



# 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.