



# ARTHUR

### IN PERIL!

When rolling for initiative, if Arthur is engaged, add 1 to your roll for each Order Marker on a Champion card you control.



HUMAN

UNIQUE HERO

ACCOUNTANT

DELUSIONAL

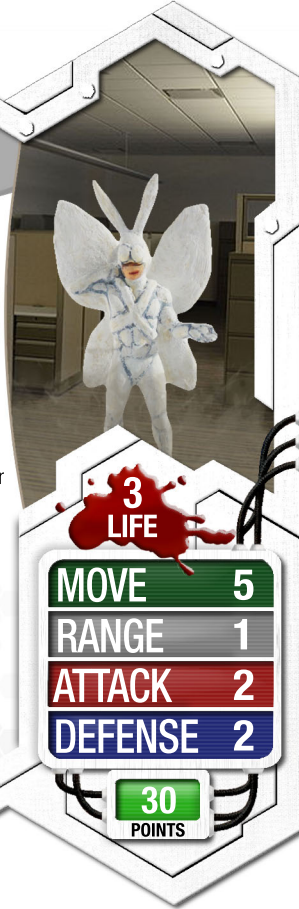
MEDIUM 4

### DELUSIONAL SIDEKICK

After revealing an Order Marker on the Army Card of a figure you control with the Delusional personality and taking a turn with that figure, if Arthur is within 6 clear sight spaces of that Delusional figure, you may take an immediate turn with Arthur, and you may not take any additional turns with other figures you control. If Arthur is adjacent to that Delusional figure when attacking an adjacent figure this turn, add 1 die to his attack.

### "NOT IN THE FACE!"

When Arthur is attacked by a normal attack from an adjacent enemy figure, subtract one skull from the roll.



3 LIFE

MOVE	5
RANGE	1
ATTACK	2
DEFENSE	2

30 POINTS