

DOCTOR MANHATTAN

JON OSTERMAN

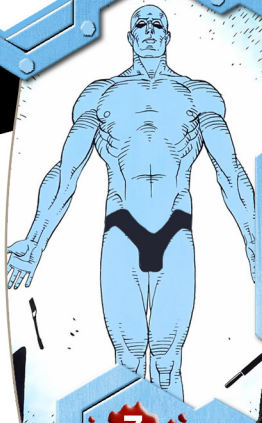
RECONSTITUTION
Before placing Order Markers at the start of a round, if Doctor Manhattan is destroyed, you may place him on any empty space on the battlefield and remove all but 4 Wound Markers from this card.

GROWING APATHY
Before revealing a numbered Order Marker on this card, roll the 20-sided die. Subtract X from your roll, where X is equal to the current round, up to a maximum of 12. If you roll 4 or lower, remove the lowest unrevealed numbered Order Marker from this card.

INFINITE BEING
After revealing a numbered Order Marker on the card of a figure you control, if there is at least one unrevealed Order Marker on this card, you may do any or all of the following:

- choose if Doctor Manhattan is considered Tiny, Small, Medium, Large, or Huge;
- view any Order Markers on your opponents' cards;
- rearrange any unrevealed Order Markers on Army Cards you control.

MOLECULAR TELEPORTATION
Instead of taking a turn with Doctor Manhattan, you may place him on any empty space on the battlefield. When Doctor Manhattan moves with Molecular Teleportation, he will not take any leaving engagement attacks.



7

LIFE

MOVE	7
RANGE	7
ATTACK	7
DEFENSE	7

470

POINTS

ENTITY

EVENT HERO

RECLUSE

COLD

HUGE 8

6

