



# SARAH

HEAD

RIGHT  
HANDED

HANDGUN RIFLE

+1 +0

SHOTGUN RIDING

+1 +2

BRAWL

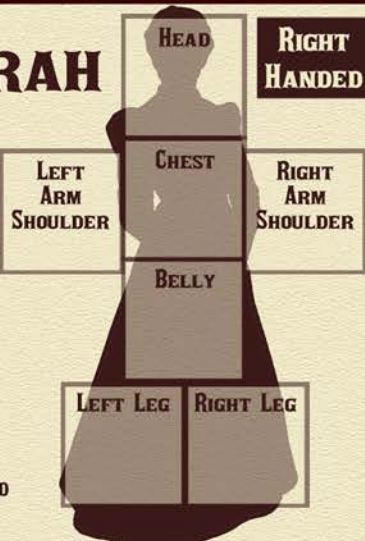
-1

SNAPSHOT

BLOW

**PETITE**

NO MORE THAN 1 WOUND  
COUNTER IS DRAWN  
WHEN TARGETTED



# MARK

HEAD

LEFT  
HANDED

HANDGUN RIFLE

+0 +0

SHOTGUN RIDING

+0 +0

BRAWL

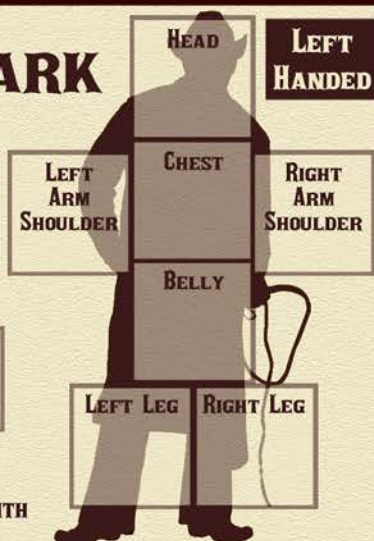
+0

SNAPSHOT

BLOW

**OLD**

BEGINS SHOWDOWN WITH  
ONLY 3 ACTIONS



# CLAY

HEAD

RIGHT  
HANDED

HANDGUN RIFLE

+2 +0

SHOTGUN RIDING

+2 +3

BRAWL

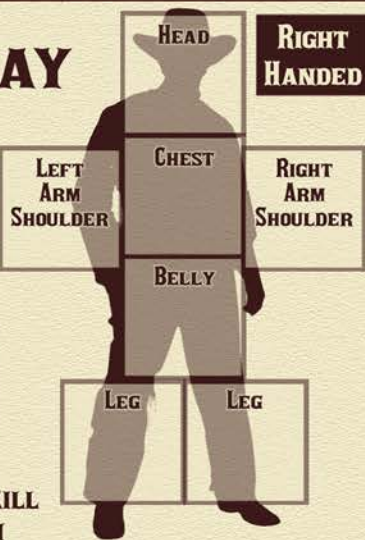
+0

SNAPSHOT

BLOW

**QUICKDRAW**

+2 TO HANDGUN SKILL  
IN A SHOWDOWN



# JESSE

HEAD

RIGHT  
HANDED

HANDGUN RIFLE

+2 +4

SHOTGUN RIDING

+0 +1

BRAWL

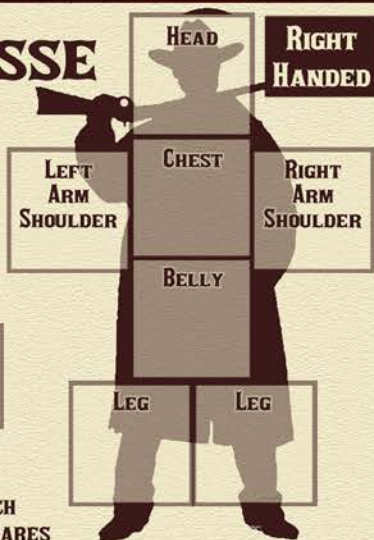
+2

SNAPSHOT

BLOW

**QUICK**

1 WALK ACTION EACH  
TURN MAY MOVE 2 SQUARES



# DALE

HEAD

LEFT  
HANDED

HANDGUN RIFLE

+0 +0

SHOTGUN RIDING

+1 +0

BRAWL

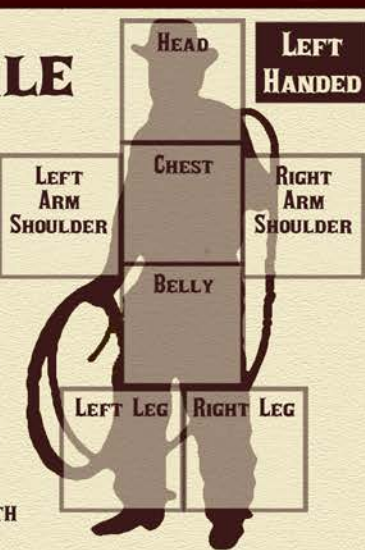
+0

SNAPSHOT

BLOW

**HESITANT**

BEGINS SHOWDOWN WITH  
ONLY 3 ACTIONS



# RHETT

HEAD

LEFT  
HANDED

HANDGUN RIFLE

+1 +2

SHOTGUN RIDING

+3 +3

BRAWL

+0

SNAPSHOT

BLOW

**SHOTGUN ACE**

-1 ACTION COST FOR SHOTGUN  
ACTIONS, NO POOR SHOT

