



KANTONO DAISHI



HUMAN

UNIQUE HERO

JONIN

DISCIPLINED

EARTH

MEDIUM 4

4

LIFE



6



1



2



5

POINTS

120

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.



KANTONO DAISHI

C3V

Master Of Shadows
1 of 1



6



1



3



5

