



# 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

### 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.

## Tactical Actions

### 👉 Onward

-

0

-

7

-

This model may declare the **Walk** action.