

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.