DEAD OUTLAW

6 COST

Minion (3), Undead
BANDIT, TORMENTED

| 4 DF	5 WP	FACTION	5 Mv	2 Sz

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