



**MARVEL**

**VOLSTAGG**

**MEAT AND MEAD**

Start the game with 3 orange Meat and Mead Markers on this card. Any time a numbered Order Marker is revealed on any Army Card, you may immediately remove any number of Meat and Mead Markers from this card. For each Meat and Mead Marker removed from this card, remove 2 Wound Markers from this card and add 2 to Volstagg's Move and Defense numbers this turn.

**HUNGER PAINS**

When Volstagg attacks a figure that is not Tiny, roll one fewer attack die for each Wound Marker on this card.

**WARRIORS THREE**

After revealing an Order Marker on this card and instead of taking a turn with Volstagg, you may either move up to 3 figures you control that have this special power, or you may attack with up to 3 figures you control that have this special power.

**7**  
**LIFE**

**MOVE 4**

**RANGE 1**

**ATTACK 8**

**DEFENSE 6**

**330**

POINTS