



GUNDAM SANDROCK

VEHICLE DESTRUCTIBLE OBJECT

COMMANDER'S MOBILE SUIT

If Gundam Sandrock's driver is a Commander or has the Ace Mecha Pilot special power, any friendly figure within 8 clear sight spaces of Sandrock, other than its driver, is considered within 4 clear sight spaces of its driver for special powers on its driver's card.

SACRIFICIAL SELF-DETONATION

Before taking a turn with Gundam Sandrock's driver, you may have Sandrock's driver exit it. If you do, after that Hero takes their turn, that Hero's controller may move Sandrock up to 4 spaces and then must roll 2 unblockable attack dice against each figure within 3 clear sight spaces of Sandrock. After using this special power, Sandrock is destroyed.

CROSS CRUSHER

Before attacking with Gundam Sandrock's normal attack, choose one effect for this turn:

- when attacking an adjacent figure, if there are an even number of skulls rolled, add two automatic skulls to whatever is rolled; or
- after attacking an adjacent figure you may attack a different figure 1 additional time.



FULL COVER

UNIQUE VEHICLE

OCCUPANCY 1

HUGE 14



6
LIFE

MOVE	4
RANGE	1
ATTACK	5
DEFENSE	7

270
POINTS

