



CRIME ALLEY CROOKS



HUMAN

COMMON SQUAD

THIEVES

GREEDY

MEDIUM 5

FOUR-MAN JOB
After revealing an Order Marker on the card of a Unique Thief Hero you control and taking a turn with that Thief, you may take a turn with Crime Alley Crooks.

MUGGING
After taking a turn with Crime Alley Crooks, if you inflicted one or more wounds with any Crime Alley Crook's normal attack this turn, you may immediately move a Unique Thief Hero you control up to 4 spaces. Figures moved with Mugging will not take any leaving engagement attacks.



1 LIFE

MOVE	5
RANGE	1
ATTACK	3
DEFENSE	3

65
POINTS

