



GLYPH OF TIME BOMB (EXPLOSION)

PERMANENT GLYPH

When one of your figures stops here, the Time Bomb is activated and remains activated until it is removed. After the Time Bomb has been activated, you must immediately roll the 20-sided die. Continue to roll the 20-sided die every time an Order Marker is revealed. If you roll:

- 1, all figures within 3 spaces of this Glyph receive 6 wounds. Remove this Glyph.
- 2-3, all figures within 3 spaces of this Glyph receive 2 wounds. Remove this Glyph.
- 4-19, nothing happens.
- 20, the Time Bomb has been deactivated. Remove this Glyph.

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 Time Bomb's power.



Custom Expansion
WORLD'S FINEST

