

-  
COST

# PARKER BARROWS

## DEAD MAN WALKING

6

DF

6

SP

5

WP

2

SZ

Master, Unique, Living • Bandit

Shadow of  
the Noose

Ashen  
Echo

**Ashen Spoils:** *Once per activation.* When an enemy model within 6" discards one or more cards, this model may draw a card.

**Demise (Perdition):** *Once per game.* When this model is killed by an enemy model, it may drain a ♦ to heal 4 and place in base contact with that enemy. Then, deal 2 damage to that enemy model.

**"You Can Run...":** When this model declares an action, if the target has a **Staggered** token, the action receives +1 Skl.



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14

# PARKER BARROWS

## Dead Man Walking

### Attack Actions

Rg Skl Rst TN Dmg

#### Ashen Rifle

14" 6 Df - 3

If this action was empowered, it may add any suit to its duel total.

☛ **Guns Blazing:** Once per activation. Gain an **Impact** token.

📖 **Blaze:** Models damaged by this action gain a **Burning** token.

☛ **Burn Them All:** Once per turn. Drain up to two ♦. Deal +1 damage for each ♦ drained.

### Tactical Actions

Rg Skl Rst TN Dmg

#### ⚡ Chaos in the Badlands

10" 0 - 5 -

Target a marker. Enemy models within (X)1" of the target gain a **Staggered** token.

📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

#### ⚡ Stare Down 6"

- - - -

Once per turn. Target an enemy. Place a card from your control hand face down. Starting with the card this model placed as a cost, this model and the target take turns placing cards face down in front of them until one of them chooses not to. Then flip all cards face up and add their values. The model with the highest total wins, moves up to 6", and infuses a ♦ (this model wins ties). The losing model is dealt 2 damage. All cards played this way are discarded.