



DEAD OUTLAW

4
COST

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.

DEAD OUTLAW

Attack Actions

Rg Skl Rst TN Dmg

Rusty Revolver

12" 5 Df - 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

Cursed Bullets

3" 0 - 5 -

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