



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.