



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

• **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 - -

Target must either discard a card or declare an action chosen and controlled by this model.

	Rg	Skl	Rst	TN	Dmg
Onward	-	0	-	7	-
This model may declare the Walk action.					