



GRID

**OBSERVING EMOTIONS**  
At the start of the game, you may choose another Unique Hero you control to be Grid's Study. While you control Grid, he is considered to have the personality of his Study instead of what is on this card and is considered within 4 clear sight spaces of his Study for special powers on his Study's card that are not special attacks.

**THREAT ANALYSIS NETWORK**  
At the start of the round, before Order Markers are placed, if Grid is in your Start Zone, you may choose an opponent's Unique Hero and roll the 20-sided die. Add the chosen Hero's Attack number to your roll. If you roll:

- 8 or higher, you may move one figure you control; and
- 16 or higher, the chosen Unique Hero rolls one fewer defense die when defending against figures you control this round, or two fewer defense dice when defending against Grid or his Study.

**COMMUNICATIONS BLACKOUT**  
While Grid is in your Start Zone, an enemy figure in its Start Zone cannot use a special power to add to an initiative roll or move Order Markers between Army Cards your opponents control.

 **ANDROID**

**UNIQUE HERO**

**STRATEGIST**

**EMOTIONLESS**

**MEDIUM 5**



**5 LIFE**

<b>MOVE</b>	<b>5</b>
<b>RANGE</b>	<b>4</b>
<b>ATTACK</b>	<b>5</b>
<b>DEFENSE</b>	<b>5</b>

**200 POINTS**

