



G001 LE Galactus (Mighty)

1800 Points

Range 16 • 3 Targets

2004 Convention Exclusive

3x6	1	2	3	4	5	6	7	8	9	10	11	12
	20	20	20	20	20	20	18	18	18	18	18	KO
	16	16	16	16	16	16	15	15	15	15	15	KO
	21	21	21	21	21	21	20	20	20	20	20	KO
	8	8	8	8	8	8	8	8	8	8	8	KO

G001 LE Galactus (Hungry)

1200 Points

Range 16 • 3 Targets

2004 Convention Exclusive

3x6	1	2	3	4	5	6	7	8	9	10	11	12
	18	16	16	16	16	16	14	14	14	14	14	KO
	14	14	14	14	14	14	13	13	13	13	13	KO
	20	19	19	19	19	20	20	20	20	20	19	KO
	8	7	7	7	7	7	7	7	7	7	7	KO

G001 LE Galactus (Starving)

600 Points

Range 16 • 3 Targets

2004 Convention Exclusive

3x6	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
	14	12	12	12	12	12	12	12	10	10	10	10	10	10	10	8	8	8	8	KO	KO	KO	KO	KO	KO
	12	12	12	12	12	12	11	11	11	11	11	10	10	10	10	10	10	10	10	KO	KO	KO	KO	KO	KO
	19	19	19	19	18	18	18	18	18	17	17	19	19	19	18	18	18	17	17	KO	KO	KO	KO	KO	KO
	7	7	6	6	6	6	6	6	6	6	6	6	5	5	5	5	5	5	5	KO	KO	KO	KO	KO	KO

G001 LE Counter

3x6	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

Special Rules

Galactus can attack and be attacked by grounded, hovering, and soaring characters. Galactus is not affected by knockback. Galactus cannot capture or be captured. Characters and terrain do not block, or impose the hindering terrain modifier on, lines of fire drawn to or from Galactus.

Galactus ignores the Force Blast, Incapacitate, Mind Control, Plasticity, Poison, Shape Change, Stealth, and Support powers, as well as team abilities that duplicate these powers. Galactus cannot be moved by Telekinesis, but it can be the target of a Telekinesis attack. When Galactus uses Energy Explosion or Pulse Wave, its damage value becomes equal to the number of combat dials it started with at the beginning of the game (Starving: 1, Hungry: 2, Mighty: 3). When Galactus is the target of Outwit or Perplex, roll one six-sided die. On a result of 5 or 6, Galactus ignores that use of Outwit or Perplex.

Galactus moves per the standard flying rules. It cannot move through indoor blocking terrain. Galactus ignores the effects of blocking terrain, elevated terrain, and hindering terrain for movement purposes. Galactus's controller chooses any square adjacent to Galactus to begin counting for movement purposes. Galactus must end its movement so that its base rests on one of the squares within its movement range. If Galactus moves through or stops on an object token, the object is destroyed. Replace it with a broken wall terrain marker, which is hindering terrain. Galactus always succeeds at break away rolls, and opposing characters always succeed at breaking away from Galactus. Galactus cannot be carried.

For complete Galactus rules, please visit <http://www.wizkidsgames.com/heroclix/marvel/howto play.asp>