



**DETECTIVE CHIMP**  
BOBO T. CHIMPANZEE

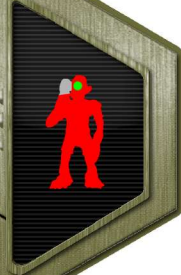
**DRUNKEN DETECTIVE**

At the start of the round, after Order Markers are placed and before rolling for initiative, you may view an unrevealed Order Marker on an opponent's Army Card. For the entire round, if you viewed:

- Order Marker 1, figures you control add 1 to their Defense number.
- Order Marker 2, after taking a turn with a figure you control, you may reveal the "X" Order Marker on an Army Card you control to take an immediate turn with any other figure you control. You may not take any additional turns with other figures you control.
- Order Marker 3, figures you control add 1 to their Attack number when attacking a figure with Order Marker 3 on its card.
- an "X" Order Marker, Detective Chimp may not move, attack, or use his Ape Escape special power.

**APE ESCAPE 12**

If Detective Chimp is attacked by an opponent's figure, roll the 20-sided die. If you roll 12 or higher, Detective Chimp takes no damage and you may immediately place Detective Chimp on an empty space within 3 spaces of his current placement that is no more than 12 levels above his base and is not adjacent to an enemy figure. Detective Chimp will not take any leaving engagement attacks when using Ape Escape.



SIMIAN

UNIQUE HERO

INVESTIGATOR

DETERMINED

SMALL

3

**4**  
LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 3

140

POINTS