

MARVEL

DOCTOR DOOM

VICTOR VON DOOM

MYSTIC POWER DRAIN 14

After taking a turn with Doctor Doom, you may choose any opponent's figure adjacent to him. Roll the 20-sided die. If you roll 14 or higher and the chosen figure is a Unique Hero or Event Hero, take one additional turn with Doctor Doom. During this turn and for the rest of the round, you may use any special powers on the chosen figure's Army Card. If the special power refers to the chosen figure or the chosen figure's card, it refers to Doctor Doom or Doctor Doom's card instead. If you Mystic Power Drain a Unique Hero or Event Hero, you cannot roll for this special power against a Unique Hero or Event Hero again for the rest of the round. If you roll 14 or higher and the chosen figure is not a Unique Hero or Event Hero, destroy the chosen figure and remove a wound from this card.

ELABORATE PIT TRAP 14

When an opponent's figure that moved 1 or more spaces ends its movement within 4 clear sight spaces of Doctor Doom, you may immediately roll the 20-sided die. If you roll 14 or higher, place that figure on any empty space within 4 spaces of Doctor Doom, and your opponent's turn immediately ends. If you place the figure adjacent to Doctor Doom, the figure receives a wound. Figures moved by Elaborate Pit Trap 14 will not take any leaving engagement attacks.

MENTAL SHIELD

An opponent may never take temporary or permanent control of Doctor Doom.



HUMAN

UNIQUE HERO

RULER

EGOMANIACAL

MEDIUM 5

6
LIFE

MOVE 5

RANGE 5

ATTACK 5

DEFENSE 6

375
POINTS

