# The Lone Blades: A Strategic Deep Dive into the "Sasuke Samurai" Series

## Introduction: The "Sasuke Samurai" Anomaly — A Study in Pre-Archetype Design

In the modern landscape of the Yu-Gi-Oh! Trading Card Game, players are accustomed to cohesive, mechanically intertwined archetypes where cards are designed to search, summon, and synergize with one another. When examining a series of cards sharing a common name, such as "Sasuke Samurai," the natural inclination is to search for these internal combos and unified strategies. However, the "Sasuke Samurai" cards present a fascinating anomaly. Released between 2003 and 2004, they hail from a transitional era of game design, standing as a thematic series of individual monsters rather than a functional, synergistic archetype.

This report will conduct a deep dive into the four "Sasuke Samurai" monsters, addressing the core premise of their strategic function. The analysis will demonstrate that their value is not found in internal synergy but in their unique, standalone effects and their potential integration into the broader "Warrior Toolbox." By dissecting each card individually, this investigation will reveal that the "Sasuke Samurai" are not a unified engine but a collection of specialized tools, each a product of an earlier design philosophy. Their study offers more than just a tactical breakdown; it provides a valuable window into the evolution of card design, showcasing a pivotal moment when thematic links were beginning to cede ground to the complex, interlocking mechanics that define the game today.

## Section I: A Card-by-Card Dossier

To understand the strategic application of the "Sasuke Samurai" series, a granular analysis of each member is essential. The following table provides a comparative overview, immediately highlighting the disparities in their attributes, levels, and functions, which serves as the foundational evidence of their nature as individual cards rather than a cohesive unit.

**Table 1: Comparative Analysis of "Sasuke Samurai" Monsters**

| **Card Name** | **Level** | **Attribute** | **ATK/DEF** | **Core Effect Summary** |
| --- | --- | --- | --- | --- |
| Sasuke Samurai | 2 | WIND | 500/800 | Destroys a face-down monster it attacks without damage calculation.1 |
| Sasuke Samurai #2 | 1 | WIND | 200/300 | Pay 800 LP to prevent Spell/Trap activation for the turn.2 |
| Sasuke Samurai #3 | 3 | LIGHT | 1000/1000 | When it inflicts battle damage, the opponent draws until they have 7 cards.3 |
| Sasuke Samurai #4 | 4 | WIND | 1200/1200 | 50% chance (via coin toss) to destroy any monster it battles.5 |

### Sub-section 1.1: Sasuke Samurai: The Face-Down Punisher

* **Card Data:** Level 2, WIND, Warrior/Effect, 500 ATK / 800 DEF.1
* **Effect Analysis:** The original "Sasuke Samurai" possesses a potent and highly specific effect: "At the start of the Damage Step, if this card attacks a face-down Defense Position monster: Destroy that face-down monster".7 This ability allows it to eliminate a threat without entering damage calculation, bypassing the need to overcome a monster's DEF stat.
* **Critical Rulings:** The strategic nuance of this card lies in its specific rulings. The destruction is considered to be by a card effect, *not* as a result of battle.7 This is a critical distinction in older formats. It means that monsters whose effects trigger when destroyed by battle, such as "Mystic Tomato" or "Giant Rat," will not activate. Conversely, monsters that trigger simply by being sent from the field to the Graveyard, like the powerful searcher "Sangan," will still have their effects resolve. This makes "Sasuke Samurai" a surgical tool for removing specific types of threats while avoiding others.
* **Strategic Context:** This card is a quintessential "tech" choice, primarily for retro formats like Goat Format where setting monsters is a common defensive and strategic maneuver. It serves as a direct and efficient counter to high-DEF walls (like "Gravekeeper's Spy") and dangerous Flip effect monsters (like "Magician of Faith"), destroying them before their effects can be activated.7

### Sub-section 1.2: Sasuke Samurai #2: The Spell-Stopping Shinobi

* **Card Data:** Level 1, WIND, Warrior/Effect, 200 ATK / 300 DEF.2
* **Effect Analysis:** "Sasuke Samurai #2" offers a powerful, albeit costly, form of protection: "Once per turn, during your Main Phase, you can pay 800 Life Points. If you do this, until the End Phase, Spell and Trap Cards cannot be activated".2 This effect essentially creates a one-turn "Cold Wave" or "Royal Decree," ensuring that a player's crucial plays cannot be interrupted by the opponent's backrow.
* **Strategic Context:** The primary application for this card is to facilitate a game-winning push or a One-Turn Kill (OTK).9 In formats dominated by powerful Trap cards like "Ring of Destruction," "Mirror Force," and "Sakuretsu Armor," "Sasuke Samurai #2" can be summoned to clear the path for a final, decisive attack. Its extremely low stats make it a poor choice for general play, but as a dedicated finisher, its effect is invaluable. Furthermore, in Goat Format, its Level 1 status gives it a unique niche as a target for the Spell Card "Metamorphosis," allowing it to be tributed to Special Summon the formidable Level 1 Fusion Monster "Thousand-Eyes Restrict".9

### Sub-section 1.3: Sasuke Samurai #3: The Paradox of Generosity

* **Card Data:** Level 3, LIGHT, Warrior/Effect, 1000 ATK / 1000 DEF.3
* **Effect Analysis:** This card possesses one of the most peculiar and disadvantageous effects in the game: "When this card inflicts Battle Damage to your opponent's Life Points, your opponent draws cards until their hand has 7 cards".3 In a game where card advantage is a fundamental principle of victory, willingly handing an opponent a full hand of resources is almost always a detrimental move.
* **Strategic Context:** Due to its effect, "Sasuke Samurai #3" is considered competitively unplayable in virtually any context. The drawback is far too severe to justify its mediocre stats. However, its existence serves as a fascinating artifact of an abandoned design philosophy. Released in 2004's *Invasion of Chaos* set, it entered a game where powerful hand-disruption cards like "Delinquent Duo" and "Confiscation" were legal. One could speculate that its intended purpose was part of a convoluted, high-risk strategy: a player could attack with "Sasuke Samurai #3" to force an opponent with a small hand to draw up to seven cards, then use a card like "Delinquent Duo" to discard two of those newly drawn cards. This impractical and inefficient concept highlights an experimental phase in game design that prioritized thematic or unusual effects over competitive viability, a path that has since been largely abandoned.

### Sub-section 1.4: Sasuke Samurai #4: The Gambler's Blade

* **Card Data:** Level 4, WIND, Warrior/Effect, 1200 ATK / 1200 DEF.5
* **Effect Analysis:** "Sasuke Samurai #4" introduces an element of chance into battle: "If this card battles a monster, toss a coin and call heads or tails before damage calculation. If you call it right, destroy the opponent's monster with this effect".5 This gives the card a 50% chance to destroy any monster it battles, regardless of that monster's ATK or DEF stats.
* **Strategic Context:** The viability of this card is almost entirely confined to dedicated "Gamble" or "Coin Toss" decks. Its low ATK means it cannot be relied upon to win battles on its own, making its effect the sole reason for its inclusion. While the potential to destroy a powerful boss monster with a 1200 ATK creature is tempting, the inherent unreliability makes it a poor choice for competitive play. Its true potential can only be unlocked when paired with support cards that can manipulate or mitigate the randomness of its coin toss effect, which will be explored later in this report.12

## Section II: A Disparate Clan — The Absence of Internal Synergy

A central question for any player examining the "Sasuke Samurai" series is how the cards interact with one another. The modern design paradigm of Yu-Gi-Oh! would suggest the existence of combo lines, search effects, and mutual support. However, a systematic analysis of their mechanics reveals a complete lack of designed internal synergy, reinforcing their status as a thematic collection rather than a functional archetype.

* **Attribute Mismatch:** The series is not unified by a single Attribute. While the original, #2, and #4 are all WIND monsters, "Sasuke Samurai #3" is a LIGHT monster.1 This prevents the use of Attribute-specific support cards that could potentially tie them together, such as spells or traps that benefit all WIND monsters on the field.
* **Level Incoherence:** The monsters are Levels 1, 2, 3, and 4, respectively.1 In the modern game, such a sequential Level structure might suggest synergy with Xyz or Synchro Summoning. However, these cards were designed long before those mechanics were introduced. There are no effects on any of the "Sasuke Samurai" cards that reference the Level of another, nor do they possess abilities that would facilitate these more advanced summoning methods.
* **Effect Isolation:** The most telling evidence of their lack of synergy is the nature of their effects. Each ability is entirely self-contained and does not mention the "Sasuke Samurai" name, a key feature of modern archetypal support. The protection offered by "Sasuke Samurai #2" is generic and does not specifically shield its brethren. The destruction effect of the original "Sasuke Samurai" only benefits itself. This design approach indicates they were intended to be evaluated and used as individual, standalone units.

This lack of cohesion is not a design flaw but rather a reflection of the game's state at the time. The "Sasuke Samurai" cards were released across multiple sets from 2003 to 2004, a period when the concept of the mechanically-linked archetype was still in its infancy. Game design was transitioning away from the era of powerful, generic standalone monsters toward the synergistic engines that dominate the game today. The "Sasuke Samurai" series sits squarely in this transitional phase. They are thematically linked by name and art, like older series such as the "Dark Scorpions," but their unique and isolated effects foreshadow the more complex, interlocking designs that would become the standard. Thus, they serve as a valuable historical snapshot of a pivotal moment in the evolution of Yu-Gi-Oh! card design.

## Section III: Forging Alliances — Integration with the Warrior Toolbox

While the "Sasuke Samurai" cards lack internal synergy, their shared Warrior Type grants them access to one of the most extensive and powerful pools of generic support in the entire game. It is through these external alliances that they find their true playability, functioning as specialized options within a broader "Warrior Toolbox" strategy.

### Sub-section 3.1: The Unwavering Staple: "Reinforcement of the Army" (ROTA)

The single most important support card for this series is the Spell Card "Reinforcement of the Army." Its effect is simple yet profound: "Add 1 Level 4 or lower Warrior monster from your Deck to your hand".14 For decades, this card has been a cornerstone of Warrior strategies, providing unparalleled consistency.

"Reinforcement of the Army" can search for "Sasuke Samurai," "Sasuke Samurai #2," and "Sasuke Samurai #3," allowing a player to access the specific tool needed for a particular situation.14 If the opponent has a problematic face-down monster, ROTA can search the original "Sasuke Samurai." If the player is preparing for a game-ending push, ROTA can find "Sasuke Samurai #2" to ensure it goes through uninhibited. This ability to transform a single spell card into the precise answer required is what defines the "Toolbox" playstyle. It is important to note, however, that ROTA cannot search for "Sasuke Samurai #4," as its effect is restricted to Level 4 *or lower* monsters, and Sasuke Samurai #4 is a Level 4 monster. A common misinterpretation of older card text can lead to confusion, but its effect is inclusive of Level 4. However, the initial outline stated it could not, which is incorrect. ROTA can search all four Sasuke Samurai monsters. This makes it a universal searcher for the entire series.

### Sub-section 3.2: The Modern Enabler: "Isolde, Two Tales of the Noble Knights"

For players looking to use these classic cards in a modern setting, the Link Monster "Isolde, Two Tales of the Noble Knights" is the indispensable centerpiece. As the premier generic Link Monster for Warriors, Isolde provides both searching and summoning capabilities that can bring the "Sasuke Samurai" into the modern era.15 Her effects are twofold:

1. On Link Summon, she can add any Warrior monster from the Deck to the hand. This allows her to search for any of the four "Sasuke Samurai" cards, providing even more consistency than ROTA.
2. She can send a number of Equip Spells from the Deck to the Graveyard to Special Summon a Warrior monster from the Deck whose Level equals the number of cards sent. This provides a direct way to summon any of the "Sasuke Samurai" from the deck, setting up their effects immediately.

In any contemporary deck aiming to utilize a "Sasuke Samurai" monster, Isolde would serve as the central hub, the primary means of accessing the desired card and initiating plays.

### Sub-section 3.3: Other Key Allies and Support Cards

Beyond the primary searchers, a host of other generic Warrior support cards can bolster strategies that include the "Sasuke Samurai."

* **"The Warrior Returning Alive":** This Spell Card provides crucial recursion, allowing a player to add a Warrior monster from their Graveyard back to their hand.16 This can be used to retrieve a "Sasuke Samurai" that was destroyed or used for a Link Summon.
* **"Marauding Captain":** A classic monster from the same era, "Marauding Captain" allows a player to immediately Special Summon another Level 4 or lower Warrior from their hand upon being Normal Summoned.14 This can help build field presence quickly, setting up for tributes or Link Summons.
* **Generic Extenders:** Modern Warrior decks often employ monsters that can Special Summon themselves from the hand, such as "Junk Forward" or "Photon Thrasher".16 These "extenders" are vital for quickly summoning Link monsters like Isolde, which in turn provides access to the "Sasuke Samurai" cards.

## Section IV: Conceptual Engines & Tactical Modules (AI Canvas Guide)

To best understand how the "Sasuke Samurai" function in practice, it is useful to think of them not as part of a linear combo, but as the core of distinct, modular packages or "engines." These modules can be conceptually visualized and integrated into various deck-building frameworks.

### Module A: The Coin-Toss Gamble Engine

* **Core Card:** Sasuke Samurai #4.5
* **Synergistic Pieces:** This engine is built around mitigating the inherent randomness of "Sasuke Samurai #4" and other coin-toss-based cards.
  + **Second Coin Toss:** This Continuous Spell is the most critical support piece. Its effect allows a player to redo a coin toss once per turn.18 This fundamentally alters the probability of "Sasuke Samurai #4's" effect, increasing its success rate from a mere 50% to a more reliable 75% (the chance of failing twice in a row is $0.5 \* 0.5 = 0.25$, or 25%).
  + **Barrel Dragon / Desperado Barrel Dragon:** These are powerful boss monsters that also rely on coin tosses for their destruction effects. "Desperado Barrel Dragon," in particular, can search for other coin-toss monsters when it is destroyed, adding consistency to the strategy.19
  + **Head Judging:** A Continuous Trap that forces an opponent to call a coin toss when they activate a monster effect. If they call it wrong, the effect is negated and you gain control of their monster, providing both disruption and advantage.21
* **Endboard Goal:** The objective of this engine is not to create a board of negations, but to establish a field state where battles are consistently won through luck-based destruction. The ideal endboard for this module is Sasuke Samurai #4 on the field alongside a face-up Second Coin Toss, creating a reliable monster removal threat.

### Module B: The OTK Protection Package

* **Core Card:** Sasuke Samurai #2.2
* **Synergistic Pieces:** This module is a finisher's tool, designed to ensure a final, game-ending attack is successful.
  + **High-ATK Monsters:** The package requires other monsters on the field that can collectively deal 8000 or more damage. In retro formats, this could be a monster like "Black Luster Soldier - Envoy of the Beginning" paired with other attackers.
  + **WIND Recruiters:** In older formats, a monster like "Flying Kamakiri #1" could be used. When destroyed by battle, it can Special Summon "Sasuke Samurai #2" directly from the deck, setting up the play for the player's next turn.9
* **Combo Line & Endboard Goal:** The sequence is straightforward and tactical.
  1. Assemble monsters on the field with enough total ATK for a lethal attack.
  2. Normal Summon "Sasuke Samurai #2" (or have it on the field from a previous turn).
  3. During the Main Phase, activate its effect by paying 800 Life Points.
  4. Enter the Battle Phase and attack with all monsters, now safe from the opponent's defensive Spell and Trap cards like Mirror Force or Ring of Destruction.
  5. The "endboard" in this scenario is not a field state, but a victory condition: the opponent's Life Points reduced to 0.

### Module C: The Retro Format Anti-Meta Tech

* **Core Card:** Sasuke Samurai (original).1
* **Synergistic Pieces:** This module is not a combo engine but a strategic counter-pick, designed to be sided into a deck to combat specific threats prevalent in retro formats.
  + **Book of Moon:** This Quick-Play Spell can flip an opponent's face-up monster into face-down Defense Position, making it a valid target for "Sasuke Samurai's" effect.
  + **Generic Warrior Toolbox Cards:** This module is designed to be slotted into a standard Goat Control or Warrior Toolbox deck, supported by cards like "Reinforcement of the Army" and "Exiled Force."
* **Application:** This is a highly specific tactical choice. Against decks that rely on setting key monsters—such as "Magician of Faith" to recur Spells, "D.D. Warrior Lady" for removal, or "Gravekeeper's Spy" to build a defensive wall—summoning "Sasuke Samurai" provides a clean and efficient answer. It destroys these targets without triggering their Flip effects or battling their potentially high DEF, making it a surgical tool for dismantling specific defensive setups.

## Section V: Historical Placement and Retro Format Viability

The true measure of the "Sasuke Samurai" cards is their performance within the context of their era, specifically the popular retro format known as Goat Format (based on the April 2005 Forbidden & Limited List). In this environment, their strengths and weaknesses become sharply defined.

* **Sasuke Samurai:** This card holds potential as a niche but effective Side Deck option. In a metagame where setting monsters is a primary defensive strategy, its ability to bypass Flip effects and high DEF stats makes it a valuable tool. Its utility is entirely dependent on the prevalence of such strategies in a given tournament or local scene.7
* **Sasuke Samurai #2:** This is arguably the most competitively viable of the four in Goat Format. The format is characterized by powerful, battle-changing Trap Cards, and the ability to negate them for a turn to push for game is immensely valuable.9 Its secondary use as a Level 1 target for "Metamorphosis" to summon "Thousand-Eyes Restrict" adds another layer of strategic depth, making it a surprisingly flexible card in the right build.9
* **Sasuke Samurai #3:** This card is completely unviable in Goat Format. The concept of card advantage is central to the format's slow, resource-intensive gameplay. An effect that provides the opponent with a full hand of seven cards is a direct contradiction to the format's core principles and would almost certainly lead to a swift defeat.
* **Sasuke Samurai #4:** While it can be found in some casual Warrior-based decklists from the era 23, "Sasuke Samurai #4" is too inconsistent for serious competitive play. In a format with reliable and searchable removal options like "Exiled Force" and "Tribe-Infecting Virus," relying on a 50% chance of success is a significant liability.11 It remains a choice for fun, luck-based decks rather than a competitive staple.

## Conclusion: The Legacy of the Lone Samurai

The "Sasuke Samurai" series stands as a compelling case study in the evolution of Yu-Gi-Oh! card design. The initial query into their combos, searchability, and endboards—a query born from a modern, archetype-focused perspective—leads to a more nuanced conclusion: they are not a functional archetype but a thematically linked collection of four distinct warriors. Their power is not derived from internal synergy, which is entirely absent, but from their unique individual effects and their ability to be integrated into the vast and powerful Warrior Toolbox.

The analysis reveals that each card was designed with a specific, isolated purpose. The original "Sasuke Samurai" is a scalpel for removing set monsters. "Sasuke Samurai #2" is a shield, protecting a final, game-winning assault. "Sasuke Samurai #4" is a gambler's die, trading consistency for the chance at high-reward removal. And "Sasuke Samurai #3" is a historical artifact, a relic of an experimental design philosophy long since abandoned.

Ultimately, the legacy of the "Sasuke Samurai" is not that of a forgotten deck engine, but of specialized tools in a warrior's arsenal. They challenge the deck-builder to look beyond archetypal constraints and to evaluate cards on their individual merit and tactical application. Their study provides a valuable lesson in the game's history, reminding players of a time when a card's name was more about flavor than function, and a samurai's strength was measured by his own blade alone.

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