

BANDIDO

Minion (3), Living
BANDIT

5
COST



ABILITIES

RUN AND GUN: This model's **Charge** Action may generate ⚔ Actions instead of 🗡 Actions.

TRIGGER FINGER: *Once per Turn.* After an enemy model Drops a Scheme Marker within ⚔8, this model may take a ⚔ Action targeting the enemy after resolving the current Action. Only one model with **Trigger Finger** may do so per Action.

DF (W) QUICK GETAWAY: *Enemy only.* After resolving, Push this model up to 5" in any direction.

LIFE OF CRIME: At the start of this model's Activation, it may remove a Scheme Marker within ⚔4 to gain **Fast**.

