

DOCTOR OCTOPUS  
OTTO OCTAVIUS

SINISTER SIX



UNIQUE HERO  
MUTATE  
MASTERMIND  
EGOMANIACAL  
MEDIUM 5



### THE SINISTER SIX

You may add 1 Criminal or Antagonist Unique Hero on your team to the Sinister Six faction, as long as doing so results in exactly 6 Unique Heroes on your team in the Sinister Six. If all Unique Heroes on your team are in the Sinister Six, all Unique Heroes you control other than Doctor Octopus have +1 Attack and +2 Move.

### MASTER PLANNER

Instead of Doctor Octopus' ordered activation, you may activate up to X Sinister Six Unique Heroes and then end your turn. X is the number on the Order Marker you revealed this turn. As many of the activated Heroes as possible must be Heroes that have not yet been activated this round.

### TENTACLE SWAT 12

When an enemy that is not Huge engages Doctor Octopus, you may roll a d20. On a 12+, place that figure up to 2 spaces away from its current placement and end its movement.

MARVEL Science

