

**JUDGE FISH**

**MOST TRUSTED OF ALL ADVISORS**

At the start of the game, you may choose one Unique Insane Hero you control to be Judge Fish's Companion. Once per player turn, when you roll the 20-sided die for a special power on Judge Fish's Companion's card, you may re-roll that die.

**BYSTANDER**

Judge Fish cannot attack or make leaving engagement attacks.

**SEEK THE MOST WISE COUNSEL OF JUDGE FISH**

The first time each player turn a special power moves an Order Marker from Judge Fish's Companion's card to Judge Fish's card, add 1 to Judge Fish's Companion's Move, Attack, and Defense numbers until the end of this player turn.

**GONE BUT NOT FORGOTTEN**

When Judge Fish is destroyed, you must remove all Order Markers from his Companion's card.



FISH

UNIQUE HERO

COMPANION

DOCILE

TINY

2

1  
LIFE

MOVE 0

RANGE 0

ATTACK 0

DEFENSE 0

25  
POINTS