


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