



ARKHAM INMATES

AGGRAVATED ASSAULT

After rolling defense dice for an Arkham Inmate, you may move him up to 5 spaces, if possible. If he ends his movement adjacent to the attacking figure, the attacking figure receives 1 wound. When moving with Aggravated Assault, an Arkham Inmate will take any leaving engagement attacks.

FRANTIC DISENGAGE

If a figure rolls for a leaving engagement attack against an Arkham Inmate and does not roll a skull, the figure receives 1 wound.



HUMAN

COMMON SQUAD

PSYCHOPATHS

INSANE

MEDIUM

5



1
LIFE

MOVE	4
RANGE	1
ATTACK	3
DEFENSE	2

60

POINTS

