



GORO

SHOKAN PUMMEL

If Goro inflicts one or more wounds with his first normal attack on an adjacent figure, that figure may not move for the remainder of Goro's turn, and he may continue attacking that figure, rolling 1 fewer attack die for each subsequent attack, until his attack dice are reduced to 0.

LEAPING STOMP 12

Instead of moving and attacking normally, Goro may move up to 3 spaces with Leaping Stomp. When moving with Leaping Stomp, Goro has the Flying special power, but may not move up or down more than 12 levels in a single leap. After using Leaping Stomp, you may choose an adjacent figure to roll an unblockable attack die against. You may continue rolling until you do not roll a skull.



SHOKAN

UNIQUE HERO

ENFORCER

HONORABLE

MEDIUM

6



7

LIFE

MOVE 5

RANGE 3

ATTACK 5

DEFENSE 5

280

POINTS

