

Utility: Caltrops
(Auto-wound)

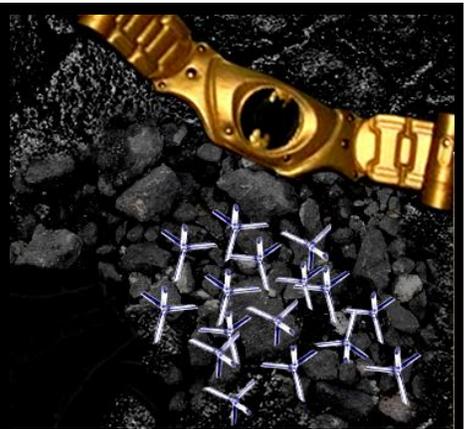
Equipment Glyph: When dropping this glyph, you may place it power-side up on an empty space within 3 spaces of this figure that is no more than 6 levels above this figure's base. When this glyph is power-side up on the battlefield and a figure ends its movement on this glyph, that figure receives a wound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



Utility: 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.



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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.