

**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.

**METAHUMAN**  
**UNIQUE HERO**  
**TITAN**  
**RECKLESS**  
**MEDIUM 4**

**4 LIFE**

**MOVE 5**  
**RANGE 3**  
**ATTACK 4**  
**DEFENSE 4**

**180 POINTS**