



MARVEL

DOCTOR DOOM
VICTOR VON DOOM

MYSTIC POWER DRAIN 14

After taking a turn with Doctor Doom, you may choose an adjacent enemy figure. Roll the 20-sided die. If you roll 14 or higher and the chosen figure is a Unique Hero or Event Hero, take one additional turn with Doctor Doom. During this turn and for the rest of the round, Doctor Doom may use any special powers on the chosen figure's Army Card, and cannot use this special power. If you roll 14 or higher and the chosen figure is not a Unique Hero or Event Hero, inflict a wound on the chosen figure and remove a wound from this card.

ELABORATE PIT TRAP 14

When an opponent's figure that moved 1 or more spaces ends its movement within 4 clear sight spaces of Doctor Doom, you may immediately roll the 20-sided die. If you roll 14 or higher, place that figure on any empty space within 4 spaces of Doctor Doom, and your opponent's turn immediately ends. If you place the figure adjacent to Doctor Doom, the figure receives a wound. Figures moved by Elaborate Pit Trap 14 will not take any leaving engagement attacks.

MENTAL SHIELD

An opponent may never take temporary or permanent control of Doctor Doom.

6
LIFE

MOVE 5

RANGE 5

ATTACK 5

DEFENSE 6

375

POINTS