

3
COST

WHISKEY GAMIN

4
DF6
SP4
WP1
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 (1)2" of the made marker must pass a TN 12 **Df** duel or gain **Distracted** and **Poison** tokens. Allies within (1)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.