



JUDGE FEAR

MANTRAP

Start the game with two gray Mantrap Markers. Before an opponent's small or medium Unique Hero that does not have the Super Strength special power within 2 clear sight spaces of Judge Fear begins to take a turn, you may place a Mantrap Marker on that figure's card. That figure is Trapped. A Trapped figure cannot move or target a non-adjacent figure for an attack, even if Judge Fear is destroyed. At the end of each round, a player may place a Wound Marker on any Trapped figure's card that player controls. If a Trapped figure receives one or more wounds, remove all Mantrap Markers on its card from the game.

FACE OF FEAR

If only one figure is engaged to Judge Fear, when that figure rolls defense dice, you may subtract 1 shield from whatever is rolled. Figures with the Fearless or Insane personalities are not affected by Face of Fear.

DIMENSIONAL TELEPORT

At the end of each round, if Judge Fear 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 Fear is moved with 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

FEARLESS

MEDIUM

5

5
LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 5

145

POINTS