



**DC**  
**GLYPH OF  
BOOM TUBE**  
(TELEPORTATION 10)

**PERMANENT GLYPH**

When one of your figures stops here, you may immediately move that figure to any empty space within 10 spaces of the glyph. If the figure occupying this glyph is engaged before teleporting, the figure will not take any leaving engagement attacks.

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 Boom Tube's power.*

Custom Expansion  
WORLD'S FINEST

