

10  
COST

## WHISKEY GOLEM

6  
DF6  
SP6  
WP4  
SZ

Unique, Construct • Tri-Chi

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

**Whiskey Burn:** After this model suffers damage from an enemy model, enemy models in base contact with this model are dealt 1 damage.



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# WHISKEY GOLEM

Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Huge Fist</b>	4" 2"	6	Df	-	3
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- **Frantic Attack:** This model deals 1 irreducible damage to itself. Declare this action again.
- **Moonshine Mash:** Remove a friendly **Poison** token from the target. This action deals +2 damage.

<b>High Pressure Dispenser</b>	4" 8"	6	Df	-	2
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This attack has a raise value of 3. For every raise this attack receives, move the target up to 3" directly away from this model.

- ♦ **A Hint of Root Beer:** Allies within (1)3" of the target heal 1 and gain an **Insight** token.
- **Sloshed:** Target gains a **Distracted** token.
- **Drink Up:** Target gains a **Poison** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>Hulking Leap</b>	3"	0	-	6	-
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Place this model anywhere within range. Then, enemy models within (1)1" must pass a TN 13 **Sp** duel or be dealt 1 damage.