



# TRUNKS

### RAPID SWORD STREAM

Once per round, instead of moving normally, you may choose up to 3 figures within 6 clear sight spaces of Trunks and roll one unblockable attack die against each of them. If you roll a blank, that figure subtracts 1 from its Defense number when defending against Trunks' normal attack this turn. After using this special power, you may place Trunks adjacent to one of the chosen figures.

### SHINING SWORD ATTACK

After Trunks attacks an adjacent figure with his normal attack, if at least one skull was rolled, he may attack again, either:

- with his normal attack against an adjacent figure, rolling 1 fewer attack die for each subsequent attack; or
- with his Burning Attack Special Attack.

### BURNING ATTACK SPECIAL ATTACK

Range 5. Attack 4.  
After an opponent rolls defense dice against this special attack, you may place that figure on an empty space exactly X spaces from its current position, where X is the number of skulls rolled in the attack. A figure moved by this special attack never takes any leaving engagement attacks but can receive any falling damage that may apply.



SAIYAN

UNIQUE HERO

CHALLENGER

DETERMINED

MEDIUM 5



5 LIFE

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 5

250 POINTS