



BANDIDO

5
COST

5
DF

6
SP

5
WP

2
SZ



Minion (3), Living ▪ Bandit

Expert Climber: Once per activation. This model may ignore vertical distance while resolving the **Walk** or **Charge** action.

Hard to Kill: When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

BANDIDO

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Pistol Whip	1"	5	Df	-	-

Move the target up to 3".

W&S Pistol	12"	5	Df	-	2
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• *Reposition:* Move this model up to 3".

• *Drop It!:* Target may discard a card. If it does not, make a Scheme marker in base contact with it.

At Gunpoint	10"	5	Wp	-	-
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Target must either discard a card or declare an action chosen and controlled by this model.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Onward	-	0	-	7	-

This model may declare the **Walk** action.