

**MARVEL**

**BLOB**  
FRED DUKES

**BLUBBER**

When defending against a normal attack with Blob, each shield rolled counts for one additional block.

**IMMOVABLE**

Blob may not be moved by any special power on an Army Card unless the player controlling Blob allows him to be moved.

**STUCK**

All small or medium opponent's figures that enter or occupy a space adjacent to Blob may not move. Figures affected by Stuck cannot be moved by any special power on an Army Card.



MUTANT

UNIQUE HERO

OUTCAST

OBNOXIOUS

MEDIUM

**6**

**6**  
LIFE

**MOVE 5**

**RANGE 1**

**ATTACK 5**

**DEFENSE 5**

**165**

POINTS

