



- COST

PARKER BARROWS

MOST WANTED

6
DF

6
SP

6
WP

2
SZ

Master, Unique, Living ▪ Bandit

The Barrows
Gang

Doc Mitchell



Found Fortune: Once per activation. After this model resolves a **Walk** action, it may remove a Scheme marker within 2" to draw a card.

Hard to Kill: When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

Shootout: After this model uses the **Quick Getaway** ability, it deals 2 damage to the attacker.

PARKER BARROWS

Most Wanted

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Six-Shooters

*	6	+ Df	-	3
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When this action is declared, choose if it has a range of ⚔ 1" or ⚔ 10".

♦ **Reposition:** Move this model up to 3".

■ **Drop It!:** Target may discard a card. If it does not, make a Scheme marker in base contact with it.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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"Scatter!

3"	0	-	6	-
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Law's Comin'!"

Once per activation. This model and up to two other allies within range move up to 5", ignoring vertical distance.

♦ **Eagle-Eyed Search:** Once per activation. Draw two cards and then discard a card.

❖ **"Don't Drop the Loot!"**: Remove a Scheme marker within 1" of one of the moved models to infuse a ♦.

❖ **Bandit Raid:** After resolving, one model moved this way may declare an attack action.

† Ransack

8"	0	-	6	-
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Target a Scheme marker. An ally within 10" of the target may declare the **Interact** action, ignoring engagement. Then, remove the target.