



HAVOC STAFF
(PORTAL TO SAFETY)

**ARTIFACT
EQUIPMENT GLYPH**

If this figure has the Magical Defense special power, it adds one to its Defense number. Once per game, after a figure equipped with this glyph rolls defense dice, before placing any Wound Markers, you may choose up to two adjacent figures you control. Place this figure and the chosen figures on any empty spaces in your Start Zone.



Custom Expansion
CHRISTMAS
IN JULY

