



## CHIEF JUDGE CAL

**THE DAY THE LAW DIED!**  
All figures you control that have the class of Judge or Mercenary listed on their Army Cards have the class of Enforcer instead.

### THE LIVING LAW

After revealing an Order Marker on this card, before taking a turn with Chief Judge Cal, you must roll the 20-sided die. If you roll:

- 1-10, you must choose 2 Enforcers you control to move 4 spaces each; and
- 11-20, you must choose 2 Enforcers you control and attack with each of those figures; and
- an odd number, you must remove 1 Wound Marker from this card; and
- an even number, you must choose a figure within 5 clear sight spaces of Cal to receive 1 wound; and
- a 1 or prime number, move 1 unrevealed Order Marker from Cal's card to any other figure's card you control; and
- a composite number, move 1 unrevealed Order Marker from any other card you control to Cal's card.



HUMAN

UNIQUE HERO

DICTATOR

INSANE

MEDIUM **5**

**4**  
LIFE

MOVE **5**

RANGE **5**

ATTACK **3**

DEFENSE **4**

**125**  
POINTS