


## BANDITS



4

2

78

3

3

3

2

1

3

LIFE

## BANDITS - SPECIAL RULES

### EQUIPMENT

Shootin' Iron

3

6

### VITAL INFO

Mortal Minion Team, 3 Models - Bandits may move and attack as a small group instead of individually. When attacking, select the closest Bandit to initiate the attack, and all others within range will add a bonus of +1 D6 to hit and +1 Strength for each Bandit able to hit the enemy.

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Gunslinger - Lower base to hit Target Number by one when using pistols.  
 Scout - When setting up your game, Bandits may be placed anywhere on the board outside of your gang's starting area if you wish. They may not be placed in your enemy's starting area or within 8 inches of any enemy model.

### EQUIPMENT RULES

Shootin' Iron - Pistol, 1-Handed

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INSTRUCTIONS: PRINT THIS PAGE IN LANDSCAPE FORMAT, CUT THE CARDS ALONG THE SOLID LINE, FOLD IN HALF ACROSS THE DOTTED LINE.  
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