



SIX-PACK
(RAGER)

FOOD EQUIPMENT GLYPH

Start the game with 6 gray Beer Markers on this card. When a figure starts its turn on the space this glyph occupies, you may remove a Beer Marker from this card to add 1 to that figure's Attack number for the remainder of its turn. If you do and it does not inflict any wounds during its turn, it receives a wound. Once all Beer Markers are removed from this card, this glyph is destroyed.



Custom Expansion
CREEPSHOW

