

DC

BUNKER
MIGUEL BARRAGAN

PSIONIC BRICK WALL
Start the game with 3 purple Brick Markers on this card. Before rolling defense dice for Bunker or a friendly figure adjacent to Bunker, you may remove a Brick Marker from this card to add 1 automatic shield to whatever is rolled.

PUMMELING FISTS
When attacking an adjacent figure, all blanks rolled count as additional hits.

PLATFORMER 3
When counting spaces for the normal movement of a figure you control that is moving onto a space within 3 spaces of Bunker, elevation changes of up to 3 levels count as 1 space. Bunker and all figures you control within 3 spaces of him may ignore the effects of all terrain.

4 LIFE

MOVE 5

RANGE 3

ATTACK 4

DEFENSE 4

180 POINTS

METAHUMAN

UNIQUE HERO

TITAN

RECKLESS

MEDIUM 4

C3B

5