

DOOMBOT

LATVERIA



UNCOMMON HERO
ROBOT
DECOY
LOYAL
MEDIUM 5

6 2 5
6 5
95

DECOY OF DOOM

If you control *Doctor Doom* and he is defeated, roll a d20. On a 6+, heal *Doctor Doom* all but 1 wound, defeat 1 *Doombot* you control, and place *Doctor Doom* on the space that *Doombot* occupied. You may only roll once for all Decoy of Doom abilities each time *Doctor Doom* is defeated.

SELF-DESTRUCT

Whenever *Doombot* is defeated by an enemy attack, before removing this figure, you may roll 1 damage die against an adjacent figure.

MARVEL Inorganic

