



THE CHIEF
NILES CAULDER

PATROL RADIO LINK

After revealing a numbered Order Marker on this card, instead of taking a turn with the Chief, you may take a turn with up to two different Troubled Unique Heroes you control or one Unique Hero you control. The Chief cannot be one of the Unique Heroes. Any Unique Hero that is taking a turn instead of the Chief must be within 10 spaces of the Chief before moving.



HUMAN

UNIQUE HERO

SCIENTIST

TROUBLED

MEDIUM

4

EMOTIONAL MANIPULATION

Immediately after revealing a numbered Order Marker on this card, you may reveal an "X" Order Marker on the card of a Troubled Unique Hero you control. While there is a revealed "X" Order Marker on that figure's card, it adds 1 to its Attack number and subtracts 1 from its Defense number. For the rest of the round, the Chief's personality is Manipulative, regardless of what is listed on this card.

GENIUS ESCAPE

When the Chief rolls defense dice against an opponent's normal attack:

- if at least 2 shields are rolled, the Chief takes no damage and may immediately move up to 2 spaces. He will not take any leaving engagement attacks.
- if at least 2 skulls were rolled and the attacking figure is within 5 clear sight spaces of the Chief, it receives one wound.

You may choose which effect to use first.



4
LIFE

MOVE 4

RANGE 1

ATTACK 2

DEFENSE 5

165
POINTS