



COST

THE BREWMASTER

PROOF-PROPHET

5

DF

6

SP

6

WP

2

SZ



Master, Unique, Living • Tri-Chi

Devoted
to the Brew

Apprentice
Wesley

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.

♦ 1 2 3 4 5 6 7 8 9 10 11 12 13 14

THE BREWMMASTER

Proof-Prophet

Attack Actions Rg Skl Rst TN Dmg

Bathtub Hooch * 6 Wp - 2

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 -

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

Drunken Clarity 8" 0 - 6 -

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.