

**DOCTOR OCTOPUS**  
OTTO OCTAVIUS

**THE SINISTER SIX** SINISTER SIX

You may add 1 Criminal or Antagonist Unique Hero on your team to the Sinister Six faction, as long as doing so results in exactly 6 Unique Heroes on your team in the Sinister Six. If all Unique Heroes on your team are in the Sinister Six, all Unique Heroes you control other than Doctor Octopus have +1 Attack and +2 Move.

**UNIQUE HERO**  
MUTATE  
MASTERMIND  
EGOMANIACAL  
MEDIUM 5

7 4 2  
6 5  
250

**MASTER PLANNER**  
Instead of Doctor Octopus' ordered activation, you may activate up to X Sinister Six Unique Heroes and then end your turn. X is the number on the Order Marker you revealed this turn. As many of the activated Heroes as possible must be Heroes that have not yet been activated this round.

**TENTACLE SWAT 12**  
When an enemy that is not Huge engages Doctor Octopus, you may roll a d20. On a 12+, place that figure up to 2 spaces away from its current placement and end its movement.

MARVEL Science

**ELECTRO**  
MAXWELL DILLON

**ELECTROSTATIC BOLT** SINISTER SIX  
**SPECIAL ATTACK**  
Range 5. Attack 5. Electric.  
Before rolling attack dice, choose any figures within 2 clear spaces of the target to also be affected. For each figure chosen, this special attack has -1 Attack. Defenders on aquatic terrain have -1 Defense.

**ELECTRIC SKIN 12**  
When a figure is moved into adjacency with Electro, roll a d20. On a 12+, inflict 1 Electric wound on that figure, and you may roll again.

**UNIQUE HERO**  
MUTATE  
CRIMINAL  
INSECURE  
MEDIUM 5

6 4 1  
4 3  
135

MARVEL

**KRAVEN**  
SERGEI KRAVINOFF

**BIG GAME TRACKER** SINISTER SIX

During setup, you may choose an enemy Unique or Event Hero to be Kraven's Prey. When a numbered Order Marker is revealed on his Prey's card, you may maneuver Kraven up to 3 spaces with Stealth.

**BOLAS 12**  
During transition, you may choose a figure within 4 clear spaces that is Small, Medium, or Large. Roll a d20. On a 12+, if that figure is not a Unique Hero, inflict 1 wound on it. If that figure is a Unique Hero, it becomes Snared until it is wounded or the turn ends. Snared Heroes cannot move and have -2 Defense.

**HUNTER'S STRIKE**  
Kraven can attack twice per normal attack action, if both attacks are against his Prey.

**NERVE PUNCH**  
When attacking an adjacent enemy with a normal attack, add 1 hit and, if Kraven inflicts 1+ wounds on a Unique Hero this way, you may remove 1 unrevealed Order Marker from that Hero's card.

**UNIQUE HERO**  
MUTATE  
HUNTER  
DRIVEN  
MEDIUM 5

6 6 5  
5 3  
200

MARVEL

**VULTURE**  
ADRIAN TOOMES

**VULTURE GRAB** SINISTER SIX

After Vulture uses Flying, you may choose an enemy that he passed over and do one of the following:

- if that enemy is Small or Medium, place it adjacent to Vulture.
- if that enemy has an item and Vulture does not, place that item on this card.

**UNIQUE HERO**  
HUMAN  
THIEF  
VENGEFUL  
MEDIUM 5

5 4 1  
5 3  
90

MARVEL

**SANDMAN**  
WILLIAM BAKER

**SANDSTORM SPECIAL MOVE** SINISTER SIX  
Move 4.  
Sandman cannot start his Sandstorm movement on water. Sandman gains Flying and Stealth, and this move is unstoppable. After Sandman moves, he may either heal 1 wound or roll 1 damage die against each figure he passed over. For the rest of this turn, he has -3 Attack.

**SAND CONSTRUCTION**  
Sandman has -2 Attack and Defense while on aquatic terrain and +1 Attack and Defense while on sand.

**DENSE SAND FORM**  
If Sandman has not used Sandstorm Special Move this round and he would be moved, you may stop his movement.

**UNIQUE HERO**  
MUTATE  
CRIMINAL  
REPENTANT  
MEDIUM 5

5 2  
5 6  
200

MARVEL

**MYSTERIO**  
QUENTIN BECK

**SMOKE AND MIRRORS** SINISTER SIX  
Instead of a move action, you may choose a figure within 4 clear spaces. Switch Mysterio with the chosen figure.

**DISORIENTING ILLUSIONS**  
Stealth is negated for enemies within 4 clear spaces of Mysterio.

**VANISHING ACT 11**  
When Mysterio is targeted for an attack, roll a d20. On an 11+, Mysterio gains a move action and cannot be targeted for the rest of the turn.

**UNIQUE HERO**  
HUMAN  
CHARLATAN  
DRAMATIC  
MEDIUM 5

5 4 4  
3 3  
125

MARVEL

**BEETLE**  
ABNER JENKINS

**SINISTER SYNDICATE** SINISTER SIX

Add 1 to your initiative for each Unique Hero you control that is a Criminal or in the Sinister Six faction and subtract 1 from your initiative for each Unique Hero you controlled at the start of the game that you do not currently control.

**DIVERSIONARY FIRE SPECIAL ATTACK**  
Range 5. Attack 3.  
Beetle may attack twice with this special attack action. After attacking an enemy, if Beetle had 1+ skulls, you may maneuver Beetle or an ally within 5 spaces of Beetle up to 2 spaces with Stealth.

**FAULTY TARGETING**  
Beetle's normal attack has +1 hit against non-adjacent defenders. If Beetle has more shields than skulls in any attack against a non-adjacent enemy, the player controlling that enemy must choose a figure adjacent to that enemy. Roll 1 damage die against the chosen figure.

**UNIQUE HERO**  
HUMAN  
CRIMINAL  
OPPORTUNISTIC  
MEDIUM 5

5 4 5  
5 3  
175

MARVEL Power Armor

**VENOM**  
MAC GARGAN

**CLIMBING 4** SINISTER SIX  
Venom may climb up to 4 levels per move action without counting spaces for those levels.

**COLLATERAL DAMAGE 15**  
After any player moves Venom, they must choose a figure adjacent to him and roll a d20, adding 3 to the roll if Venom is not on their team. On a 15+, the chosen figure takes 1 wound.

**CANNIBAL CRAVING**  
If Venom attacks normally and defeats a figure without the Inorganic keyword, he heals 1 wound. If the defeated figure was a Unique or Event Hero, you may activate Venom again.

**UNIQUE HERO**  
SYMBIOTE  
CRIMINAL  
FEROCIOUS  
MEDIUM 6

7 1  
4 6  
245

MARVEL