

**MARVEL**

**DOCTOR OCTOPUS**  
OTTO OCTAVIUS

**SINISTER SIX**

All other Unique Criminal Heroes and Unique Thief Heroes in your army are considered to have a Sinister personality instead of what is listed on their Army Cards. If all Unique Heroes in your army are Sinister, all other Unique Heroes you control add 1 to their Attack numbers, and 2 to their Move numbers if there are also exactly six Unique Heroes in your army.



**MUTATE**

**UNIQUE HERO**

**MASTERMIND**

**SINISTER**

**MEDIUM 5**

**MASTER PLANNER**

After revealing a numbered Order Marker on this card and instead of taking a turn with Doctor Octopus, you may choose up to X Sinister Unique Heroes you control, where X is the number on the Order Marker you revealed. As many of the chosen Heroes as possible must be Heroes that have not taken a turn this round, and Doctor Octopus may be one of the chosen Heroes. Take a turn with each chosen Hero, one at a time. You may not take any additional turns with any other figures you control.

**TENTACLE SWAT 12**

After an opponent's figure moves one or more spaces and ends its movement adjacent to Doctor Octopus, you may roll the 20-sided die. If you roll 12 or higher, you may immediately place that figure on an empty space within 2 spaces of where it ended its movement. Figures moved with this special power will not take any leaving engagement attacks or falling damage.



**4 LIFE**

**MOVE 7**

**RANGE 2**

**ATTACK 5**

**DEFENSE 6**

**250 POINTS**

