

**Huang Xin**



**Earthquake Stamp**

1 hit on all within 3 spots

**Huang Xin**



**Absorb Blow**

4 defence

**Huang Xin**



**Mighty Lift**

Throw adjacent person  
1d6 points

**Huang Xin**



**Mountain Slam**

+2 move  
3 hits

**Huang Xin**



**Healing Wind**

Heal any other character  
2 hits

**Huang Xin**



**Running The Mountain**

Run 4 spots up wall

**Pei Xuan**



**Flying Blade**

Leap over opponent –  
minimum 3 spots. Strike  
while in flight from above –  
2 hits

**Pei Xuan**



**Strike of the Heron**

1 hit and disarm enemy.

**Pei Xuan**



**Spinning Monkey**

Defence 3

Pei Xuan



**Lightning Blade**

Standard damage Ignore defence

Pei Xuan



**Tying the Fishing Line**

Hit two adjacent enemies.

Pei Xuan



**Whirlwind Defence**

No attack can penetrate. Take 1 hit from exhaustion

Madame Gu



**Healing Wind**

Heal any other character 2 hits

Madame Gu



**Chi of the Wind**

1 hit on all adjacent

Madame Gu



**Drunken Monkey Climb**

Leap six spots, min gap of 3.

Madame Gu



**Guardian wind**

Block all ranged attacks

Madame Gu



**Way of the Intercepting Sword**

Ignore defence

Madame Gu



**Whirlwind Defence**

No attack can penetrate. Take 1 hit from exhaustion

**Jiao Ting**



**Running Clothesline**

Move 4 spots

**Jiao Ting**



**The Whirlwind**

2 hits on *all* adjacent figures

**Jiao Ting**



**The Wall**

Defence 3

**Jiao Ting**



**Dishonourable Blow**  
Standard damage, but opponent loses 2 cards

**Jiao Ting**



**Whipping the Fishing line**  
Move enemy 2 points to the rear and 2 hits.

**Jiao Ting**



**Standing Like the Mountain**  
If no movement, recover 2 and defence 2 until next turn

**Sun Li**



**Leaping Tiger**  
Spring over enemy, minimum gap 3 spots.

**Sun Li**



**Hypnotic Tiger's Eyes**  
Enemy rolls against hits – score hits or less to fail. If lost must discard all current cards.

**Sun Li**



**Strategic Withdrawal**  
On taking last hit, Sun Li flees the field instead of falling.

**Sun Li**



**Whipping Rod of Steel**  
(only if using the Steel Rod with tiger eyes). 1 Hit on all adjacent enemies.

**Sun Li**



**The Tiger's Bite**  
If a hit is scored, enemy's weapon broken (unless unbreakable)

**Sun Li**



**Tiger's Growl**  
Enemy gives up 2 cards.

**Xuan Zan**



**Stroke Beard**

Draw two extra cards.

**Xuan Zan**



**Dragon's Riddle**

3 hits

**Xuan Zan**



**Reveal Angry Black Face**

Remove 2 enemy cards

**Xuan Zan**



**Thunder of the Sky**  
Thrown weapon does double damage

**Xuan Zan**



**Dragon Whisper of Fury**  
Ranged attack – 4 hits at up to 5 range

**Xuan Zan**



**Stroke Beard**  
Draw two extra cards.

**Peng Qi**



**Power of Heaven**  
Become unparalised or  
draw 2 cards

**Peng Qi**



**Heavens Lance**  
Range attack with lance –  
can hit targets 2 away.

**Peng Qi**



**Celestial Parry**  
Blocks unblockable  
attacks

**Peng Qi**



**Spike**  
Ignore defence

**Peng Qi**



**Bleed from Both Blades**  
Can attack with two cards  
at same target

**Peng Qi**



**The Eyes of Heaven**  
Can see attack card  
before defending

**Wei Ding-guo**



**Fire Sheath**  
Defence card  
Inflict 2 hit on adjacent  
attacker  
And 1 defence

**Wei Ding-guo**



**Dragon's Breath**  
2 hits, range 2

**Wei Ding-guo**



**Fire Pot**  
Throw up to 5 spots along  
a line.  
All adjacent to point of  
impact take 1 hit.

**Wei Ding-guo**



**Fire Spirit**

Draw on the chi of the fire spirit  
Recover 3 hits

**Wei Ding-guo**



**Flame sword technique**

Ignore enemy defence

**Wei Ding-guo**



**Fire Pot**

Throw up to 5 spots along a line.  
All adjacent to point of impact take 1 hit.