



10
COST

WHISKEY GOLEM

6

DF

6

SP

6

WP

4

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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Huge Fist	//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.

↯ High Pressure Dispenser	+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 (X)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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↯ Hulking Leap	3"	0	-	6	-
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Place this model anywhere within range. Then, enemy models within (X)1" must pass a TN 13 **Sp** duel or be dealt 1 damage.