

WEB-PISTOL
(IMPACT WEBBING)

INVENTION EQUIPMENT GLYPH
When this glyph comes into play, place 6 white Webbing Markers on this card. Instead of attacking with this figure, you may choose a figure within 5 clear sight spaces. Roll the 20-sided die. If you roll 12 or higher, the chosen figure receives a wound and you may place a Web Marker on its card. Before taking a turn with a Unique or Event Hero with one or more Webbing Markers placed on its card by this glyph, that player must roll the 20-sided die. If that player rolls 1-12, that figure may not move. If that player rolls 13 or higher, remove all Webbing Markers placed on its card by this glyph from the game.

Custom Expansion
WORLDS COLLIDE

C6