



COST

# DOC MITCHELL

5

DF

6

SP

4

WP

2

SZ



Totem, Unique, Living • Bandit

**Demise (Expendable):** After this model is killed, either draw a card or make a Scheme marker in base contact with this model.

**Got the Medicine for That:** When an ally within 3" suffers damage from an enemy attack action, this model may drain a ♦. If it does so, the damaged model gains a **Fast** token.



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## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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**Hidden Flintlock**       8"    5    **Df**    -    2

Once per turn. After resolving, if this action was used during this model's activation and this model has LoS to a friendly Parker Barrows, this model draws a card and is killed.

**Snake Oil**       8    7    **Wp**    -    -


Target is moved up to 6" and gains a **Staggered** token.


## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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 **Emergency Surgery**    2"    0    -    3    -

Remove up to one token from the target and the target heals 2. The target heals an additional 2 for each raise this action receives.

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

 **Vengeful:** Target gains an **Impact** token.