

**MARVEL**

**ADAM WARLOCK**

**MASTER OF THE SOUL GEM**

Start the game with the Glyph of Soul Gem on this card. Adam Warlock cannot lose this glyph by receiving wounds unless he is destroyed. If Adam Warlock is equipped with the Soul Gem when a friendly figure within 5 spaces of Adam Warlock that is not an Android is destroyed by an opponent, you may place that figure on the Soul Gem's card. After Adam Warlock uses the Soul Gem, roll the 20-sided die. If you roll 10 or higher, place the figure from the Soul Gem back on the Soul Gem's card instead of removing it from the game.



ARTIFICIAL HUMAN

UNIQUE HERO

GUARDIAN

CONTEMPLATIVE

MEDIUM **5**

**INFINITY WATCH**

When rolling for initiative, you may choose one opponent's figure within 8 spaces of Adam Warlock and add the Life number on that figure's Army Card to your roll. If you do not, subtract 4 from your roll.

**COSMIC PHYSIOLOGY**

Before attacking with Adam Warlock, you may either add one automatic skull to whatever is rolled, or remove a Wound Marker from this card. Each option can only be chosen once per round.



**6**

LIFE

MOVE **6**

RANGE **5**

ATTACK **5**

DEFENSE **6**

**400**

POINTS

