SHADOW OF THE NOOSE

Parker Barrows, *Dead Man Walking*

Friendly Bandit models gain the following ability:

Run And Gun: This model's **Charge** action may generate ➵ actions instead of ⚍ actions.

Friendly unique Bandit models gain the following action:

Attack Action		Rg	Skl	Rst	TN	Dmg
Broken Man's Lasso	➵10"	6	**Sp**	12	0

This action may target friendly models. Move the target up to 4". For each raise this attack receives, move the target up to +2".

- ⬤ *Debt Owed to Darkness:* When resolving, move the target up to +4", ignoring **Staggered** tokens.
- 🐾 *Stumble:* When resolving, if the target has a **Staggered** token, deal +1 damage to it. Otherwise, it gains a **Staggered** token.
- ❧ *Execute:* The target may either discard a card or drain a ⬤. If it does neither, it is killed.

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Tokens

Burning: During the end phase deal 1 damage to this model and enemy models in base contact with it. Then remove this token.

Fast: Increase this model's action limit by 1 (to a maximum of 3). When this model ends its activation, remove this token. Cancelled by **Slow**.

Impact: When this model succeeds in an attack action that deals damage, it must remove this token to deal +1 damage.

Staggered: This model suffers -2 **Sp** and cannot be moved by other enemy models. When this model ends its activation, remove this token. Canceled by **Hastened**.