

DOCTOR DOOM
VICTOR VON DOOM

LATVERIA



UNIQUE HERO
HUMAN
RULER
EGOMANIACAL
MEDIUM 5



MYSTIC POWER DRAIN 14

Once per turn, after Doctor Doom's activation, he may choose an adjacent enemy and roll a d20. On a 14+, if that enemy is not a Unique or Event Hero, inflict 1 wound on that enemy and Doctor Doom heals 1 wound. On a 14+, if that enemy is a Unique or Event Hero, activate Doctor Doom a second time and for the rest of the round, Doctor Doom may use any abilities on that enemy's card, but cannot use Mystic Power Drain.

ELABORATE DEATH TRAP 14

After an enemy ends a move of 1+ spaces within 4 clear spaces of Doctor Doom, you may roll a d20. On a 14+, place that enemy within 4 spaces of Doctor Doom and you may end the activation. If that enemy is placed adjacent to Doctor Doom, it takes 1 wound. A figure can only be moved by this ability once per turn.

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