By Anton Lozovskiy

SUPERVILLAIN

THIS GALAXY IS MINE!

GAME RULES

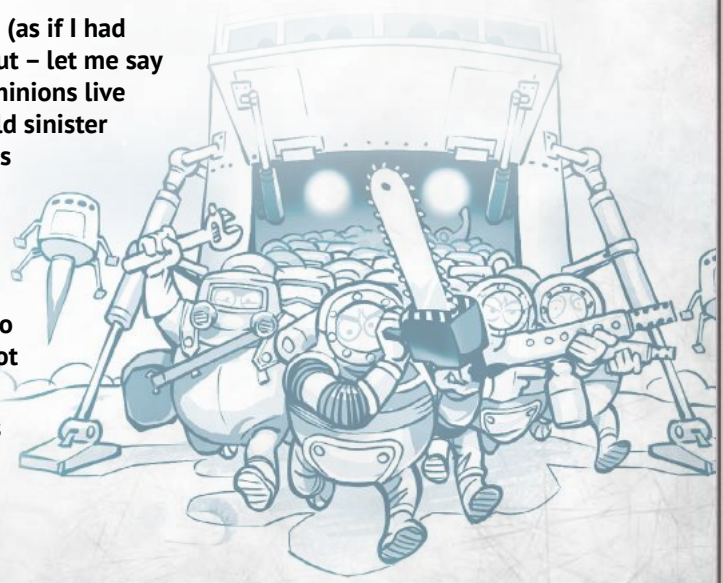
The Galaxy is a nice, but dangerous place. Just recently you couldn't make a step without running into those fanatic superheroes. As soon as you launch a tiny secret project, hordes of fighters in party-colored tights come out from nowhere and dismantle it into small screws. How unfair!

Now everything is different. Former 'guardians of the mankind' have quarreled into pieces, squabbled, and perished into thin air. Good riddance! The horizon is clear, so my time has come! The time of a genius, merciless, and, of course, unbelievably vile Supervillain.

Hm, actually, at that point – just a Villain yet. Because there are stupid, spineless, and cowardly *other Villains* who also seek world domination. How dare they? It's necessary to deal with them first.

I have got a planet. Otherwise it would be unimpressive. A Villain without a planet is not a Villain – but just a joke. My personal asteroid field is nearby. I personally weed it out every morning and throw away spoiled ones... Just kidding! Of course, I don't. I use my minions for this.

Haven't I told you before? Billions (as if I had actually counted them!) of devoted but – let me say it politically correct – not too smart minions live on the planet and serve me. They build sinister facilities for me, develop my malicious technologies, and launch asteroids towards planets belonging to *other Villains*.



Yes, it's true. Or what would you expect? These mean *other Villains* also sit on their disgusting planets and plot intrigues. Against me!

It's time to put an end to this. This morning I have finally realized that. This Galaxy shall be mine! I and only I deserve the Supervillain title!

The Goal

Your key objective is to commit villainous deeds – launch asteroids to planets of other Villains, assign loyal minions to build secret facilities and perform special operations, and, of course, laugh at others' faults, plot intrigues, and behave in accordance with your evil nature.

Secret Facilities bring you Domination points. A Villain who has acquired five Domination points immediately becomes the Supervillain and is proclaimed the Emperor of the Galaxy. And wins the game as well.

Malicious Components

48 Domination Cards

43 Minion Cards

4 Charge Tokens

4 Reference Cards

12 Asteroid-proof Tokens

Game Rules

Overwhelming desire to conquer the Galaxy – one per player *(not included into the game set)*

Battle for the Galaxy: Initial Setup

1. Shuffle the Domination deck and Minion deck. Place both decks in the middle of the table. Leave enough space for discard piles near each deck.

2. Put Asteroid-proof tokens and Charge tokens within the grasp of all Villains.

3. Each Villain draws 2 cards from the Minion deck. The one who had seen a movie with Superheroes (and Supervillains!) most recently makes the first turn. Reading a book or graphic novel would qualify as well.

A Day in the Life of a Villain

Your turn consists of the following phases:

MORNING

Act I. Asteroids hit the targets

Act II. Draw a card from the Minion deck

Act III. Start a new Project or launch an Asteroid

DAY

Time for action!

EVENING

Discard down to 7 Minion cards and pass the turn.

Morning

Perform all the three Acts in sequence.

Act I. Asteroids Hit the Targets

The Asteroids you have launched into other Villains reach their planets. Of course, if the other Villains haven't shot them down!

For each of your remaining Asteroids, perform the following steps in order:

1. Draw a Minion card;
2. Destroy a Mob, or Project, or Secret Facility of another Villain, if possible.
3. Put the Asteroid to the discard pile.

The devastation wrecked by the Asteroids is addressed in detail in "Asteroids" section.

Act II. Draw a Card from the Minion Deck

Whenever you draw a card from the Minion deck, never show it to other Villains. Let them suffer from the uncertainty!

Act III. Start a New Project or Launch an Asteroid

Draw a card from the Domination deck and place it on the table face up. You now must make a decision (all other Villains hold their breath):

Option A. Start a new Project

The Domination card becomes your Project.

Place this card on the table vertically in front of you, so that Minion Power (the number with lots of zeros) is on the top.

Option B. Launch an Asteroid into another Villain

Flip the Domination card face down. The back of the card shows an Asteroid. Isn't it nice?

Put the card closer to the center of the table and point the Asteroid at any other Villain – so that the tail of the Asteroid is turned to you.

So, you've launched the Asteroid to another Villain. Whom? Of course, the one it's pointed at!

The Asteroid remains in play until the beginning of your next turn, when it reaches the Villain it is pointed at (*see Act I above*). If it's not shot down *en route*.

New Project started

Asteroid launched

LAUNCH OR BUILD? This is the *only moment* in the game when you can make a choice: Asteroid or Project? In all other situations, the rules clearly determine whether you launch an Asteroid or take the Domination card as a Project.

Day

You may take any of these actions in any order:

- **Play *one* Mob**
- **Play *one* Minion Ops**
- **Play *any* number of Boosted Mobs and Swift Minion Ops**
- **Shoot down incoming Asteroids by discarding Minion cards**
- **Use abilities of your Projects**
- **Use abilities of your Secret Facilities**

None of these actions are mandatory. You can even do nothing at all, if you want to. Let other Villains think that you are plotting an especially malicious plan!

Play a Mob

During your turn, you can play one Minion card from your hand as a Minion Mob (*hereinafter – just Mob)*. This can be done only once per turn. The bottom section of the card is ignored when you play it as a Mob.

When playing a Mob, you put the card on your Project. Make sure not to cover the Project ability, it must be clearly visible for all players.

The Mob remains on the Project until the Project is completed. Or until something nasty happens to that Mob.

If the Mob you have just played (or somehow put on a Project) has this Asteroid-proof symbol, put the respective token on.

BREAKDOWN OF A MINION CARD

Each Minion card represents your Minions. They are your lapdogs, loyal servants, cannon fodder – or whatever you call them. Minions are your primary resource. There are billions of them! Therefore, nine- and even ten-digit numbers must not look confusing. You operate not with meager hundreds – but with hundreds of millions of Minions!

The Minion card consists of the top section called Minion Mob and the bottom section called Minion Ops. This is written on top of each section.

You always play a Minion card as Minion Mob *OR* Minion Ops.

If you decide to play a card as Minion Mob, disregard everything written below the card's name. And vice versa if you are playing it as Minion Ops.

In other words, your Minions either go to build one of your Projects as Minion Mob *(also simply put as Mob)* or implement your evil schemes as Minion Ops. They can't do both jobs at once. So you have to choose one or the other.

A Minion card played as Minion Ops or Mob is not considered *a Minion card* for any game effects anymore. From now on, it is a Minion Ops or, respectively, Mob. When the game instructs you to "discard a Minion card", you can discard a Minion card from hand only.

Minion Cards in Details

1. **Card name.**
2. **Top section of the card: Minion Mob.**
3. **Minion Power** – the number of Minions. Required to build Projects.
4. Upon playing a Minion Mob with this symbol, immediately put **an Asteroid-proof token** on it.
5. **Bottom section of the card: Minion Ops.**
6. **Effect of the card** if it's played as Minion Ops.
7. **The word "Boosted"** means that this card can be played ignoring the "one Minion Mob per turn" restriction.
8. **The word "Swift"** means that this card may be played ignoring the "one Minion Ops per turn" restriction.

WHO COUNTS THOSE MINIONS?! At any time, if you need to draw a card from the Minion deck, but it is empty, reshuffle the discard pile to create a new deck.

The Project is completed as soon as the total Minion Power of all Mobs placed on it equals the Minion Power cost of that Project or exceeds it.

Every time this joyous event occurs, perform the following steps in order:

- Discard all Mobs from this Project. They are going on vacation to a resort planet called "discard pile".
- If the Project has a "When complete" ability, execute it now. Note that this is still a Project – not a Secret Facility yet! It's important in some game situations.
- Rotate the Project card to the horizontal position. At this moment it ceases to be a Project. From now on it's your Secret Facility! Congrats!
- There are some Secret Facilities whose abilities are activated when you complete a Project. If you have any, their abilities are triggered now. For instance, Transgalactic Bank and Wormhole.

Play a Minion Ops

What would be a Villain without wiliness? Minion Ops allow to ruin opponents' schemes and materialize

Project that you may start building. Or may not start.

Project under construction. To complete it, mere 100m Minion Power are required!

By playing Adrenaline Shot Minion card as a Mob, you **successfully complete the Project.**

Villainous lexicon: Play vs. Put

A true Villain would never mix up these terms!

Play a Mob means playing a Mob from the hand. Normally it's possible only once per turn. But of course, there are plenty of ways to cheat this restriction. For example:

Put a Mob [onto a Project] – add a Mob to the Project using some canny trick. This allows to ignore the restriction "one Mob per turn".

Swap a Mob with [another Mob] – a Villain chooses two Mobs to change their places.

Chronosphere is completed! Perform the following steps:

1. Put all the three Minion cards to the discard pile (in any order you like).
2. Chronosphere has a "When complete" ability. It's triggered now. As it says, take any Domination card from the discard pile as your Project.
3. Rotate Chronosphere to the horizontal position.

Now it's your Secret Facility!

your own ones. Your brave Minions are ready and willing to perform the most difficult missions – just give them an order!

During your turn, you can play one Minion card from hand as Minion Ops. This can be done only once per turn. The top section of the card is ignored in that case.

You show the card to other Villains, grin imperiously *(mandatory)*, discard this card, and do what it instructs you to.

Breaking the Rules: Boosted Mobs and Swift Minion Ops

According to the rules, you can't play more than one Mob and one Minion Ops in your turn. But everybody knows that the rules exist to be broken. Especially when a company of Villains have gathered around the game table!

Boosted Minion Mob

These are the most devoted Minion construction teams. They are dispatched at a word and... as you might have guessed, they build. Showing good example to other Minions, by the way!

If a Mob is marked as **Boosted**, you play it ignoring the restriction "one Mob per turn". In all other ways, a Boosted Mob is a regular Mob.

You may play any number of Boosted Mobs in your turn. Before and after regular Mobs... your decision.

Swift Minion Ops

If Minion Ops is **Swift**, you play it ignoring the restriction "one Minion Ops per turn". These Minions are jet propelled. When it comes to special ops, the Villain just blinks – and they insanely rush to fulfill the order! Wish all Minions to be like these!

You may play any number of Swift Minion Ops in your turn. You may do it before and after regular Minion Ops.

Shooting down Asteroids

Incoming Asteroids can be shot down by discarding Minion cards from the hand. You must discard two cards to shoot down a regular Asteroid or three cards to shoot down a Charged Asteroid.

See the burning details in "Asteroids" section. It's coming really soon.

Using Project Abilities

Every Project has its own useful ability. The foundation of the future facility is just laid – and *voilà*, some Projects can already be blown up to shoot down Asteroids or may be used in some other cunning ways to achieve the primary goal of a Villain *(see the game title)*.

The abilities are printed under the **building cost** – i.e. under the Minion Power required to complete the Project. Usually they start with the keywords:

1. When complete

Such abilities are triggered once – when the Project is complete.

BREAKDOWN OF A DOMINATION CARD

The back of a Domination card shows an Asteroid. If you launch a Domination card as an Asteroid into another Villain, it does not matter what is depicted on its front.

The face of a Domination card shows a Project. If you take it as your Project, place it on the table in the vertical position. The building cost must be on the top, while the Project ability – right below it.

Upon completion of a Project, you rotate the card to the horizontal position. Now it's your Secret Facility. Since that moment, the Project ability is not in effect anymore, while the Secret Facility ability becomes active. In addition, the card brings you Domination points, their number is shown in lower-left corner.

A Domination card launched as an Asteroid or taken as a Project is not considered *a Domination card* for any game purposes anymore.

Domination Card in Detail

1. While Transgalactic Bank is a Project (on the left), all card sections related to the Secret Facility are inactive (*darkened on the picture*). When it becomes a Secret Facility (on the right), all elements related to the Project become irrelevant (*also darkened*).
2. **Card name** – Transgalactic Bank.
3. **Building cost** is measured in Minion Power. To complete Transgalactic Bank, mere 1,200 million Minions are required.
4. **The ability of Transgalactic Bank as a Project.** It is active only while it's a Project.
5. **The ability of Transgalactic Bank as a Secret Facility**. It becomes active after its transformation into a Secret Facility.
6. **Domination points**. Transgalactic Bank brings you 2 Domination points. You win the game when your Secret Facilities start bringing you 5 or more Domination points!

I HAVE FRESH ASTEROIDS FOR YOU ALL!
At any time, if you need to draw a card from the Domination deck, but it's empty, reshuffle the discard pile to create a new deck. If this is impossible, because there are no cards in the discard pile as well, advance to the "Victory" section.

2. Destroy this

During your turn, you may send this Project to the discard pile, and use its ability then. If there are any Mobs on it, they get destroyed.

3. And some others

There are other kinds of abilities as well. They are either accompanied by clear usage instructions or are similar to abilities of Secret Facilities.

ALL IN ITS PROPER TIME – I! A Project ability is in effect only while it's a Project. As soon as the Project is completed and becomes a Secret Facility, its Project ability 'ceases its existence'.

Using Secret Facility Abilities

The construction of grand – and, of course, *top secret* – Facilities is the primary goal of any Villain. Those Facilities determine your true appearance – together with the powerful arsenal of superior talents and unique evil charm.

Each Secret Facility has its own ability. There are three types of abilities determined by the starting keywords:

1. Once-per-Turn Ability

Starts with **"Once per turn".** Can be used once during your turn.

2. Badaboom Ability

Starts from **"Destroy this..."**. Can be used during your turn and definitely only once – because the Secret Facility is destroyed.

3. Conditional Ability

Starts with **"Whenever..."** and is triggered when the respective condition is fulfilled. Or starts with **"If destroyed..."** and is triggered when this Secret Facility is destroyed.

It's your decision whether to use Once-per-Turn and Badaboom abilities or not.

Conditional abilities are triggered regardless of your will and desire.

Villainous lexicon: Discard vs. Destroy

Discard – put a card from the hand to the discard pile. Destroy – put a card from the game table to the discard pile.

The result is same, of course. But the feelings are totally different!

There are two exceptions. When you complete a Project, the Mobs laying on it are discarded (not destroyed). They have done the job and go for some rest. Also, Asteroid-proof tokens are always discarded. The term "destroyed" is not applicable to them.

ALL IN ITS PROPER TIME – II! The ability of a Secret Facility becomes active upon its completion. If a Secret Facility is transformed back to the Project, its ability is no longer in effect – but the Project ability becomes active again.

Evening

After a difficult workday, it's time for some rest and relaxation.

If you have more than 7 Minion cards on hand, discard the extra ones.

Then pass the turn to the next Villain clockwise. That Villain is already burning of impatience!

DO IT BEFORE IT'S TOO LATE! Normally, effects and abilities of Projects and Secret Facilities are active until the end of your turn. Therefore, as an example, if you have got – by some criminal means! – the right to play two Mobs during your turn instead of one, don't forget to do it! Until it's too late.

All the Truth about Asteroids

Asteroids are your main tool to wreak havoc and destruction on planets of other Villains. The only downside is that other Villains do exactly the same.

Launch an Asteroid

You can launch an Asteroid in two situations:

1. In the beginning of your turn, you draw a Domination card and either take it as a Project or launch into another Villain as an Asteroid.
2. Sometimes you can fire off an Asteroid with the help of Minion Ops or by using abilities of your Projects and Secret Facilities. In such situations, you take the upper card from the Domination deck and launch it.

When launching an Asteroid, you must clearly point it at one of the other Villains, so that its tail 'looks' at you. Later you won't be able to change the target. It's done, your Asteroid has flown away.

The players can check the front of the flying Asteroid card at any time.

The Golden Rule of the Outer Space

Morning is the only moment in the game when you take a Domination card and make a choice: Asteroid or Project? In all other situations, the game rules clearly determine whether you launch a Domination card as an Asteroid or take it as a Project.

For example, upon playing **Mental Restart** Minion Ops stating *"Destroy your Project, then draw two Projects"*, you must take two Domination cards as your Projects.

Another example: upon completing **Big Bang Generator** whose Project ability states ***"When complete:** Launch two Asteroids"*, you draw two Domination cards and launch those into other Villains as Asteroids.

Charge Your Asteroid!

Asteroids you launch are always uncharged. Their targets are Mobs laying on the Projects.

You may charge Asteroids. Normally, this is done through Minion Ops. Put a **Charge token** on such Asteroid.

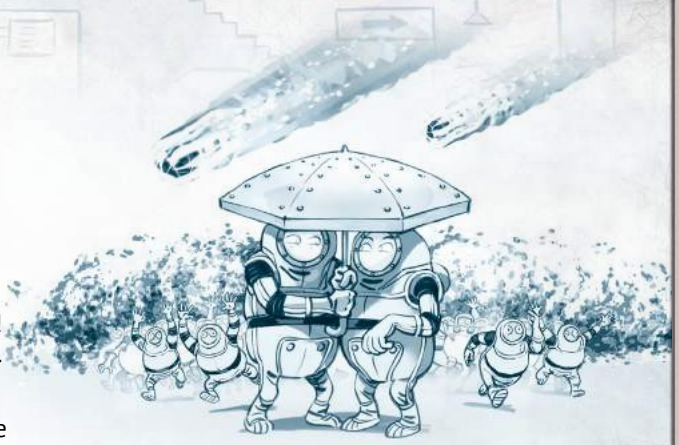
A Charged Asteroid is a deadly threat not only for Mobs, but also for Projects and even Secret Facilities! Frankly speaking, Secret Facilities are its main target.

Charge token

Each Asteroid can carry only one Charge token. Therefore, only an uncharged Asteroid can be charged.

Uncharged Asteroid

Charged Asteroid



Shooting down an Asteroid

It's always a pleasure to destroy an Asteroid flying into you. By doing so, you protect your assets, rejoice at failed efforts of another Villain and, above all, deprive that Villain of a Minion card that he (or she) would otherwise get in the beginning of his/her turn!

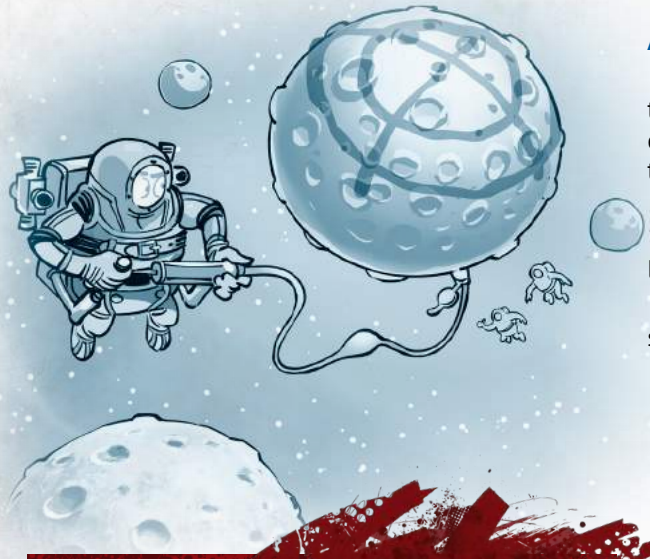
There are two ways to put an end to the flight of an opponent's Asteroid:

1. Discard two Minion cards to shoot down an incoming uncharged Asteroid. Discard three Minion cards to shoot down an incoming Charged Asteroid.

During your turn, you can shoot down any number of incoming Asteroids. Provided that you have enough Minion cards!

2. Some Minion Ops and abilities of certain Projects and Secret Facilities can be used to get rid of Asteroids.

Downed Asteroids go directly to the discard pile.



Asteroids Hit Targets

In the very beginning of your turn, i.e. early in the Morning, all Asteroids you had launched into other Villains – that haven't been shot down – reach their planets. What a delight!

We have quickly mentioned this already *(See the "Morning" section, Act I)*. Now it's time to provide the long-awaited details.

For each of your Asteroids, perform the following steps in order:

1. **Draw a Minion card**. Even if your Asteroid hasn't inflicted any damage to the opponent.

2.1. **Uncharged Asteroid: destroy one Mob laying on a Project of the targeted Villain.**

2.2. **Charged Asteroid: destroy one Mob laying on a Project, or a Project without Mobs, or a Secret Facility of the targeted Villain.**

- It's your choice what to destroy. After all, it's your Asteroid!
- The attacked Villain can't affect your decision and helplessly waits for your verdict.
- A Charged Asteroid can't do any harm to a Project if there is at least one Mob on it.

3. **When a Mob, Project, or Secret Facility is destroyed, abilities of some Secret Facilities are triggered.** If more than one ability are triggered, you – the owner of the Asteroid – determine their order.

4. **Put the Asteroid card to the discard pile.** Its flight is over.

Villain's lexicon: Incoming vs. Any

Incoming Asteroid is an Asteroid flying into you. Otherwise any Asteroids on the game table are meant.

By discarding Minion cards, you can shoot down *only* incoming Asteroids.

With the help of some Minion Ops, Projects, and Secret Facilities, you can manipulate not only incoming, but literally any Asteroids on the game table. Ehh... just keep in mind that the League of Villains' Code of Honor prohibits shooting down your own Asteroids!

When all your Asteroids are taken care of, switch to further morning procedures.

NO MERCY FOR THE OBSOLETE! If your Asteroid can destroy something, it destroys. However you can choose to discard an Asteroid-proof token, even if you can destroy, for instance, some other Mob nearby.

The Very Truth about Asteroids

Always endeavor to have many Minion cards on hand. They enable you to perform complex multi-step combinations. They are used to shoot down incoming Asteroids as well.

By launching Asteroids into other Villains, you constrain their development and get extra Minion cards. This is a key to the victory. The power of the Villain is in his/her Minions!

Asteroid-proof tokens

A universal solution to avoid destruction caused by Asteroids is to do nothing. Neither play Mobs on Projects, nor build Secret Facilities... Unfortunately, you'll never become a Supervillain that way. Lucky you, there is another wonderful tool. It's called "Asteroid-proof tokens".

Asteroid-proof token

Asteroid-proof tokens can be put on Mobs and Secret Facilities – but not on Projects. If an Asteroid-proof token somehow appears on a Project, discard this token immediately.

Each Mob or Secret Facility can have only one Asteroid-proof token on it.

Where do Asteroid-proof tokens come from:

1. Some Mobs with its symbol printed on the card (see "*Breakdown of a Minion card*"); and
2. Some Minion Ops and abilities of Projects and Secret Facilities.

If an uncharged Asteroid hits a Mob with an Asteroid-proof token, the token is discarded, while the Mob is not affected.

Charged Asteroids are much more deadly. Even an Asteroid-proof token won't save a Mob from it. This Mob will be buried with the token in his mouth. But...

If a charged Asteroid hits a Secret Facility with an Asteroid-proof token, the token is discarded, while the Secret Facility is not affected!

Asteroid-proof tokens are a single-use remedy. A discarded token won't return back. Therefore, a Mob

entering the game with an Asteroid-proof token on it would survive only the first hit by an uncharged Asteroid.

MIND THE ASTEROID-PROOF SYMBOL! Minion cards and Domination cards display the symbol instead of the text "Asteroid-proof token".

Retarget an Asteroid

Sometimes you get a chance to retarget an opponent's Asteroid.

You become the new owner of this Asteroid. Rotate its tail to yourself and point the Asteroid at any other Villain.

Domination Points

No doubt, it's fun to launch Asteroids, build Secret Facilities, and play dirty tricks using Minion Ops – but you must never forget your primary goal!

Each Secret Facility brings you a certain number of Domination points. You get these points upon the completion of the Secret Facility. Should a Secret Facility be later destroyed, you lose its points.

Secret Facilities bring up to two Domination points. Some Secret Facilities display "Z" instead of the number – this means zero Domination points.

Your total Domination points are the sum of Domination points brought by your Secret Facilities.

VILLAIN MUST BE AWARE OF OPPONENTS' AFFAIRS! Secret Facilities with zero Domination points are marked with brown color, those with one Domination point — with blue, and those with two Domination points — with green.

Therefore, you can always see how much Domination points other Villains have. The bad thing is that they are able to see your Domination points too...

Victory

A Villain who has acquired 5 Domination points *immediately* wins the game and is proclaimed the Supervillain.

Sometimes a different situation occurs. If a Villain has to draw a card from the Domination deck, but the deck is empty and the discard pile is empty as well – the game immediately ends.

In that situation, the Villain having the maximum number of Domination points wins. If two or more Villains are tied, there is *no winner* in this game. The world is saved! It's a joke to become the Supervillain by some additional criteria, right? Another game, buddy?

Game Modes

Blitz Galaxy

It's possible to play until somebody acquires 4 Domination points. **This is especially recommended for games involving four players.**

Team Battle

If four players have gathered around the game table, it might be a good idea to play the 2x2 mode. Yes, even Villains sometimes have to unite for the sake of victory!

The rules:

1. You are teamed with the player sitting diagonally from you. You win by acquiring together 8 Domination points.
2. You cannot launch Asteroids into your partner.

This is it! No more additional rules. You really expected mutual support and undying love here? No way! It's not normal for Villains to cooperate. Their union formed to achieve the common goal is a true miracle by its own!

P.S. Please note that Bad Luck Emitter Domination card prevents both teammates from winning the game, if there is a charged Asteroid targeted at one of them.

I'll Be Killing You Slowly!

Before the start of the game, you may agree to play until somebody acquires 7 Domination points. *Note:* the game might take a significantly longer time.

This is recommended for two or three players willing to get the most from the game!

Total Annihilation

Villains seeking more chaos and destruction may agree that Asteroids can be charged at the cost of discarding 3 Minion cards from hand. *Note:* the game might take a longer time.

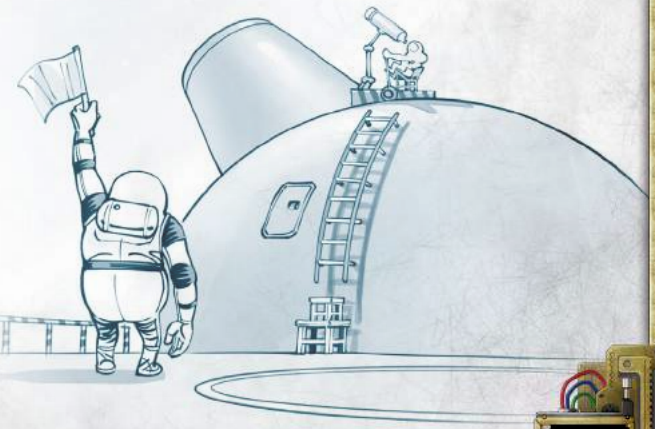
Component Limitations

In an unlikely situation when some game components are over, do the following:

Domination cards — shuffle the discard pile to create a new deck. If this is impossible because there are no cards in the discard pile, jump to the "Victory" section.

Minion cards — shuffle the discard pile to create a new deck. If this is impossible… well, you are out of luck. The Minions are on siesta!

Asteroid-proof tokens and Charge tokens — use any substitutes. The amount of these components is not limited. *Just to remind:* any Mob or Secret Facility can be protected by only one Asteroid-proof token, and an Asteroid can carry only one charge.



Questions of General Interest

Is it possible to replay?

Yes, until any new information is revealed.

For example, if a card has been drawn from the Minion deck or Domination deck, you can't replay anymore.

In what order do the Villains act in questionable situations?

Clockwise, starting from the Villain currently making his/her turn. Such situations are pretty rare.

In what order are Minion cards put to the discard pile?

In the basic Supervillain. This Galaxy Is Mine! game — in any order. This order becomes important with the expansions. So, if it becomes important, then:

- Minion Ops must be put to the discard pile immediately after playing them. If some Minion cards have to be discarded or Minion Mobs destroyed, they are put to the discard pile as the effects happen.
- When two or more Minion cards must be put together to the discard pile (e.g. a Project is complete or Star of Death ability is activated), the discarding order is determined by the owner of these cards.
- No one can change the order of cards in the discard pile when examining it or taking a Minion card from it.

Domination cards can be put to the discard pile in any order. And their order in the pile can be changed as well.

Is it possible to use "Destroy this..." ability of a Project having one or more Mobs on it?

Yes, it's possible. But all these Mobs would be destroyed.

Can a Villain voluntarily destroy his/her own Secret Facility with "If destroyed..." ability? Just at will?

No, it's not allowed. Even if that Villain really wants to.

If a Mob with Asteroid-proof token is stolen from another Villain and put on your own Project, does it retain the Asteroid-proof token?

Sure. But if it hadn't an Asteroid-proof token before the abduction, he won't get it.

I want to know how many cards another Villain has on hand – but he palms the cards and hides their number. What to do?

The following information in the game is open: number of cards in the Villain's hand, front side of any Asteroid, cards in the discard piles, and Mobs, Projects, and Secret Facilities laying on the table in front of a Villain.

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