



COUNT VERTIGO

WERNER VERTIGO

NULLIFY

Opponent's figures within 6 clear sight spaces of Count Vertigo subtract 3 from their Range number, to a minimum of 1. Prior to moving, if an opponent's figures is within 6 clear sight spaces of Count Vertigo, it cannot use the Flying or Stealth Flying special power.

VERTIGO EFFECT

When an opponent's figure within 6 clear sight spaces of Count Vertigo targets any figure with a special attack, you may first roll the 20-sided die. If you roll 10 or higher, the opponent's figure cannot attack this turn.

ELECTRONIC IMPLANT

Count Vertigo rolls 1 less defense die against special attacks.



METAHUMAN

UNIQUE HERO

OUTLAW

MANIPULATIVE

MEDIUM

5



4
LIFE

MOVE 6

RANGE 6

ATTACK 4

DEFENSE 3

160

POINTS

