

  
**ZANGIEF**



  
**HUMAN**  
**UNIQUE HERO**  
**WRESTLER**  
**DAUNTLESS**  
**MEDIUM 6**

**GRAPPLING**  
Instead of moving, you may switch Zangief and any small or medium figure he is engaged with. Switched figures never take leaving engagement attacks.

**SPINNING PILEDRIVER 16**  
After choosing an adjacent small or medium figure for a normal attack, and before rolling attack dice, you may roll the 20-sided die. Subtract 2 from your roll if the defending figure has the Super Strength special power. If you roll 16 or higher, the defending figure cannot roll more than 2 defense dice against Zangief's normal attack this turn.

**DOUBLE LARIAT SPECIAL ATTACK**  
Range 1. Attack 4.  
If Zangief inflicts one or more wounds with this special attack, you may use this special attack one additional time.

**5 LIFE**

MOVE	5
RANGE	1
ATTACK	5
DEFENSE	5

**150 POINTS**