



**GLYPH OF
SHIELD BELT**
(DEFENSE ROLL AVERSION)

EQUIPMENT GLYPH

When this figure is attacked and at least one skull is rolled, you may roll the 20-sided die. If you roll 1-9, destroy this glyph and roll defense dice normally. If you roll 10 or higher, this figure takes no damage.

See Heroscapers.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 Shield Belt's power.

Rules for Equipment Glyphs can be found in the World's Finest rulebook downloadable from the *C3G Project* in the *Marvel Legends Heroscape* forum at heroscapers.com.



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