



DEAD OUTLAW

4
COST5
DF5
SP6
WP2
SZ*Minion (3), Undead • Bandit*

Demise (Too Greedy to Die): Once per turn. When this model is killed, it may discard a card to place itself into base contact with a Scheme marker within 6". If it does so, remove the marker, then this model heals 2.

Trick Shot: Once per activation. After this model resolves an attack action targeting an enemy which received at least one raise, this model draws a card.

DEAD OUTLAW

Attack Actions Rg Skl Rst TN Dmg

Rusty Revolver	12"	5	Df	-	1
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- **Drop It!**: Target may discard a card. If it does not, make a Scheme marker in base contact with it.
- ◆ **Buried Grudge**: Remove up to two markers within 3" of the target. For each marker removed, choose an enemy model within 3" of the target to gain a **Staggered** token.

Tactical Actions Rg Skl Rst TN Dmg

Cursed Bullets	3"	0	-	5	-
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*Once per activation. Target gains an **Impact** token.*