

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

