

IDW

RAPHAEL

SELF IMPORTANCE 20

Whenever you reveal a numbered Order Marker on any other Army Card you control, before using any other special powers, you must immediately roll the 20-sided die. If you roll 20 or higher, you must take an immediate turn with Raphael, and you may not take any additional turns with other figures you control. When using Self Importance, add 2 spaces to Raphael's Stealth Leap movement for that turn. You may only roll for Self Importance once per Order Marker.

THE WRATH OF RAPH

When Raphael attacks, he may attack one additional time. Add 1 to Raphael's Self Importance roll for each Unique Hero you control with one or more wounds and 1 for each destroyed Unique Hero in your army. When Raphael takes a turn with Self Importance, he may take one additional turn.

STEALTH LEAP 12

Instead of his normal move, Raphael may move up to 3 spaces with Stealth Leap. When moving with Stealth Leap, Raphael has the Flying special power, but may not move up or down more than 12 levels in a single leap, and will not take any leaving engagement attacks when he starts to leap.



TURTLE

UNIQUE HERO

NINJA

VENGEFUL

MEDIUM 5

5

LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 6

170

POINTS