



# 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

### Pistol Whip

1"

5

Df

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Move the target up to 3".

### W&S Pistol

12"

5

Df

-

2

**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

### Onward

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0

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7

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