



TRUE DEVIL KAZUYA

50

PER PLAYER

AGILITY: 5 • TOUGHNESS: 5 |   

SPECIAL ABILITIES

- When a player deals damage to True Devil Kazuya, they build the top card of their deck face down committed.
- When the Combat Phase ends, True Devil Kazuya transforms into True Devil Kazuya Phase 2. If there is not a Devil Gene counter in play, the players sacrifice a total of X foundations in play, distributed as they choose. X equals the number of players.

RETALIATION

Roll a d6 to determine which attack True Devil Kazuya uses:



ENEMY CHARACTER ACTIVATION

Roll a d6, then refer to the table to determine what happens.

ROLL 1-3: Each player mills 2. Then True Devil Kazuya retaliates against the player(s) who milled a card with the greatest difficulty.

ROLL 4-5: Each player discards 2 cards or sacrifices 2 foundations and/or assets in their stage.

ROLL 6: Each player loses 3 health.