



**GLYPH OF  
CYBER-BOMB**  
(TIMED WOUND)

**PERMANENT GLYPH**

After a numbered Order Marker is revealed, roll the 20-sided die for this Glyph of Cyber-Bomb. If you roll:

- 12 or lower, nothing happens.
  - 13 or higher, destroy this glyph.
- When this glyph is destroyed, any figure or destructible object that is on or within 1 space of this glyph receives 1 wound.

See [Heroscapers.com](http://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 Cyber-Bomb's power.*

Rules for Equipment Glyphs can be found in the World's Finest rulebook downloadable from the *CSG Project* in the *Marvel Legends Heroscape* forum at [heroscapers.com](http://heroscapers.com).



Custom Expansion  
CHRISTMAS  
IN JULY

