

**MARVEL**

**THANOS**

**INCOMPLETE GAUNTLET**

Start the game with the Glyph of Infinity Gauntlet on this card. Thanos can equip glyphs as if he were a Unique Hero and when he rolls the 20-sided die for the Glyph of Infinity Gauntlet, add 1 to the roll for each special power it has gained, to a maximum of +5.

**INFINITY QUEST**

At the start of the game all other players, starting with the player to your left and going clockwise, must place a Glyph of Infinity that is not in the game on an empty space on the battlefield. Then, you may choose a Glyph of Infinity that is not in the game and equip it. At the end of each round, the player who won initiative must place a Glyph of Infinity that is not in the game on an empty space on the battlefield. Glyphs cannot be placed within 3 spaces of any other glyph or any player's figure.

**\*SNAP!\***

Once per game, instead of taking a turn with Thanos, if he is equipped with the Glyph of Infinity Gauntlet and it has the special powers of all six Glyphs of Infinity, you may roll the 20-sided die for all other figures in play, one at a time. If you roll 11 or higher, that figure is destroyed. Thanos cannot use his Incomplete Gauntlet special power for the rest of the game.

**REWRITTEN DEATH**

Once per game, if Thanos would be destroyed, you may instead remove all Wound Markers from this card and end the round.



ETERNAL

EVENT HERO

CONQUEROR

UNYIELDING

MEDIUM

6



8

LIFE

MOVE 6

RANGE 6

ATTACK 6

DEFENSE 7

1200

POINTS

