

**IDW**

**MASTER SPLINTER**  
SPLINTER

**THE WAY OF NINJITSU**

Once per round, after any attack dice, defense dice, or the 20-sided die is rolled for Splinter or a Ninja Turtle you control, you may add or subtract a skull, shield, or 4 from that roll.



**RODENT**

**UNIQUE HERO**

**SENSEI**

**WISE**

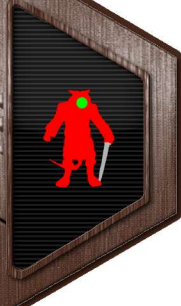
**MEDIUM 4**

**FATHER'S DEVOTION**

If a Ninja Turtle you control is destroyed by an opponent's figure, you may place any unrevealed Order Markers from its card on this card and, if Splinter is unengaged, you may immediately place him on an empty shadow tile or any empty space within 3 spaces of the destroyed Ninja Turtle's previous placement. For the rest of the round, when Splinter attacks, he may attack one additional time.

**BREAKING BALANCE**

When attacking an opponent's adjacent figure with a normal attack, or when defending against a normal attack from an adjacent figure, if the opponent rolls more skulls than shields and Splinter is not destroyed, you may inflict a wound on that figure. Tiny and huge figures are not affected by Breaking Balance.



**4**  
**LIFE**

**MOVE 5**

**RANGE 1**

**ATTACK 4**

**DEFENSE 6**

**230**

**POINTS**