



KOZUKE SAMURAI

EINAR

CHARGING ASSAULT

Any or all Kozuke Samurai may add 3 to their Move number as long as they are unengaged prior to moving. Kozuke Samurai must be able to move adjacent to an opponent's figure in order to use Charging Assault.

COUNTER STRIKE

When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure. This power does not work against other Samurai.



1

LIFE

MOVE

5

SPACES

RANGE

1

SPACE

ATTACK

5

DICE

DEFENSE

3

DICE

100

POINTS

HUMAN

UNIQUE SQUAD

SAMURAI

DISCIPLINED

MEDIUM 4





KOZUKE SAMURAI



Earth

Thora's Vengeance
24,25,26/26

MOVE 6
SPACES

RANGE 1
SPACE

ATTACK 5
DICE

DEFENSE 3
DICE

©2006 Hasbro