

-
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.

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PARKER BARROWS

Most Wanted

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Six-Shooters	*	6	Df	-	3

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

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.

	Rg	Skl	Rst	TN	Dmg
‡ Ransack	8"	0	-	6	-

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