

# 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**.

1 2 3 4 5  
HEALTH