


# 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

# 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.