



VYDAR

# KANTONO DAISHI

HUMAN

JONIN

DISCIPLINED

EARTH



## DISHONORABLE LEADERSHIP

When revealing an Order Marker on Kantono Daishi, after taking Kantono Daishi's turn, if Kantono Daishi is unengaged, you may take a turn with one of the following that you control:

- 1 Ninja Squad or
- up to 2 Ninja Heroes.

Any figure in the above list that is taking a turn with Dishonorable Leadership must be within clear sight of Kantono Daishi before moving.

## PHANTOM WALK

Kantono Daishi can move through all figures and is never attacked when leaving an engagement.

## 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 Samurai.



4

LIFE

MOVE

6

SPACES

RANGE

1

SPACE

ATTACK

2

DICE

DEFENSE

5

DICE

120  
POINTS



VYDAR

**KANTONO DAISHI**



**C3V**

Master Of  
Shadows  
1 of 1

**MOVE** 6  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 3  
DICE

**DEFENSE** 5  
DICE