



SWASHBUCKLER

4
COST

5
DF

6
SP

5
WP

2
SZ

Minion (2), Living • Infamous, Anger

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

Swarm the Deck: When this model activates within 2" of a friendly marker, it gains a **Hastened** token.

SWASHBUCKLER

Attack Actions	Rg	Skl	Rst	TN	Dmg
----------------	----	-----	-----	----	-----

Sword	≤ 1"	5	Df	-	2
--------------	------	---	----	---	---

■ **Free Loot:** Remove a Scheme marker within 2" of this model.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
------------------	----	-----	-----	----	-----

"Oy! That Be Mine!"	8"	0	-	6	-
----------------------------	----	---	---	---	---

Once per activation. Target an enemy marker. Move this model up to its **Sp** toward the target. Then, if this model is in base contact with the target, remove it and this model may draw a card.

■ **Hidden Cache:** Make a Scheme marker in base contact with this model.