Super Dungeon Tavern: An SDExplore Mod v0.03

For those familiar with Super Dungeon Explore, this is a special twist on the standard format:
2 or more players will compete to drink the most in a single night.

The key difference is that instead of battling one another in combat, the Heroes are having a night drinking in the Tavern! They're attempting to drink the most before passing out, and the Tavern is doing everything they can to manage their customers.

Models

      Oversized models are not recommended for Super Dungeon Tavern, but Staff and Patrons may consist of eithe Heroes or MiniBosses. Bosses may be used only if everyone playing agrees.

Number of Players

      One player will play the Tavern Staff of Heroes and/or MiniBosses.
          Use 1 Staff for up to 4 Patrons, 2 Staff for 5 or more Patrons.
      2-8 players will pick 2-8 Heroes or MiniBosses to be Patrons.

Tavern Tile

      All Patrons start at the bar (1x8 area 2 squares away from 3 sides of the tile).
      The staff starts centered behind the bar.

Monsters

      Lesser Monsters are not used for this scenario.

Cards

      This Mod uses the Beer deck from Tanto Cuore: Oktoberfest.

Goals

      The game is over when there are no standing Patrons or Staff.

      A Hero wins by drinking the most before the game ends.
      The Staff wins if all Patrons have passed out.

Play

      Starting with the Staff, each player activates their character(s).
      Before the Staff's activation, a new round starts.

Patron Keywords

Healthy Liver: At the start of a Patron activation, remove 1 Drunk Token.

No Bottle Good Enough: This character does not drink Potions.

Thirsty Patron: When a Patron activates, it draws a Beer card and places it next to the Patron's character card, this represents the Requested Beer type. A Patron can have multiple request cards.

If a Patron was served a requested Beer type last round then pair the served Beer card with the requested Beer Card and set it aside for scoring purposes.

If this Patron was not served a requested Beer type last round, it gains a Thirst token.
A Patron with 1 Thirst token may attack another Patron.
A Patron with 2 Thirst tokens may attack another Patron, or may attack the Staff instead.
A Patron with 3 or more Thirst tokens must attack the Staff.

Pass Out: For each Health a character has remaining, it can have 2 Drunk tokens.
If a Patron ever has as many or more than 2 times the number of Drunk tokens as Health, then that Patron passes out.
If a Patron gains enough Health, or losing enough Drunk Tokens to be within acceptable limits, then the Patron can activate as normal.

Staff Keywords

It's a Tough Job: Staff gain Tough.

No Bottle Good Enough: This Character does not drink Potions.

Double the fun: Staff may carry up to 8 Beer Cards.

Staff Actions

Serve Drink: 1 Action: Range 2. Target a Patron. Requires a Beer card, the Staff gives the Patron a Beer card. The Patron gains X Drunk tokens, based on the card given to the player. If the Beer card given matches the Patron's requested Beer type, then all Thirst tokens are removed.

Pull the tap: 2 Actions: Range 1. Staff must be behind the Bar. The Staff draws 1 Beer card for each Patron.

Pass it around: 1 Action: Range 2. The Staff passes a Beer Card to another Staff character.