

4
COST

SWASHBUCKLER

5
DF6
SP5
WP2
SZ

Minion (2), Living • Infamous, Angler

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
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Sword	≤ 1"	5	Df	-	2
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■ **Free Loot:** Remove a Scheme marker within 2" of this model.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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"Oy! That Be Mine!"	8"	0	-	6	-
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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.