



4

COST

## DEAD OUTLAW

5

DF

5

SP

6

WP

2

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.



1

2


3


4


5

# DEAD OUTLAW

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Rusty Revolver</b>	 12"	5	<b>Df</b>	-	1

 **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
<b>Cursed Bullets</b>	3"	0	-	5	-

*Once per activation.* Target gains an **Impact** token.