



AARON CASH

PROTECT AND SERVE
Anytime a figure you control adjacent to Aaron Cash would receive one or more wounds, you may instead have Aaron Cash receive those wounds.



HUMAN

UNIQUE HERO

LAWMAN

BRAVE

MEDIUM **5**

ACTION REFLEXES
When moving normally, Aaron Cash never takes leaving engagement attacks and may move one additional space as long as he ends his movement engaged, or two additional spaces if he ends his movement engaged with an Insane or Ferocious Criminal.



3 LIFE

MOVE	5
RANGE	1
ATTACK	4
DEFENSE	3

75
POINTS