



**GUNDAM BAEI**  
VEHICLE DESTRUCTIBLE OBJECT

**ALAYA-VIJNANA SYSTEM 2**

If Gundam Bael's Driver is a Cyborg or has the Iron-Blooded special power, after rolling attack or defense dice for Bael against an opponent's figure, you may immediately move it up to 2 spaces.



FULL COVER

UNIQUE VEHICLE

OCCUPANCY **1**

HUGE **15**

**THE LEGEND OF GJALLARHORN**

While Gundam Bael is under your control, once per figure turn when rolling combat dice for a normal or special attack for a Common or Unique figure you control within 6 clear sight spaces of Bael, if there is at least one revealed Order Marker on Bael's driver's card, you may re-roll 1 die, or 2 dice if the figure piloting Bael is a Visionary.

**BAEL SWORDS**

Adjacent figures roll 1 fewer defense die when defending against Gundam Bael. After Bael attacks an adjacent figure, it may attack one additional time.



**6**  
LIFE

MOVE **4**

RANGE **1**

ATTACK **4**

DEFENSE **6**

**275**  
POINTS

