



MARVEL

DOCTOR OCTOPUS
OTTO OCTAVIUS

TELESCOPIC TENTACLES 4

Doctor Octopus may add 1 to his range when attacking a figure whose base is no more than 6 levels higher than his height or 6 levels lower than his base. When Doctor Octopus attacks, he may attack three additional times.

CYBER CLAW

All opponents' small or medium figures that enter or occupy a space adjacent to Doctor Octopus may not move. Figures affected by Cyber Claw cannot be moved by any special power on an Army Card.

EXPERT CLIMBING

When moving up levels of height to move onto a space with Doctor Octopus, do not count spaces for the first two levels and only count one space for each two levels after the first two. You may ignore Doctor Octopus' height of 5 when climbing. Doctor Octopus never takes falling damage or major falling damage.



MUTATE

UNIQUE HERO

CRIMINAL

OBSESSIVE

MEDIUM

5

4
LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 6

215

POINTS