

08



### GUNDAM GROUND TYPE

VEHICLE DESTRUCTIBLE OBJECT

#### DEFENSIVE POSTURE

Start the game with a grey Shield Marker. Before taking a turn with this Gundam Ground Type's driver you may place or remove the Shield Marker from this card. While there is a Shield Marker on this card, this Gundam Ground Type may not move and adds 1 to its Defense number and 2 to its Range number.

#### FLANKING FIRE

When attacking normally, you may roll one additional attack die for each friendly huge vehicle that could also attack the defending figure with a normal attack, to a maximum of +2.

#### HEAT SEEKING MISSILES 14

Once per round, instead of attacking, you may choose a figure within 4 spaces of this Gundam Ground Type that does not occupy a full cover vehicle and roll the 20-sided die, adding 1 to the roll if the chosen figure is a vehicle.

If you roll 14 or higher, the chosen figure receives a wound. After using this special power, you may use it one additional time.



4 LIFE

MOVE 4

RANGE 4

ATTACK 4

DEFENSE 4

140 POINTS