



## JUDGE FIRE

FUEGO

### PURGE THE SINNERS 11

After revealing a numbered Order Marker on the card of a Dark Judge figure you control, instead of moving normally with that Dark Judge, you may move up to 4 Dark Judge figures you control up to 2 spaces each. Before moving Judge Fire this way, you may roll the 20-sided die once for each opponent's figure without the Lava Resistant special power adjacent to Judge Fire, one at a time. If you roll 11 or higher, that figure receives one wound. Figures moved by this special power will take any leaving engagement attacks.

### LAVA RESISTANT

Judge Fire never rolls for molten lava damage or lava field damage and does not have to stop in molten lava spaces.

### DIMENSIONAL TELEPORT

At the end of each round, if Judge Fire is on the battlefield and there are two or fewer Wound Markers on this card, you may place him on any empty space on the battlefield. When Judge Fire is moved by Dimensional Teleport, he may not be placed adjacent to an opponent's figure and will not take any leaving engagement attacks.



UNDEAD

UNIQUE HERO

DARK JUDGE

SADISTIC

MEDIUM

5

5  
LIFE

MOVE 5

RANGE 3

ATTACK 5

DEFENSE 6

195

POINTS