

BANDITS ALPHA v0.1

PLEDGE

During the Gathering phase, you gain Soul's Dice based on the current round: gain 1 Soul's Dice in the first round., 2 Soul's Dice in round 2,3 in the 3rd round, etc.

FACTION MISSION

For each 2 successful looted tokens, gain 1 *Victory Point*.

BANDIT PASSIVE

Looting: You can place a Looting token 2" away from the enemy miniature defeated in combat.

If any of yours miniatures ends the turn next to a Looting token, remove it from the battlefield and get 1 Souls' Dice.

MELEE BANDIT FOLLOWER (x4)

MOVEMENT (M)	POWER (P)	AGGRESSIVENESS (A)	VITALITY (V)	DEFENCE (D)	WOUNDS (W)
10"	4	+4	4	+5	3

Follower: During your activation turn, simultaneously activate an allied miniature that has not been activated yet, located in your line of sight that also have the Follower skill. Perform your Turn sequence as usual with both miniatures.

RANGED BANDIT FOLLOWER (x2)

MOVEMENT (M)	POWER (P)	AGGRESSIVENESS (A)	VITALITY (V)	DEFENCE (D)	WOUNDS (W)
10"	4	+4	4	+6	3

Dead pulse: Whenever it is going to make an attack, will make a ranged-attack.

You are able to shoot beyond your attack range. First, select a valid target more than 15" away, then add 1d6" to your maximum range. If the distance from you and the target is equal to or no more than 2" from you, it is considered a valid target.

Range: 14" +1d6".

BANDIT BRUTE

MOVEMENT (M)	POWER (P)	AGGRESSIVENESS (A)	VITALITY (V)	DEFENCE (D)	WOUNDS (W)
8"	3	+3	6	+4	5

Jack you up!: Every time this unit does a Loot action, gets 2 tokens instead of one.

BANDIT SPECIALIST

MOVEMENT (M)	POWER (P)	AGGRESSIVENESS (A)	VITALITY (V)	DEFENCE (D)	WOUNDS (W)
10"	6	+3	4	+5	2

Hit and run!: When this miniature defeat an enemy, you can take 1 Soul's Dice from enemy pool.

BANDIT LEADER

MOVEMENT (M)	POWER (P)	AGGRESSIVENESS (A)	VITALITY (V)	DEFENCE (D)	WOUNDS (W)
10"	5	+3	5	+4	4

(1) Are you sure? : Until this miniature's next turn, any miniature within 10" can RR a miss hit.

BANDIT ERUDITE

MOVEMENT (M)	POWER (P)	AGGRESSIVENESS (A)	VITALITY (V)	DEFENCE (D)	WOUNDS (W)
8"	3	+3	3	+4	2

(1) Shiny!: Range 15'. Select an enemy in your line of sight, suffer 3 hits, for any wound made this way place a Loot token 2" away from the enemy.

(2) Dig Deeper: Roll a die for each enemy. If +2 place a Looting token next to the enemy. Until this miniature's next turn, any enemy miniature next to a Looting token only move half its movement.

SHAME

Once per game, before of activating a miniature, you may do a roll of Shame. You get one Shame die for each Victory Point your opponent takes from you at the end of the round.

1-3. More!: Place a token representing in the centre of ta control point under your control and roll 2d6”, consider the results as the radius of a circle with the control point as central point. Until the end of the round, when a Loot token is placed touching the circle, place an extra Loot token.

4-6. Intercession: Gain 4 Souls’ Dice for your faction in a critical moment of need.

7-9. Took it!: Every time a miniature kills an enemy, generate a Loot token next to the corpse.

10-12. Fast and very furious: Every time your miniatures injure an enemy, steal 1 Souls’ Dice from their pool.