

**WORK IN  
PROGRESS**

A vibrant, stylized illustration for the Marvel United: The Infinity Gauntlet rulebook. The scene is set in a cosmic environment with a red and blue background. In the center, Iron Man stands prominently, his armor glowing with yellow and red lights. To his left, Thor is depicted in a dynamic pose, holding his hammer Mjolnir. In the foreground, Spider-Man is shown in a crouching, ready position, holding his web-shooters. To the right, Doctor Strange is visible, wearing his characteristic purple and red robe. The overall style is bold and colorful, typical of modern comic book art.

**MARVEL**

**UNITED**

**THE INFINITY GAUNTLET**

 **RULEBOOK**





## OVERVIEW

Thanos is in search of the Infinity Stones. If he collects all 6 in his Gauntlet, he'll be unstoppable.

**The Infinity Gauntlet** adds an epic game mode to *Marvel United*. Embark on a sequence of up to 4 games in the struggle to first keep the Children of Thanos from gathering all Infinity Stones and then battle against Thanos himself. Over the course of the first 3 games, try to defeat the Children of Thanos as quickly as possible to prevent too many Infinity Stones from falling into their master's hands, all the while sparing some effort to unlock Power-Ups that may be decisive in the final confrontation.

Should you make it to the end, you'll take the fight directly to Thanos, empowered by the Stones collected in his Infinity Gauntlet. The Heroes will need to unite and make the best use of their Power-Ups if they are to save the universe!



## COMPONENTS



**THANOS**



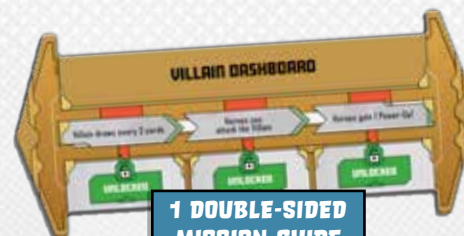
**EBONY MAW**



**BLACK DWARF**



**PROXIMA MIDNIGHT**



**1 DOUBLE-SIDED MISSION GUIDE**



**4 VILLAIN DASHBOARDS**



**48 MASTERPLAN CARDS**  
(12 for each Villain)



**24 THREAT CARDS**  
(6 for each Villain)



**7 POWER-UP CARDS**



**6 INFINITY STONE CARDS**



**6 REGULAR LOCATION TILES**



**6 THANOS LOCATION TILES**



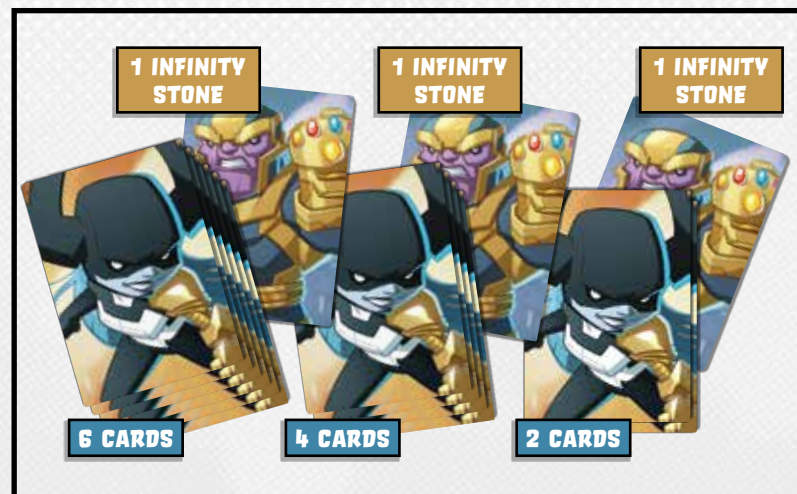
## FIRST 3 GAMES – INFINITY BATTLES

### SETUP

For each of the 3 first games, follow the standard Setup rules from the Core Box, with the following changes or additions to some of the steps:

- 1** Use the **Mission Guide** contained in this box, with the **golden side up**.
- 2** In each game, you face **one of the Children of Thanos** (Black Dwarf, Proxima Midnight, or Ebony Maw). They can be faced in any order, one by one. *Alternatively, you can choose to replace any or all of them with Villains from the core box or expansions, bringing a different flavor and difficulty to the campaign.*
- 3** Use the **6 regular Locations** included in this expansion to set up the play area (the ones with the blue title bar, not the ones with the golden title bar and Thanos on the back). *Alternatively, you can also mix in Locations from the core box or expansions to change up each game.*
- 6** Take **all available Infinity Stone cards** and shuffle them. Draw 3 cards and, without looking at them, insert them in specific positions inside the shuffled **Villain's Masterplan deck**.
  - 1 after the 6<sup>th</sup> card.
  - 1 after the 10<sup>th</sup> card.
  - 1 at the bottom, after the 12<sup>th</sup> card.

(In later games, if there is only 1 Infinity Stone card remaining, place it after the 6<sup>th</sup> card. If there are only 2 remaining, place 1 after the 10<sup>th</sup> card as well.)



**NOTE:** The fact that the card backs don't match is not an issue, as you should know when an Infinity Stone is about to be drawn.

- 9** Keep **Thanos' Masterplan deck** facedown to the side of the play area.
- 10** Take **2 random Power-Up cards** (of the ones not yet unlocked by the Heroes) and place them in the play area with their vertical side up. Place one within reach of all players and the other tucked under the rightmost Mission card, so only its bottom symbols are visible.





## SPECIAL RULES

When playing the **first 3 games**, follow all the standard rules, with the following additions:

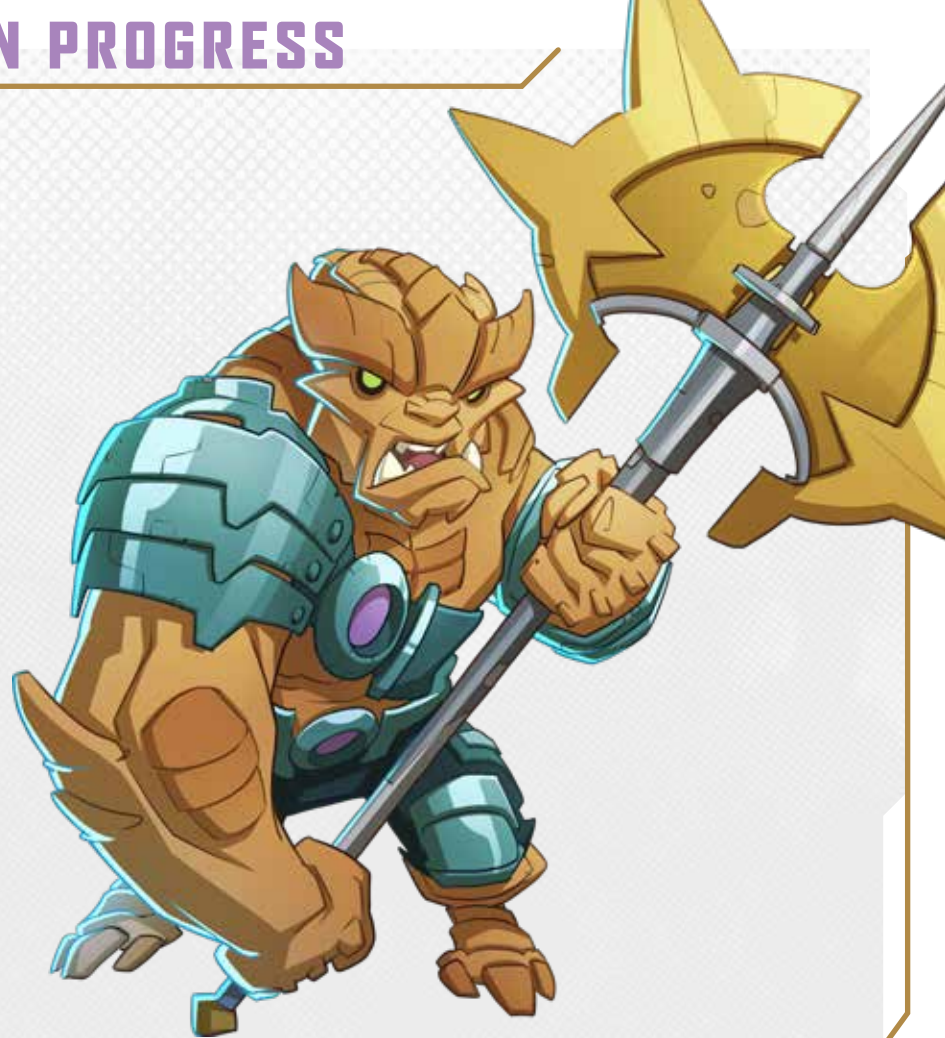
### Finding Infinity Stones



- When an Infinity Stone card is drawn from the Masterplan deck, it has no effect. The Villain has found an Infinity Stone and given it to Thanos to use against the Heroes in the final battle. Take the card and place it on top of Thanos' Masterplan deck. Then, immediately draw the next Masterplan card from the Villain's deck to continue the Storyline.
- If the Heroes lose the game to the Villain, all 3 Infinity Stone cards that were in the Masterplan deck must be given to Thanos. This doesn't necessarily mean the Heroes have lost the campaign, but winning it will be quite difficult.
- If the Heroes defeat the Villain, any Infinity Stone cards remaining in their Masterplan deck are put back together with the other unclaimed ones, to be used in step 6 of the next game's setup.
- If all 6 Infinity Stone cards are ever placed on Thanos' Masterplan deck, Thanos has completed his Infinity Gauntlet. He snaps his fingers and the Heroes immediately lose the campaign.

### Unlocking Power-Ups

- The fully visible Power-Up card contains slots on it indicating the type and quantity of Actions the Heroes must spend in order to unlock it. Any active Hero, regardless of their Location, can spend a Move, Attack, or Heroic Action to place a corresponding token (from the general pool) on an empty slot of this Power-Up card (they may also use Wild symbols, action tokens, or Special Effects that grant actions to do so). If all slots of the card are filled, the Heroes have unlocked the Power-Up to use in the final battle. Keep the card aside, next to Thanos' Masterplan deck.



- Note that one of the Power-Up cards requires a Threat token to be completed. When a Hero clears a Threat, they may choose to place its associated Threat token on this Power-Up card, instead of placing it on the Clear Threats Mission card.
- The Power-Up card tucked under the rightmost Mission card is only unlocked if the Heroes complete all 3 Missions. Keep in mind that it is not necessarily unlocked if the rightmost Mission is complete. If that Mission is completed before others, simply move the remaining Mission cards to the right, as always, so the Power-Up card is always tucked under the rightmost Mission. Once all the Missions are completed, move the Power-Up card to the deck of unlocked Power-Ups next to Thanos' Masterplan deck.
- At the end of each game, any Power-Up cards that were not unlocked are put back with the other unclaimed ones (discarding any tokens on them), to be used in step 10 of the next game's setup.

After playing the 3 games against the Children of Thanos, if the players managed to keep all 6 Infinity Stones from being taken, it is now time to fight Thanos himself.



## FINAL GAME - BATTLE AGAINST THANOS

### SETUP

For the final battle, follow the standard Setup rules from the Core Box, with the following changes or additions to some of the steps:



- 1** Use the **Mission Guide** with the **gray side up**.
- 2** The **Villain must be Thanos**.
- 3** You must use the **6 special Thanos Locations** included in this expansion (the ones with the golden title bar and Thanos on the back). Note that these Locations shouldn't be used for regular standalone games.
- 6** Shuffle **Thanos' Masterplan deck** with all the **Infinity Stone cards** he acquired during the first 3 games.
- 9** Take all the **Power-Up cards the Heroes unlocked** over the first 3 games and place them with their horizontal side up, within view of all players, overlapping each other so only the symbols are visible.
- 10** Have a **few extra Heroes** ready to the side. You may need reinforcements for this fight (see next chapter).



## SPECIAL RULES

For the final battle, follow all the standard rules, with the following additions:

### Playing Infinity Stones

When an Infinity Stone card is drawn from the Masterplan deck, it is played into the Storyline just like any normal Masterplan card. Their effects are very powerful and often affect the rules for the remainder of the game.

### Eliminating Heroes

Note that when a Hero is KO'd in the fight against Thanos, they are completely eliminated from the game. Move their sculpt to the side and put their deck away. Their played cards remain in the Storyline. The player must pick a new Hero, starting their next turn as if they'd been KO'd, placing their sculpt in any Location of their choice and drawing 4 cards from the new Hero deck. Also note that Thanos does not perform his BAM! effect when a Hero is KO'd.








### Activating Power-Ups

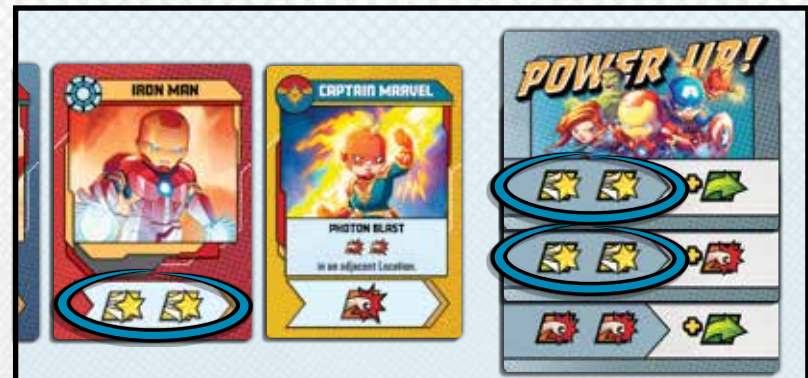
At the start of the Resolve Actions step of their turn, the player must check to see if they gain extra Actions to use immediately from the unlocked Power-Up cards they have available. Each Power-Up card lists the symbols required to activate the extra action they provide. If the Hero has those symbols available to them at the bottom of their card and the previous card, then they gain that Power-Up's listed extra action automatically. Note that the symbols aren't spent to do so.











**Important:** Wild symbols, actions given by Special Effects, and action tokens, don't activate Power-Ups.

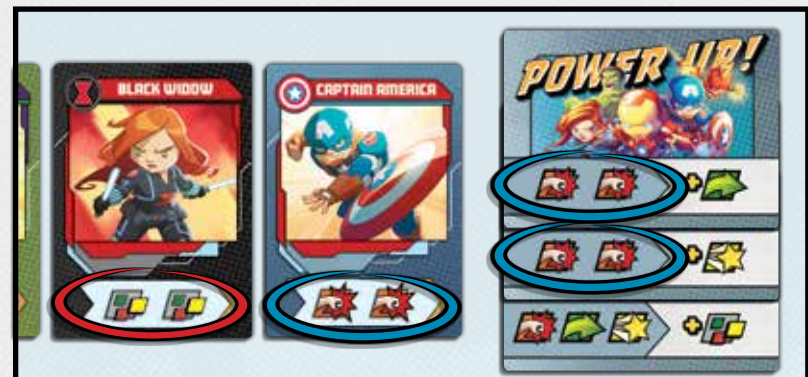
Heroes may activate multiple Power-Up cards on the same turn. The same symbol on their cards is able to meet the requirements of multiple Power-Up cards. However, they can't activate the same Power-Up twice on the same turn, or use the action gained via one Power-Up card to activate another Power-Up card.















**Example 1:** Hulk has 2 , 1 , and 1  symbols available to him. They allow him to activate both Power-Ups, so this turn he'll be able to perform 2 , 2 , 1 , and 1 .



**Example 2:** Captain Marvel has 2  and 1  symbols available to her. The 2  allow her to activate both the 1st and 2nd Power-Ups, giving her an extra  and an extra  to use this turn. Note that she can't use her Special Effect to give her the second  necessary to activate the 3rd Power-Up, nor can she use the extra  granted by the 2nd Power-Up to do so. So, this turn she'll be able to perform 2 , 2 , and 1  (aside from her Special Effect).



**Example 3:** Captain America has 2  and 2  symbols available to him. The 2  allow him to activate both the 1st and 2nd Power-Ups, giving him an extra  and an extra  to use this turn. Note that the 2  don't help activate the 3rd Power-Up, nor can he use the extra  and  granted by the Power-Ups to do so. So, this turn he'll be able to perform 2 , 2 , 1 , and 1 .

If, against all odds, the Heroes manage to defeat Thanos, the universe is saved, and the Infinity Stones are returned to their rightful places. If they fail, everything is lost.





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