



∞ JUSTICE GUNDAM
VEHICLE DESTRUCTIBLE OBJECT

MELEE FOLLOW-UP

After attacking with ∞ Justice Gundam's normal or special attack, it may attack an adjacent figure with its normal attack one additional time.

FATUM-01 RAM SPECIAL ATTACK

Range Special. Attack 4 + Special. ∞ Justice Gundam may target any opponent's figure on the same battlefield with this special attack. If the chosen figure is:

- within clear sight of ∞ Justice, roll 1 additional attack die; and
- within 6 clear sight spaces, all blanks count as additional skulls.

After using this special attack, subtract 3 from ∞ Justice's Move number for the remainder of the round. This special attack may only be used once per round.

BEAM BLADE ARMAMENTS

If ∞ Justice Gundam's driver has the Ace Mecha Pilot special power, after rolling defense dice for ∞ Justice against a normal attack you may choose to either count all excess shields rolled as unblockable hits against an adjacent attacking figure or move ∞ Justice up to three spaces.



FULL COVER

UNIQUE VEHICLE

OCCUPANCY 1

HUGE 14

7 LIFE

MOVE 6

RANGE 5

ATTACK 5

DEFENSE 6

350 POINTS

