



VEGETA

ATOMIC RUSH

Instead of moving normally, choose an opponent's figure within 4 clear sight spaces and place Vegeta on any empty space adjacent to the chosen figure. After placing Vegeta, roll one unblockable attack die against the chosen figure, if you roll a skull, place the chosen figure on any empty space within 4 spaces of its current position. You may then place Vegeta adjacent to the chosen figure. Figures other than Vegeta moved by this special power will not take leaving engagement attacks.

FINAL FLASH SPECIAL ATTACK

Range 5. Attack 4 + Special. Choose a figure to attack and roll 4 attack dice. For each skull rolled, roll one additional attack die. This special attack may only be used once per round.

AFTERIMAGE TECHNIQUE 13

If Vegeta is attacked by an adjacent figure and at least 1 skull is rolled, roll the 20-sided die. If you roll 13 or higher, Vegeta takes no damage and may immediately be placed on any empty space adjacent to the attacking figure. Vegeta does not take leaving engagement attacks when moving with Afterimage Technique.



SAIYAN

UNIQUE HERO

CHALLENGER

ARROGANT

MEDIUM 5



MOVE 7

RANGE 1

ATTACK 7

DEFENSE 6

380 POINTS