

**MARVEL**

**DOOMBOT**

**DECOY OF DOOM**

If you control Doctor Doom, and he is destroyed, roll the 20-sided die. If you roll 6 or higher, remove all but one wound marker from Doctor Doom's Army Card, destroy one Doombot you control, and place Doctor Doom on the space previously occupied by the destroyed Doombot. You may only roll once for all Decoy of Doom special powers each time Doctor Doom is destroyed.



ANDROID

UNCOMMON HERO

DECOY

LOYAL

MEDIUM

5



2  
LIFE

MOVE 6

RANGE 5

ATTACK 5

DEFENSE 6

95

POINTS

