



GOKU

INSTANT TRANSMISSION

Instead of moving normally with Goku or after Goku defends against an attack from an opponent's figure and does not receive any wounds, you may place him on any empty space within 5 spaces of his current position. Goku does not take leaving engagement attacks when moving with Instant Transmission.



SAIYAN

UNIQUE HERO

CHALLENGER

DRIVEN

MEDIUM 5

METEOR SMASH

Once per round, before attacking with Goku, you may choose an adjacent figure and roll an unblockable attack die against that figure. If you roll a skull, you may place the chosen figure on any empty space within 5 clear sight spaces of Goku and roll an additional unblockable attack die against the chosen figure and up to one other figure adjacent to the chosen figure. Figures moved with Meteor Smash do not take leaving engagement attacks.

SUPER KAMEHAMEHA SPECIAL ATTACK

Range Special, Attack 4 + Special.
Choose 5 spaces in a straight line from Goku. All figures on the chosen spaces within clear sight of Goku are affected by this special attack. Roll attack dice once for all affected figures. Add one automatic skull to this special attack if Goku did not move normally this turn.



7 LIFE

MOVE 7

RANGE 1

ATTACK 7

DEFENSE 7

380 POINTS