



**PSIMON**  
SIMON JONES

**PSIMON SAYS**  
After revealing an Order Marker on this card and taking a turn with Psimon, you may choose either up to 2 Unique Heroes you control or 1 opponent's Unique Hero. Chosen Heroes must be within 5 clear sight spaces of Psimon. Roll the 20-sided die once for each chosen Hero, adding 6 to your roll if that Hero has the Fearsome personality. If you roll 14 or higher, take temporary control of that Hero and immediately take a turn with the chosen Hero. At the end of that turn, control of the chosen Hero returns to the player who controlled the Hero before Psimon Says.

**MENTAL DOMINANCE**  
When Psimon is attacked normally by an enemy figure within 5 clear sight spaces, the attacking figure rolls 1 fewer attack die for each unrevealed Order Marker on this card. Telepaths and figures with the Mental Shield special power are not affected by Mental Dominance.

**MENTAL SHIELD**  
An opponent may never take temporary or permanent control of Psimon.



**4**  
LIFE

MOVE	5
RANGE	5
ATTACK	4
DEFENSE	4

**230**  
POINTS

 **METAHUMAN**

**UNIQUE HERO**

**TELEPATH**

**FEARSOME**

**MEDIUM 5**

