



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

Pistol Whip	�名 1"	6	Df	-	-
--------------------	-------	---	----	---	---

Move the target up to 3".

Specialty Pistols	近战 12"	6	Df	-	2
--------------------------	--------	---	----	---	---

While this model is on terrain of Ht 2 or greater, this action may be treated as a 1.

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

¤ **Coordinated Attack:** Another friendly model may declare a 1/2 action targeting the same model.

■ **Piercing:** When resolving, this action ignores 1 abilities.

Tactical Actions Rg Skl Rst TN Dmg

1 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.