

AKU

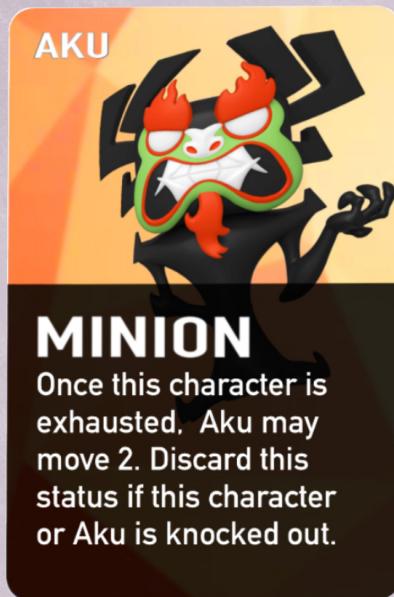


2 THE FUTURE THAT IS AKU
Move 2. Give the Minion status card to an ally within 3 squares that Aku can see.

2 SHAPE SHIFTER
Trade places with an ally that Aku can see.

4 SHOGUN OF SORROW *
Range 2, challenge 4. If you win, you may move the target 1 square.

MASTER OF DARKNESS, GREAT DECEIVER
2 When a rival successfully defends against Aku's basic challenge, Aku may roll an additional die and add it to the attack.



SAMURAI JACK



2 BACK TO THE PAST
Remove an exhausted token from one ally and one rival.

3 JACK OF ALL TRADES *
Use an ally's ability that costs up to 3 ability tokens. Limited to once per turn.

3 I MEAN YOU NO HARM *
Move 3. If any rival is in your path, they roll their defense. If any die shows *, do a challenge 3 to them.

FRIEND OF JACK
2 When an adjacent ally is knocked down, Samurai Jack may do a basic challenge.

