



MARVEL

**GLYPH OF
GAMMA BOMB**
(GAMMA MUTATE CREATURES)

TEMPORARY GLYPH

When this glyph comes into play, place 6 green Gamma Markers on this card. When a figure stops here, each player, in initiative order, rolls the 20-sided die one at a time for each of their figures within 3 spaces of this glyph. If they roll 8 or lower, the affected figure receives 2 wounds and then, if it was not destroyed by Gamma Bomb and is not an Android or Construct, immediately place one Gamma Marker on its Army Card, if possible. Figures with Gamma Markers on their cards gain the species of Gamma Mutate, the class of Creature and the Super Strength special power in addition to what is listed on their cards.

Custom Expansion
**YEAR OF
THE VILLAIN**

C-6