

# 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

# BANDIDO

## ATTACK ACTIONS

	RG	STAT	RST	TN
<b>KNIFE</b>	0"	4	Df	-

Target suffers 1/3/4 damage.

✕ **Maim:** Target discards a card.

<b>COLLIER REVOLVER</b>	12"	5	Df	-
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Target suffers 2/3/4 damage.

📖 **Drop It!: Enemy only.** Target must Drop an enemy Scheme Marker into base contact with itself, in LoS of this model.

👉 **Reposition:** Move this model up to 3".

<b>AT GUNPOINT</b>	8"	5	Wp	12
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Target a non-Leader enemy model within 3" of an enemy Scheme Marker. Target must either discard a random card or take a non-👉 Action that does not Attach Upgrades or list a model by name, chosen and controlled by this model.