



# THE BARROWS GANG

Parker Barrows, Most Wanted



Friendly Bandit models gain the following ability:

**¶ Quick Getaway:** After resolving an action that targeted and damaged this model, it may drain a ♦ to declare the **Walk** action, ignoring engagement.

Friendly unique Bandit models gain the following action:

Attack Action	Rg	Skl	Rst	TN	Dmg
<b>¶ Stick Up</b>	+6"	6	Wp	-	*

The target chooses to be dealt 2 damage or allow this model to choose to draw a card or infuse a ♦.



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## Tokens

**Burning:** During the end phase deal 1 damage to this model and enemy models in base contact with it. Then remove this token.

**Fast:** Increase this model's action limit by 1 (to a maximum of 3). When this model ends its activation, remove this token. Cancelled by **Slow**.

**Impact:** When this model succeeds in an attack action that deals damage, it must remove this token to deal +1 damage.

**Staggered:** This model suffers -2 **Sp** and cannot be moved by other enemy models. When this model ends its activation, remove this token. Canceled by **Hastened**.