



SMILEX
(ENGAGEMENT TRAP)

TRAP EQUIPMENT GLYPH

When one of your figures stops here or moves into engagement with this figure, roll the 20-sided die. If you roll

- 1-6, nothing happens.
- 7-16, remove all Order Markers from your figure's card. Your turn immediately ends.
- 17 or higher, destroy your figure. Your turn immediately ends.

Only figures with the Insane personality may equip this glyph. Insane figures are not affected by this glyph.



Custom Expansion
WORLD'S FINEST

