



BLOCKBUSTER

ROLAND DESMOND

BLACKMAIL

At the start of the game, you may choose one opponent's Unique Hero with a secret identity. If you win initiative with at least one Order Marker on this card and the chosen Hero is within 6 clear sight spaces of Blockbuster, the player controlling the chosen Hero must reveal and remove one Order Marker from the chosen Hero's Army Card, if possible, or two Order Markers from the chosen Hero's Army Card if the chosen Hero is a Vigilante.



METAHUMAN

UNIQUE HERO

CRIME LORD

CONNIVING

LARGE 7

TOUGH

When rolling defense dice against a normal attack, Blockbuster always adds one automatic shield to whatever is rolled.



5
LIFE

MOVE 5

RANGE 1

ATTACK 6

DEFENSE 4

210

POINTS

