EQUIPMENT GLYPH

After moving and before attacking, you may choose either this figure or any figure within 4 clear sight spaces and do one of the following:

• Move any one unevolved Order Marker at random on the chosen figure’s card to any other card in that figure’s army that is in play.
• Remove one Wound Marker from the chosen figure’s card and choose any figure within 10 clear sight spaces to receive a wound, or
• Place the chosen figure on any empty space within 3 spaces of its original placement. That figure will not take any incoming engagement attacks.

Each option may only be chosen once per round. Immediately after using this glyph, if this figure is not a Ruthless Mademist, it receives 1 wound.

See Herosappers.com for scenarios using this glyph. You can use this glyph with scenarios you create.

Keep this card handy as a reference for the Glyph of Cosmic Cube’s power.

Rules for Equipment Glyphs can be found in the World’s Finest rulebook downloadable from the LGF Project in the Marvel Legends Heroscape forum at herosappers.com.