


# DEAD OUTLAW

*Minion (3), Undead*  
BANDIT, TORMENTED



6  
COST





## ABILITIES

**HARD TO WOUND:** Damage flips against this model suffer a .

**CURSED BULLETS:** This model's Attack Actions ignore Friendly Fire when targeting Tormented models or when targeting models engaged by Tormented models.

**GUNFIGHTER:** This model may treat any of its  Actions as having a range of  1".

**RUN AND GUN:** This model's Charge Action may generate  Actions instead of  Actions.

**TORMENT:** At the end of this model's Activation, if it damaged an enemy model with an Attached Upgrade, it may draw a card.

1 2 3 4 5 6 7

HEALTH