



**MORIKO**  
ULLAR

**PHANTOM WALK**

Moriko can move through all figures and is never attacked when leaving an engagement.

**SABER STORM  
SPECIAL ATTACK**

Range 1. Attack 1, 2 or 3. Moriko starts each turn with 6 attack dice. Choose any adjacent figure and attack by rolling 1, 2 or 3 attack dice. Moriko may keep making special attacks with 1, 2 or 3 attack dice until she has rolled all 6 attack dice. Moriko may target the same or different figures with each attack.

HUMAN

UNIQUE HERO

NINJA

DISCIPLINED

MEDIUM 4



4

LIFE

MOVE

6

SPACE

RANGE

1

SPACE

ATTACK

4

DICE

DEFENSE

4

DICE

110

POINTS



MORIKO



**Earth**

Defenders of Kinsland  
15/19

**MOVE** 6  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 5  
DICE

**DEFENSE** 6  
DICE

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