



## NINJAS OF THE NORTHERN WIND

EINAR

### DISAPPEARING NINJA

If a Ninja of the Northern Wind is attacked with a normal attack and at least 1 skull is rolled, roll the 20-sided die to disappear. If you roll 1-11, roll defense dice normally. If you roll a 12 or higher, that Ninja of the Northern Wind takes no damage and instead may move up to 4 spaces. Ninjas of the Northern Wind can disappear only if they end their disappearing move not adjacent to any enemy figures.

### GHOST WALK

Ninjas of the Northern Wind can move through all figures.

### DISENGAGE

Ninjas of the Northern Wind are never attacked when leaving an engagement.

HUMAN

UNIQUE SQUAD

NINJA

DISCIPLINED

MEDIUM 4



1

LIFE

MOVE

6

SPACES

RANGE

1

SPACE

ATTACK

4

DICE

DEFENSE

3

DICE

110

POINTS



## NINJAS OF THE NORTHERN WIND



**Earth**

Thora's Vengeance  
21,22,23/26

**MOVE** 6  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 4  
DICE

**DEFENSE** 3  
DICE

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