



**ISAMU**

UTGAR

**VANISH 9**

If Isamu is attacked and at least 1 skull is rolled, roll the 20-sided die to vanish. If you roll 1-8, roll defense dice normally. If you roll a 9 or higher, Isamu takes no damage and may immediately move up to 4 spaces. Isamu can vanish only if he ends his vanishing move not adjacent to any enemy figures.

**PHANTOM WALK**

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

**DISHONORABLE ATTACK**

When attacking a figure who follows Jandar, Isamu rolls 2 additional attack dice.



**HUMAN**

**UNIQUE HERO**

**NINJA**

**DISCIPLINED**

**MEDIUM 4**

**1**

LIFE

**MOVE**

**6**

SPACES

**RANGE**

**1**

SPACE

**ATTACK**

**3**

DICE

**DEFENSE**

**1**

DIE

**10**

POINTS



**ISAMU**



**Earth**  
Fields of Valor  
20/21

**MOVE** 6  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 4  
DICE

**DEFENSE** 1  
DIE

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