



GORILLA GRODD

PSYCHOKINETIC DEFENSE

When rolling defense dice against a figure that does not have the Mental Shield special power, Gorilla Grodd always adds one automatic shield to whatever is rolled.

COGNIZANT CONTROL 16

After revealing an Order Marker on this card and taking a turn with Gorilla Grodd, you may choose any Unique Hero figure in clear sight of Gorilla Grodd. Roll the 20-sided die. Add one to your roll for each Wound Marker on this card. If you roll 16 or higher, take temporary control of that hero and immediately take a turn with the chosen Hero. At the end of the turn, control of the chosen Hero returns to the player who controlled the Hero before the Cognizant Control. All Order Markers that were on the chosen Hero's card will stay on the card.



SIMIAN

UNIQUE HERO

TELEPATH

DEVIUS

MEDIUM 5



5
LIFE

MOVE 6

RANGE 1

ATTACK 6

DEFENSE 5

225
POINTS

