

MARVEL

VERTIGO

C-6

MUTATE

UNIQUE HERO

MARAUDER

LOYAL

MEDIUM 5

VERTIGO PROJECTION

When an opponent's figure within 6 clear sight spaces of Vertigo begins its normal movement, you may immediately roll X combat dice, where X equals the Move number that is listed on that figure's card. For each shield rolled, that figure subtracts 1 from its Move number for the duration of its turn. Androids and destructible objects are not affected by Vertigo Projection.

DISORIENTATION

When a figure you control attacks a figure that is within 6 clear sight spaces of Vertigo with a normal attack, the defending figure cannot move this turn and must roll 1 fewer defense die for each blank rolled by the attacking figure. Androids and destructible objects are not affected by Disorientation.

4 LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 3

90

POINTS