



GOUF

VEHICLE DESTRUCTIBLE OBJECT

ZEON: HEAT ROD

Instead of moving normally, you may choose an opponent's non-adjacent figure that is not tiny within 4 clear sight spaces whose base is no more than 10 levels above this Gouf's height or 10 levels below this Gouf's base. Place the chosen figure on an empty space adjacent to this Gouf. The chosen figure does not receive any leaving engagement attacks.

ENTANGLING SHOCK

Instead of attacking, you may choose an adjacent figure that does not have the Electrically Charged special power. Roll one unblockable attack die against the chosen figure. If you roll a skull, you may roll one additional unblockable attack die against the chosen figure.

MACHINE GUN SPECIAL ATTACK

Range 5. Attack 3.
If this Gouf inflicts a wound with this special attack, it may attack again with this special attack. This Gouf may continue attacking with this special attack until it does not inflict a wound. It may not attack the same figure more than once.



FULL COVER

UNCOMMON VEHICLE

OCCUPANCY 1

HUGE 14

4 LIFE

MOVE 4

RANGE 1

ATTACK 4

DEFENSE 5

140

POINTS

