

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