



Glyph of Green Kryptonite
(Kryptonian Weakness)

Equipment Glyph. When a Kryptonian you control moves onto this Glyph, place one wound on that Kryptonian's Army Card. Any Kryptonian's figure within 3 spaces of this Glyph, or a figure equipped with this Glyph, rolls 2 fewer attack and defense dice. Any Kryptonian figure beginning its movement within 3 spaces of this Glyph, or a figure equipped with this Glyph, cannot use any special power on its Army Card for that turn.



Glyph of Loot
(Artifact)

Permanent Glyph. The rules for this glyph vary, depending on the game scenario.



Glyph of Reinforcements
(Common Squad Revive)

Temporary Glyph: You may immediately place up to 3 figures from the same Common Squad you control that were previously destroyed adjacent to the figure on the Glyph. If there are no empty adjacent spaces, the Reinforcement power can't be used.



Glyph of Smilex
(Trap)

Equipment Glyph: When one of your figures stops here or moves into engagement with a figure equipped with this Glyph, roll the 20-sided die. If you roll

- 1-6, nothing happens
- 7-16, remove all Order Markers from the figure's card. Your turn immediately ends.
- 17-20, destroy that figure. Your turn immediately ends.



Glyph of Team Up
(Unique Hero Bonding)

Permanent Glyph: After revealing an Order Marker on the card of the Unique Hero occupying this glyph, before taking a turn with that Unique Hero or using any other special powers on any Army Card or Glyph, you may first take a turn with any Unique Hero you control within 8 clear sight spaces of the figure occupying this glyph.



Glyph of the Boom Tube
(Teleport)

Equipment 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.



Glyph of Time Bomb
(Explosion)

Equipment 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.



Glyph of Super Speed
(Unique Hero Move +2)

Permanent Glyph: For each Unique Hero you control, add 2 to the Move number. Do not use this power when moving off the Glyph.



Glyph of Temporal Displacement
(Position Displacement)

Permanent Glyph: When one of your figures ends its move here, you may choose 1 small or medium figure within 4 clear sight spaces of the figure occupying this Glyph. Place the chosen figure on an unoccupied space within 4 clear sight spaces of the figure occupying this Glyph. A figure moved by this Glyph will not receive any leaving engagement attacks.



Glyph of Gift of Atlantis
(Water Movement)

Equipment Glyph: A figure carrying this glyph does not have to stop its movement when entering water spaces and cannot be targeted for a normal attack by a non-adjacent figure while occupying a water space.



Glyph of Cosmic Control Rod
(Automatic Wound)

Equipment Glyph: After moving and before attacking, you may choose an opponent's figure within 4 clear sight spaces of the figure equipped with this Glyph. Roll the 20-sided die. If the figure equipped with this Glyph is Annihilus, add 2 to the roll. If you roll

- 1-4, the figure with this Glyph receives 1 wound.
- 5-19, the chosen figure receives 1 wound.
- 20 or higher, the chosen figure receives 2 wounds.



Glyph of Cosmic Shielding
(Special Defense + 2)

Permanent Glyph: All Unique Heroes you control roll 2 extra defense dice against Special Attacks. When a Unique Hero you control receives one or more wounds from a special attack, that figure receives one additional wound.



Glyph of Experimental Medicine
(Heal)

Equipment Glyph: After revealing an Order Marker on this figure's Army Card and before taking a turn, this figure may inject the Experimental Medicine. Remove up to 4 wound markers from this figure's Army Card. After removing up to 4 wound markers, roll the 20-sided die. If you roll 1-7, destroy this figure.



Glyph of Latverian Life Spell
(Life Protection)

Equipment Glyph: When this figure receives enough wounds to be destroyed, roll the 20-sided die before removing this figure. If you roll 15 or higher, ignore any wounds.



Glyph of Mysterious Artifact
(Artifact)

Permanent Glyph. The rules for this glyph vary depending on the Game Scenario.



Glyph of Shrinking Ray Gun
(Reduce Attack & Size)

Equipment Glyph: After this figure takes a turn, you may choose any figure within 4 clear sight spaces. Roll the 20-sided die. If you roll 4 or higher, the chosen figure rolls 2 fewer attack dice and loses its size and height for the duration of the round. Instead, it has the size and height of Tiny 1. When the chosen figure moves, it will not take any leaving engagement attacks. Common figures that are affected by this glyph are destroyed.



Glyph of Teleportation Belt
(Teleportation 3)

Equipment Glyph: After moving this figure normally, you may choose any empty space within 3 spaces of this figure. Place this figure on the chosen space. When this figure starts to Teleport, it will not take any leaving engagement attacks. This figure cannot lose this Glyph by receiving wounds.



Glyph of Probability Manipulator
(Dice Re-Roll)

Equipment Glyph: When this figure rolls attack or defense dice, you may re-roll all the dice once.



Glyph of Cosmic Cube

(Order Marker, Wound Marker, Figure Displacement)

Equipment Glyph: After moving and before attacking, you may choose either the figure equipped with this Glyph or any figure within 4 clear sight spaces. You may either:

- Move any 1 unrevealed Order Marker at random on the chosen figure's card to any other card in that figure's army that is in play;
- Remove one Wound Marker from the chosen figure's card and choose any figure within 10 clear sight spaces to receive a wound; or
- Place the chosen figure on any empty space on the battlefield within 3 spaces of its original placement. The figure moved by this Glyph will not take any leaving engagement attacks.

Immediately after using this Glyph, if the figure equipped with this Glyph is not a Ruthless Mastermind, it receives 1 wound.



Glyph of Makluan Electromagnetic Rings *(Magnetic Movement)*

Equipment Glyph: After moving and before attacking with this figure, you may either choose this figure or a figure within 3 clear sight spaces of this figure. Place the chosen figure on any empty space within 3 spaces of its original placement. The chosen figure will not take any leaving engagement attacks.



Glyph of Makluan Energy Rings *(Energy Blast)*

Equipment Glyph: After taking a turn with this figure, you may choose a figure within 4 clear sight spaces. Roll the 20-sided die. If you roll

- 1-6, nothing happens.
 - 7-12, the chosen figure receives one wound and you may choose one figure adjacent to the chosen figure to receive one wound.
 - 13-18, the chosen figure receives two wounds and each figure within 2 clear sight spaces of the chosen figure receives one wound.
 - 19 or higher, the chosen figure receives 3 wounds.
- This figure is not affected by the Glyph of Makluan Energy Rings.



Glyph of Makluan Matter Rings *(Ignore Terrain Effects)*

Equipment Glyph: This figure never rolls for molten lava damage or lava field damage and does not have to stop in molten lava spaces or water spaces. Slippery Ice and Heavy Snow only count as 1 space when moving.



Glyph of Nega-Bands *(Attack+1, Flying & Super Strength)*

Equipment Glyph: Add one to this figure's Attack number. This figure also gains the Flying and Super Strength special powers. After taking a turn with this figure, if this figure does not have the Nega-Bands special power, place one Wound Marker on its Army Card.



Glyph of Casket of Ancient Winters

Permanent Glyph: All land spaces on the battlefield are considered Heavy Snow instead of their normal terrain types, and all non-land spaces on the battlefield are considered Slippery Ice instead of their normal terrain types. Ladder rungs are not affected by this glyph.



Glyph of Gas: Fear Gas *(Fear Effect)*

Permanent Glyph: All figures on or within 2 spaces of this Glyph roll 2 fewer attack dice to a minimum of 1 die, even while this Glyph is unoccupied. Androids, Constructs, and figures with an Insane personality are not affected by this Glyph. At the end of the round, if the Glyph of Fear Gas is on the battlefield, remove it from the game.



Glyph of E-Ray *(Gorilla Gun)*

Equipment Glyph: When this glyph comes into play, place 3 brown Gorilla 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 or remove a Gorilla Marker on its card. If a Unique Hero that is not an Android has a Gorilla Marker on its card, the Hero's species is Simian, instead of what is listed on the card.



Utility: Bat-Grapple *(Swinging Movement)*

Equipment Glyph: Instead of its normal move, this figure may use Bat-Grapple if it is tiny, small, or medium. Bat-Grapple has a move of 3. When counting spaces for Bat-Grapple, ignore elevations. This figure may grapple over water without stopping, grapple over figures without becoming engaged, and grapple over obstacles such as ruins. This figure may not Bat-Grapple more than 30 levels up or down in a single Bat-Grapple. When this figure starts to Bat-Grapple, it will not take any leaving engagement attacks.



Utility: Bat Shuriken
(Ranged Attacks)

Equipment Glyph: When this figure attacks with a normal attack, you may change the Range number on its Army Card to 5 and the Attack number on its Army Card to 2. After attacking normally with this Equipment Glyph, if this figure is a Vigilante with the Driven personality, this figure may attack 2 additional times with this Equipment Glyph.



Utility: First Aid Kit
(Instant Healing)

Equipment Glyph: Instead of taking a turn with this figure, you may destroy this glyph to remove a Wound Marker from this figure's Army Card.



Utility: Infrared Goggles
(Defensive Cover Elimination)

Equipment Glyph: When this figure attacks a figure on a Shadow Tile or adjacent to a Jungle Piece, the defending figure does not receive any additional defense dice for the Shadow Tile or Jungle Piece.



Utility: Kryptonite Gauntlets
(Kryptonian Defense Reduction)

Equipment Glyph: When this figure attacks an adjacent Kryptonian figure with a normal attack, the defending Kryptonian rolls 3 fewer defense dice.



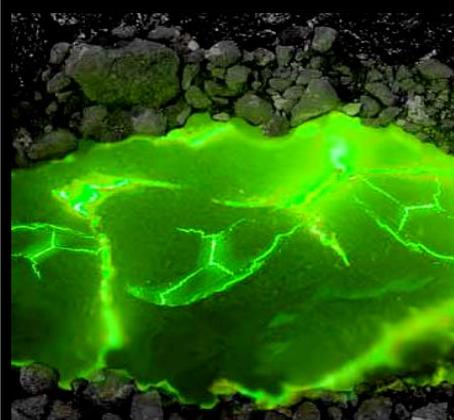
Utility: Police Scanner
(Reactionary Movement)

Equipment Glyph: Any time an Order Marker is revealed on a Lawman Army Card, you may immediately move this figure up to 4 spaces. When this figure starts to move with this special power, it will take any leaving engagement attacks.



Glyph of Shield Belt
(Defense Roll Aversion)

Equipment Glyph: When this figure is attacked and at least one skull is rolled, you may roll the 20-sided die. If you roll 1-9, destroy this glyph and roll defense dice normally. If you roll 10 or higher, this figure takes no damage.



Glyph of Lazarus Pit
(Full Healing)

Temporary Glyph: When a Unique Hero stops here, remove all Wound Markers and Order Markers from its Army Card.



Glyph of Neutralizer
(Mutant Negation)

Equipment Glyph: When this glyph comes into play, place a gray Neutralizer Marker on this card. Instead of attacking with this figure, you may choose an opponent's Mutant Hero within 4 clear sight spaces and roll the 20-sided die. If you roll 12 or higher, remove the Neutralizer Marker from this card and place it on the chosen hero's card. A figure with a Neutralizer Marker on its card cannot use any special powers for the remainder of the round. At the end of each round, return the Neutralizer Marker to this card.



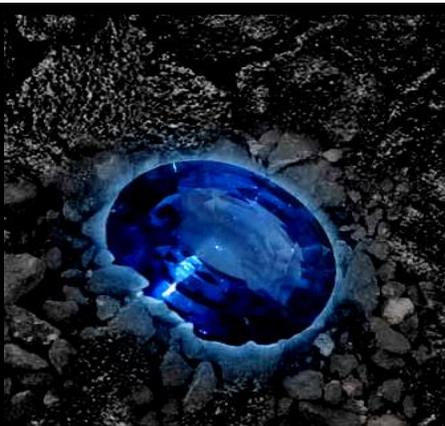
Glyph of Replicator
(Glyph Replication)

Equipment Glyph: Before taking a turn with this figure, you may choose an equipment glyph on the card of a figure within 4 clear sight spaces or an equipment glyph that is power-side up within 4 spaces of this figure. Roll the 20-sided die, adding 4 to the roll if this figure is a Scientist, Inventor, or has a Brilliant personality. If you roll 8 or higher, this glyph has all the special powers of the chosen glyph for the remainder of this figure's turn.



Glyph of Infinity Gauntlet
(*Infinity Gem Control*)

Equipment Glyph: This figure may also equip Infinity Equipment Glyphs. When an Infinity Equipment Glyph is equipped by this figure, this glyph immediately gains the special powers of the Infinity Equipment Glyph and the Infinity Equipment Glyph is destroyed. This glyph cannot be chosen for any special power on any Army Card or glyph and cannot be removed from the card of this figure by any special power on any Army Card or glyph unless it would be lost by this figure receiving wounds or being destroyed. If this figure would lose this glyph by receiving wounds, roll the 20-sided die. If you roll 7 or higher, this figure does not lose a glyph this turn.



Glyph of Infinity: Mind Gem
(*Mental Shield / Order Marker Reveal*)

Equipment Glyph: This figure gains the Mental Shield special power. An opponent may never take temporary or permanent control of this figure. If you lose initiative and there is at least one Order Marker on this figure's Army Card, you may choose an opponent. The chosen opponent must show you all Order Markers on Army Cards that opponent controls.



Glyph of Infinity: Space Gem
(*Teleportation*)

Equipment Glyph: Instead of taking a turn with this figure, you may choose up to two figures within 2 clear sight spaces of this figure and place this figure on any unoccupied space on the battlefield. After placing this figure, place the chosen figures adjacent to this figure. Figures moved by this Glyph will not take any leaving engagement attacks.



Glyph of Infinity: Reality Gem
(*Order Marker Rearrange*)

Equipment Glyph: Before taking a turn with this figure, you may move any one unrevealed Order Marker on one player's card to another card that player controls. You may not place Order Markers on any cards not in play and you may never reveal an opponent's Order Marker when using the Reality Gem.



Glyph of Infinity: Time Gem
(*Additional Turn*)

Equipment Glyph: After revealing a numbered Order Marker and taking your turn, before any other player takes a turn, you may reveal an "X" Order Marker on the card of this figure and take an immediate turn with this figure.



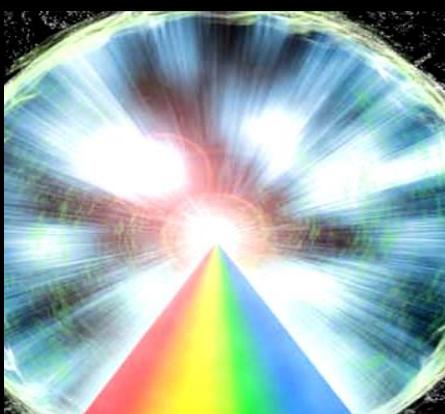
Glyph of Infinity: Power Gem
(*+2 Attack, Super Strength*)

Equipment Glyph: Add 2 additional attack dice when this figure attacks an adjacent figure with a normal attack. This figure also gains the Super Strength special power.



Glyph of Infinity: Soul Gem
(*Unnatural Revival*)

Equipment Glyph: Anytime this figure destroys a figure that is not an Android with a normal or special attack, you may place that figure on this card. Figures may not be removed from this card except by this Glyph. After attacking with this figure, you may place a figure from this card onto any empty space within 5 clear sight spaces of this figure. Immediately make a normal attack with the placed figure, then remove the placed figure from the game. While the placed figure is on the battlefield, all of its special powers are negated and it is not affected by any other special powers on any other card.



Glyph of Bifrost
(*Start Zone Return*)

Equipment Glyph: When one of your figures stops here, you must immediately place that figure on any empty space in your Start Zone, if possible. Figures moved by this Glyph will not take any leaving engagement attacks.



**Glyph of
Helm of Invisibility**
(*Phantom Walk*)

Equipment Glyph: This figure can move through all figures and is never attacked when leaving an engagement.



Glyph of Amulet of Damballah
(Zombie Control)

Equipment Glyph: After revealing an Order Marker on this figure's card and taking a turn with this figure, if you did not take a turn with any other figure, you may choose any Unique Hero figure with the Damballah Control special power. Take temporary control of that Hero and immediately take a turn with the chosen Hero. At the end of that turn, control of the chosen Hero returns to the player who controlled the Hero before this glyph was used. All Order Markers that were on the chosen Hero's card will stay on the card.



Glyph of Blackout Bomb
(Shadow Effect)

Permanent Glyph: The space this glyph occupies and all spaces within 2 spaces of this glyph are considered shadow spaces in addition to their normal terrain type, even if this glyph is unoccupied. At the end of the round, if this glyph is on the battlefield, remove it from the game.



Glyph of Utility: Gas Mask
(Ignore Gas)

Equipment Glyph: This figure is not affected by Gas Glyphs.



Glyph of Gas: Sleeping Gas
(Sleep Effect)

Permanent Glyph: When a figure begins its turn on or within 2 spaces of this glyph, the player that controls that figure must roll the 20-sided die, even if this glyph is unoccupied. If that player rolls 6 or lower, the affected figure may not move, attack, or use any special powers on any Army Card or Glyph during that player's turn. If that player rolls 7-11, the affected figure subtracts 2 from its Move and Attack numbers for this turn, to a minimum of 1. Androids and Constructs are not affected by this Glyph. At the end of the round, if the Glyph of Gas: Sleeping Gas is on the battlefield, remove it from the game.



Glyph of Cosmic Converter Belt
(Stat Subtraction)

Equipment Glyph: When this glyph comes into play, place 4 white Star Markers on this card. After taking a turn with this figure, you may choose an opponent's Unique Hero within 5 clear sight spaces and place a Star Marker on its Army Card. A figure with one or more of this glyph's Star Markers on its card subtracts 1 from its Move, Range, Attack, and Defense numbers to a minimum of 1. Figures with the Sensory Assault or Radar Sense special power are not affected by this glyph. At the end of the round, any of this glyph's Star Markers that were placed on other cards are removed from the game.



Glyph of Orange Central Power Battery
(Avarice Affliction)

Equipment Glyph: After moving normally and before attacking, you must roll one unblockable attack die against each adjacent figure that has one or more glyphs equipped.



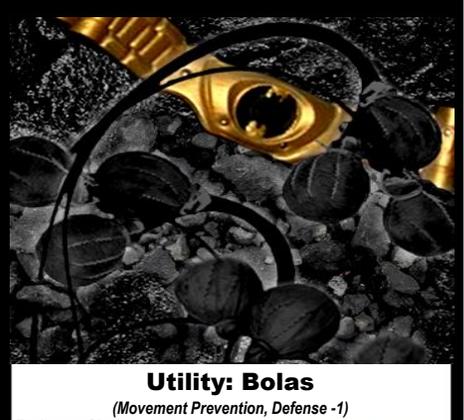
Glyph of Quantum Bands
(Attack +2, Flying, Super Strength)

Equipment Glyph: Add 2 to this figure's Attack number. This figure also gains the Flying and Super Strength special powers. When this figure attacks with a normal attack, all blanks rolled count as extra skulls. After attacking with this figure, if this figure does not have the Quantum Bands special power, this figure receives one wound for each blank rolled in the attack.



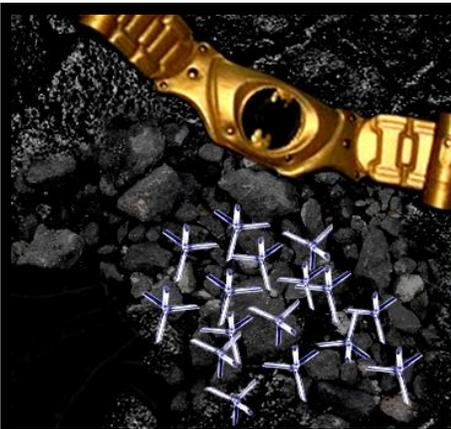
Glyph of Super Speed
(Unique Hero Movement +2)

Permanent Glyph: For each Unique Hero you control, add 2 to their Move number. Do not use this power when moving off this Glyph.



Utility: Bolas
(Movement Prevention, Defense -1)

Equipment Glyph: When this glyph comes into play, place 3 black Bolas Markers on this card. After moving and before attacking with this figure, you may choose a small, medium, or large figure within 4 clear sight spaces of this figure that does not have a Bolas Marker on its card. Roll the 20-sided die. If you roll 12 or higher and the chosen figure is a Unique Hero, place a Bolas Marker from this card on the chosen figure's card. If you roll 12 or higher and the chosen figure is not a Unique Hero, remove a Bolas Marker from this card and inflict a wound on the chosen figure. A figure with one of this glyph's Bolas Markers on its card cannot move and must roll 1 fewer defense die. When a chosen figure receives one or more wounds or is destroyed, remove the Bolas Marker on its card from the game. Instead of taking a turn with a figure that has one of this glyph's Bolas Markers on its card, the player controlling that figure may remove that Bolas Marker on its card from the game.



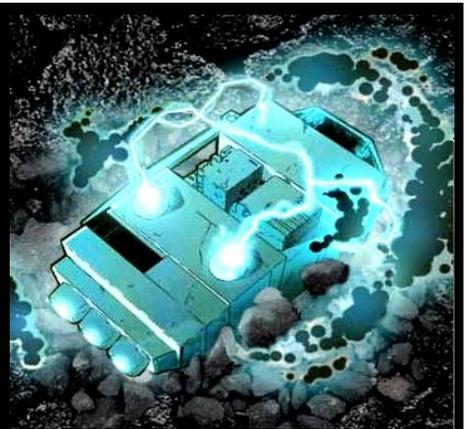
Utility: Caltrops
(Auto-wound)

Equipment Glyph: When dropping this glyph, you may place it power-side up on an empty space within 3 spaces of this figure that is no more than 6 levels above this figure's base. When this glyph is power-side up on the battlefield and a figure ends its movement on this glyph, that figure receives a wound and you must immediately remove this glyph from the battlefield.



Utility: Flash Bang Grenade
(Move, Attack, Defense -1)

Equipment Glyph: Before moving, you may destroy this glyph to choose a space within 4 spaces of this figure. All figures on or within 1 space of the chosen space are affected by this glyph until either the end of the round or the next time you reveal an Order Marker, whichever comes first. Affected figures subtract 1 from their Move, Attack, and Defense numbers, or 2 from those numbers if this figure is a Disciplined Vigilante.



Glyph of Anti-Grav Gauntlet
(Throw)

Equipment Glyph: This figure gains the Super Strength special power. Instead of attacking, you may choose one small or medium figure within 4 clear sight spaces of this figure. Roll the 20-sided die. If you roll 11 or higher, place the chosen figure on any empty space within 4 spaces of its original placement. After the figure is placed, you may roll the 20-sided die. If you roll 11 or higher, the figure receives 1 wound. Chosen figures do not take any leaving engagement attacks.