



3  
COST

# WHISKEY GAMIN

4  
DF

6  
SP

4  
WP

1  
SZ



Minion (2), Construct • Tri-Chi

☞ **Armor:** *Once per activation.* This model may reduce damage dealt to it by 1.

**Driving While a Drink:** While this model has a friendly **Poison** token, it receives +2 **Sp**, but suffers -1 **Df** and **Wp**.

# WHISKEY GAMIN

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

**Moonshine Dispenser** † 8" 4 **Df** - 1

If this attack receives a raise, move the target up to 3" directly away from this model.

📖 **Drink Up:** Target gains a **Poison** token.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

**Froth Over** 8" 0 - 7 -

Make a Remains marker within range. Enemy models within (X)2" of the made marker must pass a TN 12 **Df** duel or gain **Distracted** and **Poison** tokens. Allies within (X)2" of the made marker may gain a **Poison** token. Then, remove the marker.

**A Shot of Genius** 6" 0 - 5 -

*Friendly only.* Target gains either a **Poison** or an **Insight** token.