

MARVEL

GIGANTO

HORN OF PROTEUS

At the start of the game, if a Glyph of Horn of Proteus is not equipped to a figure you control, place a Glyph of Horn of Proteus on the card of a figure you control. This Giganto cannot equip glyphs.



GIGANTO

UNCOMMON HERO

GUARDIAN

DOCILE

HUGE **10**

WAKE OF DESTRUCTION

While moving, this Giganto may destroy any destructible object or obstacle that is adjacent and unoccupied; may move through and never takes leaving engagement attacks from figures that are not huge; and does not stop its movement when entering water spaces. After moving, roll 1 unblockable attack die against each figure this Giganto moved through.

GIGANTIC IMPACT

When this Giganto is destroyed, before removing it from the battlefield you must choose 3 spaces in a straight line from one of the spaces this Giganto occupies. All figures on or within 1 space of the chosen spaces, whose bases are not higher than the height of this Giganto, receive one wound. Huge figures are not affected.



7
LIFE

MOVE 5

RANGE 1

ATTACK 7

DEFENSE 7

350

POINTS