



- COST

THE BREWMASTER

PROOF-PROPHET

5
DF6
SP6
WP2
SZDevoted
to the BrewApprentice
Wesley*Master, Unique, Living • Tri-Chi*

Brotherhood of the Brew: After this model is dealt damage, it may drain a ♦. If it does so, place this model in base contact with an ally within 6".

Drunken Epiphany: When this crew abandons a scheme, this model may search for and draw the red joker.

THE BREWMASTER

Proof-Prophet

Attack Actions

Rg	Skl	Rst	TN	Dmg
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Bathtub Hooch	*	6	Wp	-	2
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*When this action is declared, choose if it has a range of ⌂1" or ⌂8". This model may remove a token from the target. The target gains a **Poison** token.*

¶ **Sloshed:** Target gains a **Distracted** token.

■ **Moonshine Mash:** Remove a friendly **Poison** token from the target. This action deals +2 damage.

Last Call	⌂12"	6	Wp	12	-
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*This action may target friendly models. Move the target up to 4". If the target has a friendly **Poison** token, increase the distance moved by +2".*

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

■ **A Small Favor:** Target must have a friendly **Poison** token. Once per activation. Target declares an action chosen and controlled by this model.

Tactical Actions

Rg	Skl	Rst	TN	Dmg
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Drunken Clarity	8"	0	-	6	-
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*Target a model with a friendly **Poison** token. Remove a friendly **Poison** token from the target. Target gains an **Insight** token and declares the **Interact** action, controlled by this model.*

■ **"You're Drunk, Go Home":** This action must have received a raise. Target places itself anywhere in its deployment zone.

■ **Quick Reflexes:** Declare this action again, targeting a different model.