


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.



HEALTH

DEAD OUTLAW

ATTACK ACTIONS

RG STAT RST TN

COLLIER REVOLVER

12" 5 Df -

Target suffers 2/3/4 damage.

🇺🇸 **Drop It!:** *Enemy only.* Target must Drop an enemy Scheme Marker into base contact with itself, in LoS of this model.

⚔️ **Stagger:** Models damaged by this Action gain **Staggered**.

✂️ **Mutilate:** When resolving, if the target has **Slow**, it suffers +1 damage. Otherwise, it gains **Slow**.

AT GUNPOINT

8" 6X Wp 12

Target a non-Leader enemy model within 3" of an enemy Scheme Marker. Target must either discard a random card or take a non-⚔️ Action that does not Attach Upgrades or list a model by name, chosen and controlled by this model.

⚔️ **Confusion:** Target gains **Staggered**.

✂️ **Buried Grudge:** When resolving the generated Action, models damaged by it suffer +1 damage.

TACTICAL ACTIONS

RG STAT RST TN

COVETOUS CRAVINGS

6" 5 - 10

Discard a Scheme Marker within 6" and LoS of target friendly model. Target gains **Fast**.

⚔️ TOO GREEDY TO DIE

16" - - -

Until the End Phase, after a Scheme Marker is Dropped within range, this model may Push a Tormented model within LoS 3" toward the Dropped Marker.