GINYU FORCE



Alignment : Lawful Evil Race : Humanoids Class : Martial Artists,Minions,Bodyguards

Ginyu Force

1. Rekoom - Deal 20 damage to a single target and rekoom ignores the first 20 damage from all sources. Melee

2. Burter - deal 20 damage hits first if your opponent does not. Melee

3.Jace- deal 25 damage to all enemies. Ranged

4.Ginyu- Ginyu deals 30 damage or 10 damage to himself. Melee

5. Guldo - a choosen target is stunned this turn if it would be hit by a ranged attack. Rang

6. GINYU TOKUSENTAI -THE GINYU FORCE IS 5, 20 HP CHARACTERS THAT CAN NOT TAKE AOE DAMAGE.ALL GINYU FORCE MEMBERS HAVE INDIVIDUAL [STACKS.AT](http://stacks.at/) THE START OF EACH ROUND CHOOSE 2 GINYU FORCE MEMBERS ONLY THEY CAN BE TARGETED THIS ROUND, UNLESS THEY ARE DEAD. Passive, Trigger

7. Ulti : Change now ! - Can only be used from Round 2 Turn 3 as a regular ability. if Ginyu is alive take control of a chosen character if he would be hit by a ranged attack.He takes control of Ginyu.They swap all hp and Stacks,Stances and modes.Ginyu may only use the first ability of his new host and his only second ability is his own attack.The host of Ginyus body may only use Ginyus attack.Ginyu may use this Ulti again from the Hosts body next round , the Host can not use Ginyus Ultimate nor his own. Ranged Attack

\*This is faster if same speed