



PICCOLO

CHARGING UP

Before taking a turn with Piccolo, you may place a yellow Ki Marker on this card. Instead of moving normally or attacking with Piccolo, you may place an additional Ki Marker on this card, to a maximum of 3 Ki Markers. Add 1 to Piccolo's Range number for each Ki Marker on this card.



NAMEKIAN

UNIQUE HERO

CHALLENGER

DISCIPLINED

MEDIUM **5**

SPECIAL BEAM CANNON SPECIAL ATTACK

Range Special. Attack 5.

Remove 3 Ki Markers from this card to choose 5 spaces in a straight line from Piccolo. All figures on the chosen spaces are affected by this special attack. Roll 5 attack dice once for all affected figures. All affected figures subtract 1 from their Defense numbers for each skull rolled.

NAMEKIAN REGENERATION

At the beginning of each round, before placing Order Markers, you may roll one combat die for each Wound Marker on this card. For each skull rolled, you may remove a Wound Marker from this card.



5
LIFE

MOVE **6**

RANGE **2**

ATTACK **5**

DEFENSE **5**

260
POINTS

