



GOKU



UNIQUE HERO
SAIYAN
CHALLENGER
ENTHUSIASTIC
MEDIUM 5

6 5 1

5 5

300

SAIYAN TRANSFORMATION

You may include 1 other *Goku* on your team that is not Enthusiastic. The other *Goku* does not start the game on the battlefield. When Goku would be defeated or during cleanup, you may switch Goku with the other *Goku* and move any Order Markers from this card to that *Goku's* card. This move is unstoppable. That *Goku* may use any other abilities on this card.

KAMEHAMEHA SPECIAL ATTACK

Range 5. Attack 4.
Choose a non-adjacent figure to attack. Add 1 hit if Goku did not make a normal move action this activation.

TURTLE SCHOOL STYLE

When Goku defends against an adjacent normal attack, if he has excess shields, the attacker takes 1 wound. After activating Goku, you may reveal Order Marker X on this card to activate Goku a second time.

SHONEN JUMP

