



- COST

# APPRENTICE WESLEY

5  
DF6  
SP5  
WP1  
SZ*Totem, Unique, Living • Tri-Chi*

**Beer Goggles:** Enemy attack actions that target this model suffer a  $\square$  to their duel if the attacking model has a friendly **Poison** token.

**On the House:** After an enemy model within 6" gains a **Poison** token, this model may deal 1 damage to it.

**Tri-Chi Conclave:** When this model activates, it may drain two  $\blacklozenge$ . If it does so, replace this model with The Brewmaster, *Proof-Prophet*. Then, the new model heals 3.



1

2

3

4

5

6

7

8

9

# APPRENTICE WESLEY

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Shove</b>	¶ 1"	5	¶ Df	-	-
	Move the target up to 4". For each raise this action receives, move the target an additional +1".				
■ <b>Drink Up:</b>	Target gains a <b>Poison</b> token.				
<b>Last Call</b>	‡ 12"	5	Wp	12	-
	<i>This action may target friendly models.</i> Move the target up to 4". If the target has a friendly <b>Poison</b> token, increase the distance moved by +2".				
◆ <b>Mend:</b>	Target heals 2.				
■ <b>Drink Up:</b>	Target gains a <b>Poison</b> token.				

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Creep Along</b>	-	0	-	6	-
	Move this model up to its <b>Sp</b> toward a friendly model in its LoS.				
<b>Resupply</b>	-	-	-	-	-
	<i>Once per turn.</i> Draw up to two cards from this model's discard pile with values of 1-5.				