

LEGENDARY™ FANTASTIC 4

New Heroes

④ The **Fantastic Four** and their former foe Silver Surfer must unite to stop the cosmic forces of evil from destroying everything we know.

Focus

The new **"Focus"** keyword lets you transform your Recruit Points into powerful, flexible effects. It looks like this:

"Focus ★ → [EFFECT]"

When you play a card with a **Focus** ability, you can pay the cost on the left side of the arrow to get the effect on the right side of the arrow. You can use that **Focus** ability as many times as you want for the rest of the turn. For example, say you play a card that says:

"Focus 2 ★ → Draw a card."

For the rest of your turn, you can use 2 Recruit Points to draw a card, as many times as you want, as long as you have the Recruit points available. You can even play more Heroes, recruit, fight, then use the Focus ability more.

- **Note:** You can use **Focus** abilities and still use the "Healing" ability on Wounds.

Burrow


Subterranea Villains use the new **Burrow** keyword. This allows them to retreat by digging to safety when they are attacked. **"Burrow"** means:



"Fight: If the Streets were empty, put this Villain back into the Streets."



When you fight a Villain with **Burrow**, do all of that Villain's **Fight** effects. You rescue any Bystanders the villain may have captured as normal. Then, if the "Streets" city space was empty, put that Villain back into the Streets space. This means that to stop a Villain with **Burrow** permanently, you have to:








- Fight it while it's in the Streets, or
 - Fight it while another Villain occupies the Streets, or
 - Fight it once to drive it back to the Streets then fight it again in the Streets to finish it.
- If you fight a Villain with **Burrow** twice in a turn, you'll do that Villain's **"Fight"** effects twice. Cards that do something "when you defeat" a Villain still work if the Villain burrows to the Streets. When a Villain burrows to the Streets, it does not do any Ambush effects.



Cosmic Threat

Galactus and his Heralds use the new **Cosmic Threat** keyword. This gives them incredibly high Attack values with a special vulnerability. If an enemy has **Cosmic Threat:**  that means:

"Once per turn, for each  card you reveal, this Enemy gets -3  this turn."

For example, Morg has **Cosmic Threat:**  and 12* .







- If you reveal two  cards, Morg gets -6  this turn, so he has 6  left.
- If you reveal four or more  cards, Morg gets -12  this turn, so he has 0 , and you can fight him without spending any .


(An asterisk next to an Enemy's  number is to remind you that their  can change. The asterisk doesn't mean anything else.)

Galactus' Cosmic Threat

Galactus has the

"Cosmic Threat:      ability. This means:

"Once per turn, choose , , , , or . For each card of that color you reveal, this Enemy gets -3  for one fight this turn.



If you try to fight Galactus a second time in the same turn, he will return to his full  and you cannot use his **Cosmic Threat** ability a second time that turn.

Galactus Consumes the Earth

Galactus' Master Strike destroys a city space. Any Villain in that city space escapes. From then on, the city is smaller. Whenever Villains are pushed out of the new end space of the city, they escape as normal. Villains can't move into destroyed city spaces.

- If a city space like the Rooftops is destroyed, act as if that city space no longer exists, and the word Rooftops is not written on the board anymore. So card effects won't do anything that say *"If there is a Villain on the Rooftops..."* or *"Move a Villain to the Rooftops..."* or *"If the Rooftops are empty...."*.
- For example, if Galactus destroys the "Streets" space, then the **Burrow** ability won't do anything anymore. If Galactus destroys the "Bank" space, then the Bank sentence from the Midtown Bank Robbery Scheme won't do anything anymore.

Card Clarifications

- **Escape:** If a card causes a Villain to escape at an unusual time (like Mole Man's Master Strike), remember to do all the same effects as if that Villain had escaped normally.
- **Bathe Earth in Cosmic Rays:** If you KO a Hero during a Twist, and there are no Heroes in the HQ of the appropriate cost, you gain nothing.
- **Pull Reality into the Negative Zone:** Recruit points act as Attack points and Attack Points act as Recruit Points.
- **Invincible Force Field:** You can use  for some Force Fields and  for others in the same fight.

Game Contents

Rules insert and 100 cards:

- 5 New Heroes, each with 14 cards (70 cards total. Each Hero has 1 rare, 3 uncommons, 5 of one common and 5 of another common).
- 2 New Villain Groups, each with 8 cards (16 cards total, including 2 cards for each of 8 Villains).
- 2 Masterminds (10 cards total. Each Mastermind has 1 Mastermind card and 4 Mastermind Tactic cards).
- 4 New Schemes.

Credits

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