



JUDGE ANDERSON
CASSANDRA ANDERSON



HUMAN
UNIQUE HERO
JUDGE
VALIANT
MEDIUM 5

PSI-JUDGE
Judge Anderson has the class of Telepath in addition to what is listed on this card. Criminals roll 1 fewer defense die against Judge Anderson's attacks.

PRE-COG FLASH
Before taking a turn with Judge Anderson, you may look at the power side of any one glyph that is symbol-side up and within 3 spaces of Judge Anderson. If you do not, Judge Anderson does not need line of sight to target a figure for an attack this turn.

PSI-FLASH
When Judge Anderson or any friendly figure within 7 spaces of Judge Anderson is attacked by a figure that does not have the Mental Shield special power and at least 1 skull is rolled, you may reveal an "X" Order Marker on this card. If you do, the attacking figure's turn immediately ends, the attacked figure receives no wounds and you may immediately move a Judge or Lawman you control up to 3 spaces. Figures moved with Psi-Flash will not take leaving engagement attacks.

MENTAL SHIELD
An opponent may never take temporary or permanent control of Judge Anderson.



4
LIFE

MOVE	5
RANGE	7
ATTACK	4
DEFENSE	5

190
POINTS