



THE TOP ROSCOE DILLON

MAKING THE WORLD SPIN

When a Rogue you control attacks a figure that is within 6 clear sight spaces of The Top, 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 Making the World Spin.

SPINNING TOP SPECIAL ATTACK

Range 1. Attack 4.

Instead of moving and attacking, you may move The Top up to 3 spaces and then roll 4 attack dice once against all figures adjacent to him. Affected figures roll defense dice separately. If The Top inflicts at least one wound with this special attack, you may move him up to 3 spaces and attack with this special attack one additional time. The Top will not take any leaving engagement attacks when moving with this special attack.

EXPLOSIVE TOP SPECIAL ATTACK

Range Special. Attack 3.

Choose a space within 6 spaces of The Top. All figures on or within one space of the chosen space that are within clear sight of The Top are affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.



METAHUMAN

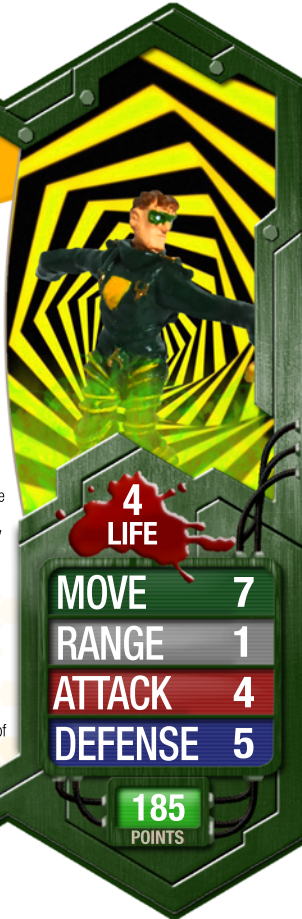
UNIQUE HERO

ROGUE

OBSESSIVE

MEDIUM

5



4
LIFE

MOVE 7

RANGE 1

ATTACK 4

DEFENSE 5

185

POINTS