

**MARVEL**  
**KRISTOFF**  
**VON DOOM**  
KRISTOFF VERNARD

**DOOM'S WARD**

After revealing an Order Marker on the Army Card of a Unique Doctor Doom you control and taking a turn with Doctor Doom, you may take an immediate turn with Kristoff. You may not take any additional turns with any other figures you control.



HUMAN

UNIQUE HERO

ADVENTURER

BRILLIANT

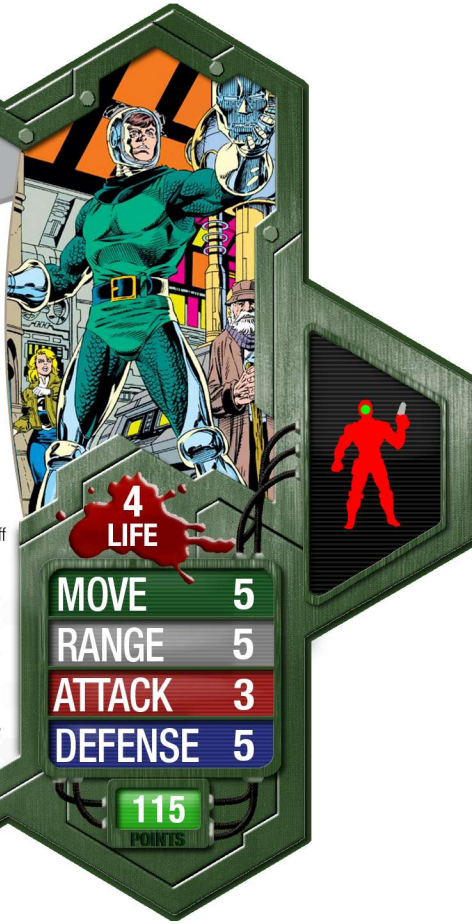
MEDIUM 5

**DOOM'S HEIR**

If there is a Doctor Doom in your army but you do not control a Doctor Doom on the battlefield, Kristoff adds 1 to his Attack number and whenever a special power on another Army Card you control refers to Doctor Doom, it refers to Kristoff as well.

**MAGICAL APTITUDE**

Kristoff may cast Spells as if he had the Magical Defense special power. Kristoff may not cast more than one Spell per round. While Kristoff is casting a Spell, whenever a special power on an Army Card or glyph refers to the Magical Defense special power, it refers to this special power as well.



4

LIFE

MOVE 5

RANGE 5

ATTACK 3

DEFENSE 5

115

POINTS