



KANTONO DAISHI

VYDAR

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



HUMAN

UNIQUE HERO

JONIN

DISCIPLINED

MEDIUM 4





KANTONO DAISHI



Earth
Master of Shadows
1/1

MOVE 6
SPACES

RANGE 1
SPACE

ATTACK 3
DICE

DEFENSE 5
DICE

