



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 move 1 unrevealed Order Marker from Cal's card to any other figure's card you control; and
- an even number, you must choose a figure within 5 clear sight spaces of Cal to receive 1 wound and 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