



MARVEL

THE OCTOPUS
VICTOR OCTAVIUS

GRIP OF THE OCTOPUS

If the Octopus rolls a skull against a small or medium figure leaving an engagement with him, that figure may not leave the engagement with the Octopus this turn. At the end of the round, roll an unblockable attack die against all figures engaged with the Octopus.



WITCHBREED

UNIQUE HERO

CREATURE

ARROGANT

MEDIUM

5

SCIENTIST EXTORTION

After revealing an Order Marker on this card and before taking a turn with The Octopus, you may first take a turn with a Unique Scientist Hero you control within 6 clear sight spaces of The Octopus. During this turn, the chosen Scientist can only attack if you reveal the "X" Order Marker on this card. After taking a turn with a Scientist in this way, roll the 20-sided die. If you roll 2 or lower, choose an opponent to take permanent control of that Scientist. You may not take any additional turns with other figures you control.

HEALING 1

At the end of the round, remove 1 Wound Marker from this card.

5
LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 5

200

POINTS