



GUNSMITH

7
COST

5
DF

6
SP

5
WP

2
SZ



STN: 10

Minion (2), Living • M&SU

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.

GUNSMITH

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Pistol Whip

⌘ 1" 6 Df - -

Move the target up to 3".

Specialty Pistols

🔫 12" 6 Df - 2

While this model is on terrain of **Ht** 2 or greater, this action may be treated as a 🗡.

🔪 **Critical Strike:** When resolving, this action deals +1 damage to the target.

🗡 **Coordinated Attack:** Another friendly model may declare a ⌘ action targeting the same model.

📖 **Piercing:** When resolving, this action ignores 🛡 abilities.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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👉 Creep Along

- 0 - 5 -

Move this model up to its **Sp** toward a friendly model in its LoS.

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