



DOCTOR SIVANA
THADDEUS SIVANA, SR.

SIVANA INDUSTRIES TECHNOLOGY

Start the game with 3 black Technology Markers on this card. After combat dice or the 20-sided die is rolled for a figure you control, you may remove a Technology Marker from this card to do one of the following:

- Long Range Laser: If a 7 or lower is rolled, choose an opponent's figure to receive one wound.
- Temporary Exoskeleton: Add one automatic skull to whatever is rolled if the defending figure is adjacent.
- Force Field: Add one automatic shield to whatever is rolled.

At the end of the round, if there is at least one revealed Order Marker on this card, you may return all Technology Markers to this card.

GENIUS ESCAPE

When Doctor Sivana rolls defense dice against an opponent's normal attack:

- if at least 2 shields are rolled, Doctor Sivana takes no damage and may immediately move up to 2 spaces. He will not take any leaving engagement attacks.
- if at least 2 skulls were rolled and the attacking figure is within 5 clear sight spaces of Doctor Sivana, it receives one wound. You may choose which effect to use first.



HUMAN
UNIQUE HERO
GENIUS
BRILLIANT
MEDIUM 5

4 LIFE

MOVE 5
RANGE 1
ATTACK 3
DEFENSE 4

170 POINTS