

**MARVEL**  
**GALACTUS**

**HERALD OF GALACTUS**

At the start of the game, you may choose a Unique Hero on the battlefield to be Galactus' Herald. Before taking a turn with Galactus, you may place him within 4 spaces of his Herald. If his Herald is a figure you control, when Galactus is adjacent to his Herald, add 2 to your roll for Devourer of Worlds. When Galactus is placed with this special power, he will not take any leaving engagement attacks. Galactus cannot be moved by any other means.

**DEVOURER OF WORLDS**

After taking a turn with Galactus, you may roll the 20-sided die. If you roll:

- 1-2, Galactus receives one wound;
- 3-15, choose up to three unoccupied terrain pieces, glyphs, destructible objects, or obstacles such as ruins on the battlefield;
- 16 or higher, choose up to five unoccupied terrain pieces, glyphs, destructible objects, or obstacles on the battlefield. Remove the chosen items from the battlefield. If there are no unoccupied terrain pieces, glyphs, destructible objects, or obstacles, Galactus may destroy one figure instead.



TAAEN

EVENT HERO

DEVOURER

INSATIABLE

HUGE **32**



**28**  
LIFE

MOVE **0**

RANGE **12**

ATTACK **7**

DEFENSE **6**

**1600**  
POINTS

