero game, place Sentinels I and II and assign the corresponding Sentinel Target tokens to each Hero.
 - In a 3-Hero game, place all 3 Sentinels and assign the Sentinel Target tokens to each Hero.
 - In a 4-Hero game, place all 3 Sentinels and assign the Sentinel Target tokens to 3 of the Heroes. 1 Hero will have no token.

Place the Nimrod piece aside, along with the Nimrod Master Plan deck. Nimrod will enter play when the last Sentinel is defeated.



SENTINELS AND ACTIVATION PROTOCOL

The Sentinels are vulnerable to damage from the beginning of the game. The Sentinels don't have a Master Plan deck and don't perform regular Villain turns. As such, the Heroes start the game.

After each Hero turn, the Sentinel matching that Hero's Sentinel Target token will activate, following the SENTINEL ACTIVATION PROTOCOL:

>SENTINEL_ACTIVATION_PROTOCOL

Look at the symbols at the bottom of the last 2 Hero cards in the Storyline. Then, have the activated Sentinel perform the task corresponding to each symbol, in order:

- 1 = Move 1 Location closer to the Hero with the corresponding Sentinel Target token. If the Sentinel already is in that Hero's Location, increase the Nimrod Activation track by 1 instead.
- 2 = Add 1 to the Sentinel's Location.
- 3 = Deal 1 damage to 1 Hero in the Sentinel's Location, if any.
- 4 = Recover 1 Health for each Sentinel Production Threat card in play (can't go above the starting value). If the Sentinel was already at full Health, increase the Nimrod Activation track by 1 instead.
- 5 If the last Hero card has a Special Effect, increase the Nimrod Activation track by 1.
- 6 If the Hero with the corresponding Sentinel Target token is in the activated Sentinel's Location, deal 1 damage to that Hero.

If a Hero does not have a Sentinel Target token, at the end of their turn, they must activate a Sentinel of their choice. For that activation, the Hero is considered to have that Sentinel's corresponding Target token.

- The Sentinels are not considered Villains or Henchmen when resolving any special effects.
- The Sentinel activation is not considered a Villain turn.
- If one of the last 2 Hero cards in the Storyline is facedown, the Sentinel simply doesn't get any benefit from the facedown card for its activation.



Example 1: Logan just ended his turn. He has the Sentinel II Target token, so Sentinel II is activated. He looks at the symbols at the bottom of the last 2 Hero cards in the Storyline and there are 1 , 1 , and 1 . While 1 of the cards has a Special Effect, it is not the last one. So, Sentinel II moves 1 Location closer to Logan, adds 1 in the Location it ended its movement in, and finally deals 1 damage to a Hero there (the players choose).



Example 2: Kitty Pryde just ended her turn. She has no Sentinel Target token, so she must activate a Sentinel of her choice. She chooses Sentinel II. She looks at the symbols at the bottom of the last 2 Hero cards in the Storyline and there are 1 and 2 . Also, the last Hero card has a Special Effect. So, Sentinel II moves 1 Location towards Kitty, reaching her Location. It should move again, but since it's already in its target Location, the Nimrod Activation track is increased by 1 instead. Then, as there are still 2 Sentinel Production Threat cards in play, Sentinel II can recover 2 Health. Since it had suffered only 1 damage, it recovers only 1 Health. The Nimrod Activation track is increased by 1 more due to the last Hero card having a Special Effect. Finally, since Kitty is in Sentinel II's Location, she takes 1 damage.

When a Sentinel is defeated, remove it from the game and discard its corresponding Sentinel Target token. From then on, the Hero who had that token will choose one of the remaining Sentinels to activate after their turn.

SOLO MODE

Shuffle the 3 Sentinel Target tokens facedown and put them in a pile. At the end of each Hero turn, reveal the first token and activate the corresponding Sentinel. When the last token has been revealed and that Sentinel activated, reshuffle the token pile. When a Sentinel is defeated, remove its corresponding token.

NIMROD

Nimrod enters play at the end of the Hero turn in which the last Sentinel was defeated. He is placed in the starting Villain Location and immediately plays a Master Plan card.

Nimrod is vulnerable to damage as soon as he enters play.

Nimrod is always Under Pressure, adding a Master Plan card to the Storyline every 2 Hero cards. If all Heroes but 1 are eliminated, that Hero will play 2 consecutive turns before Nimrod's turn.

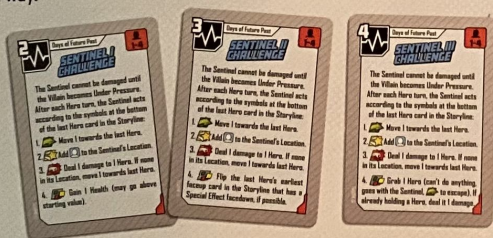
VILLAINOUS PLOTS AND KO RULES

The Villain Dashboard is divided into 3 parts:

- The blue top is only in effect while fighting the Sentinels. This includes the Sentinel KO rules.
- The gray middle is always in effect, both when fighting the Sentinels and when fighting Nimrod. This includes the Overflow effect and the Nimrod Activation Track Villainous Plot.
- The pink bottom is only in effect once the Heroes are fighting Nimrod. This includes the Nimrod KO rules and Villainous Plot.

SENTINEL CHALLENGES

A Sentinel Challenge can be added to any game against a different Villain, bringing in a Sentinel to relentlessly hunt the Heroes. Players can choose the Challenge associated with any one of the Sentinels, each of them operating in a slightly different way.



During setup, place the chosen Sentinel in the Villain's starting Location and take the corresponding Sentinel Challenge card, which lists its activation protocol. The Sentinel Target tokens are not used with this Challenge. The Sentinel's starting Health is listed on the Challenge card. The Sentinel cannot be damaged until the Villain becomes Under Pressure.



After each Hero turn, the Sentinel activates. Look at the symbols at the bottom of the last Hero card in the Storyline. Then, have the Sentinel perform the task corresponding to each symbol in order, following the protocol displayed on its Challenge card.

The first 3 tasks are common to all Sentinels, while the 4th is unique to each one:

- 1 = Move 1 Location closer to the Hero who just took their turn.
- 2 = Add 1 to the Sentinel's Location.
- 3 = Deal 1 damage to 1 Hero in the Sentinel's Location. If there are none, move 1 Location closer to the Hero who just took their turn.

Sentinel I

- 4 = Gain 1 Health (may go above starting value).

Sentinel II

- 4 = Take the earliest faceup card in the Storyline belonging to the Hero who just took their turn, and which has a Special Effect, and flip it facedown (if possible).

Sentinel III

- 4 to escape (stays in the same Location) before they can do anything else."/> = Take 1 Hero in the Sentinel's Location and put them in its hand. If the Sentinel was already holding a Hero, that Hero takes 1 damage instead. A grabbed Hero can't do anything and moves with the Sentinel. On their turn, the Hero must first use a to escape (stays in the same Location) before they can do anything else.

The Sentinel is not considered a Villain or a Henchman. The Sentinel activation is not considered a Villain turn. When the Sentinel is defeated, remove it from the game.



©2022. TM & © SPIN MASTER LTD. ALL RIGHTS RESERVED./TOUS DROITS RÉSERVÉS. SPIN MASTER LTD., 225 KING STREET WEST, TORONTO ON M5V 3M2 CANADA. Distributed by CMON under sub-license from Spin Master Ltd./Distribué par CMON grâce à la sous-licence de Spin Master Ltd. CMON and the CMON logo are trademarks of CMON Global Limited./CMON et le logo CMON sont des marques de commerce de CMON Global Limited. All rights reserved./Tous droits réservés. No part of this product may be reproduced without specific permission./Aucun élément de ce produit ne peut être reproduit sans permission particulière./Character pieces and plastic components included are pre-assembled and unpainted./Les personnages et éléments en plastique inclus sont préassemblés et non peints.

Content may vary from pictures.
Meets CPSC Safety Requirements.

MADE IN CHINA

