



4
COST

SWASHBUCKLER

5
DF

6
SP

5
WP

2
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

Sword

Rg **Skl** **Rst** **TN** **Dmg**

//1" 5 **Df** - 2

📖 **Free Loot:** Remove a Scheme marker within 2" of this model.

Tactical Actions

"Oy! That Be Mine!"

8" 0 - 6 -

*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.