


FRIEZA **FRIEZA FORCE**



UNIQUE HERO
UNKNOWN
CONQUEROR
SADISTIC
MEDIUM 5

7 7 1
6 7
380


SLIPPERY FOE
Frieza rolls 1 additional die for swipes. After combat when defending against a normal attack, Frieza may maneuver up to 2 spaces.

DEATH BEAM 14
Instead of an attack action, you may choose a non-adjacent figure within 5 clear spaces and roll a d20, adding 3 if the chosen figure has 3 or less Life remaining. On a 14+, inflict 1 wound on the chosen figure. After using this ability, Frieza may use this ability a second time.

DEATH BALL SPECIAL ATTACK
Attack 8.
Once per game, if Frieza has 3 or less Life remaining, choose a space within 5 spaces of Frieza. All figures on or within 1 space of the chosen space are affected.

SHONEN JUMP

FRIEZA FORCE SOLDIER **FRIEZA FORCE**



UNCOMMON HERO
SAIYAN
INVADER
OVERCONFIDENT
MEDIUM 5


5 3 5
4 3
80

THE FRIEZA FORCE
Before a Unique Invader or *Frieza* makes an ordered activation, you may activate Frieza Force Soldier. You may not activate additional figures this turn.

RECKLESS OVERCONFIDENCE
If Frieza Force Soldier is within 5 clear spaces of an allied Hero with an Attack number of 5 or higher, it has +1 Attack and -1 Defense.

SHONEN JUMP

GREAT APE **FRIEZA FORCE**



UNCOMMON HERO
SAIYAN
INVADER
ANGRY
HUGE 14

6 9 5
5 5
300


OOZARU TRANSFORMATION
During setup, you may place Great Ape on this card. If you do, when a Small or Medium Saiyan on your team would be defeated, you may remove that Saiyan from the game to place Great Ape within 2 spaces of that Saiyan's previous placement. Move any Order Markers from that Saiyan's card to this card.

SMASHING APE
Great Ape has +2 Attack when attacking an adjacent figure. After a normal attack action with Great Ape, roll 1 damage die against every other figure adjacent to the defender.

TAIL WEAKNESS
When Great Ape is attacked and takes 1+ wounds, if it had 0 shields on defense, Great Ape takes 1 additional wound.

SHONEN JUMP

CAPTAIN GINYU **FRIEZA FORCE**



UNIQUE HERO
UNKNOWN
INVADER
FLAMBOYANT
MEDIUM 5


6 5 1
6 5
280

GINYU FORCE
Instead of Ginyu's ordered activation, you may roll a d20. Add 1 to your roll for each Flamboyant Invader ally adjacent to Ginyu. On a:
• 1-8, activate 1 Flamboyant Invader Hero.
• 9-17, activate up to 2 Flamboyant Invader Heroes.
• 18+, activate up to 3 Flamboyant Invader Heroes.
You may not activate additional figures this turn.

BODY CHANGE
After defending against an enemy attack, you may choose an enemy Unique Hero within 4 clear spaces of Ginyu. Place wounds on this card until Ginyu has 1 Life remaining, then roll a d20, subtracting the chosen Hero's remaining Life from the roll. On a 14+, take control of the chosen Hero, give control of Ginyu to that opponent, and switch all Order Markers on those cards. For the rest of the game, this card's abilities are negated.

SHONEN JUMP

BURTER **FRIEZA FORCE**



UNIQUE HERO
UNKNOWN
INVADER
FLAMBOYANT
MEDIUM 6

7 5 1
4 5
180


SUPERSPEED
Burter may move through all figures and does not have to stop his movement when entering water spaces. After Burter's attack phase, he may maneuver up to 2 spaces.

BLUE HURRICANE
After Burter's move action, you may choose up to 2 figures he moved through or passed over during that move and place each of those figures up to 1 space from their current positions.

MACH DASH
Once per turn, after Burter or a Flamboyant Invader ally is attacked by an enemy, Burter may maneuver up to 4 spaces.

SHONEN JUMP •Speedster

RECOOME **FRIEZA FORCE**



UNIQUE HERO
UNKNOWN
INVADER
FLAMBOYANT
MEDIUM 5

5 5 4
5 5
240


GRAPPLING
Instead of a move action, you may switch Recoome and any adjacent Small or Medium enemy.

POUNDING FISTS
Adjacent defenders without Super Strength have -1 Defense against Recoome's normal attack. If Recoome inflicts 1+ wounds with his normal attack against an adjacent figure, he may attack the same figure a second time.

RECOOME BOOM
When Recoome defends against an adjacent normal attack, if he has 0 shields, all skulls count as blocks and the attacker takes 1 wound.

SHONEN JUMP

JEICE **FRIEZA FORCE**



UNIQUE HERO
BRENCH-SEIJIN
INVADER
FLAMBOYANT
MEDIUM 4


5 6 6
5 4
200

FLAMBOYANT POSE
At the start of the round, you may place X Ginyu Force Markers on this card, where X equals the number of adjacent Flamboyant Invader allies, to a max of 4. Once per activation, when a Flamboyant Invader you control rolls combat dice, you may remove 1 Ginyu Force Marker from this card to reroll all dice.

CRUSHER BALL
Before Jeice's normal attack action, you may subtract any number from his Attack. When attacking a non-adjacent figure with Jeice's normal attack, if he has all skulls, inflict 1 wound on the defender.

SHONEN JUMP

GULDO **FRIEZA FORCE**



UNIQUE HERO
BAS
INVADER
FLAMBOYANT
SMALL 3

5 3 4
3 3
100

TIME FREEZE
Instead of Guldo's move phase, you may choose an enemy without the Chronal keyword within 4 clear spaces. For the rest of this turn, that enemy has -2 Defense, may not make swipes, and if that enemy would move, you may stop its movement.

SHONEN JUMP •Chronal