



GORILLA GRODD

SECRET SOCIETY OF SUPER-VILLAINS

At the start of the game, place 1 black Injustice Marker on this card for each Unique Hero you control with the class of Antagonist, Psychopath, or Rogue, to a maximum of 4. Whenever a figure you control is destroyed, you may place any Injustice Markers on its card onto this card.



SIMIAN

UNIQUE HERO

ANTAGONIST

ARROGANT

MEDIUM

5

SOCIETY MIND LINK

Once per round, after revealing a numbered Order Marker on this card and instead of taking a turn normally with Gorilla Grodd, you may immediately remove an Injustice Marker from this card and choose up to two Unique Heroes you control within 8 spaces of Gorilla Grodd to take a turn. Gorilla Grodd may be one of the chosen heroes.

POUNDING FISTS

Figures without the Super Strength special power roll 1 fewer defense die against Gorilla Grodd's normal attack. If Gorilla Grodd inflicts one or more wounds with his normal attack, he may attack the same figure one additional time.



6

LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 6

285

POINTS