



# 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.

**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.

**STATS:**  
HUMAN  
UNIQUE HERO  
LAWMAN  
BRAVE  
MEDIUM 5

**3 LIFE**

MOVE	5
RANGE	1
ATTACK	4
DEFENSE	3

**75 POINTS**

