



COST

THE BREWMASTER

MOONSHINER

6

DF

7

SP

5

WP

2

SZ

Master, Unique, Living • Tri-Chi

Flow Like
Moonshine

Cooper
Jones

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

Extended Reach: Enemy models within 2" cannot take attack actions generated by the **Charge** action.

Pass the Jug: The area within 2" of this model is hazardous (**Poison**) terrain. Friendly models may choose to be unaffected by this terrain.

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THE BREWMASTER

Moonshiner

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Shiner's Staff //2" 6 Df - 3

This action receives a ☠ if the target is not engaged with this model.

☞ **Bar Room Brawl:** Move this model up to 5", ignoring models. Models moved through this way gain a **Poison** token.

☞ **Feinting Strike:** After failing, declare this action again, targeting a different model.

☞ **Drunken Confusion:** Enemy models within (X)2" of this model gain a **Distracted** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Open the Gourd 8" 0 - 6 -

*Once per activation. Ally only. Target gains an **Aura (Poison)** token.*

📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

☞ **Healing Brew:** Target heals 2 and gains a **Poison** token.

⚡ **Drunken Dash** - 0 - 5 -

*Move this model up to 5", ignoring models and terrain. Models moved through this way gain a **Poison** token.*

☞ **Sudden Strike:** This model may declare a // action.