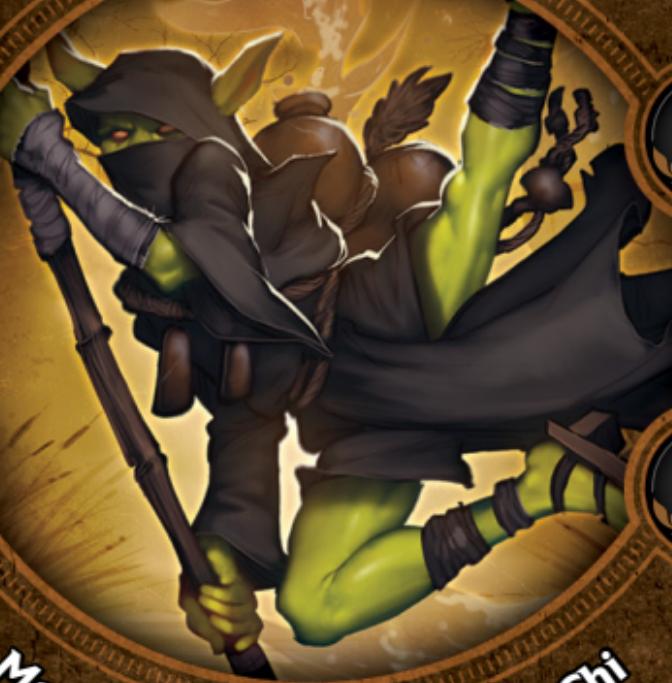




THE BREWMASTER

MOONSHINER

- COST

6
DF7
SP5
WP2
SZFlow Like
MoonshineCooper
Jones*Master, Unique, Living • Tri-Chi*

Beer Goggles: Enemy attack actions that target this model suffer a \square 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.

THE BREWMASTER

Moonshiner

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Shiner's Staff	4"	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
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	-
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*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.