

IDW

GRAY FOX
FRANK JAEGER

MYSTERIOUS VENDETTA

At the start of the game, choose an opponent. That opponent may choose a Unique Hero they control. If Gray Fox is engaged with that Hero at any point during his turn, he can not attack figures other than that Hero during that turn, if possible.

HIGH FREQUENCY BLADE SPECIAL ATTACK

Range 1. Attack 4 + Special. Figures subtract 1 from their Defense number when defending against this special attack. After attacking with this special attack, Gray Fox may move up to two spaces then attack one additional time with this special attack, rolling 1 fewer attack die for the second attack.

PARTIAL INVISIBILITY

Gray Fox can move through all figures and is never attacked when leaving an engagement. If Gray Fox is not engaged with an opponent's figure, he cannot be targeted by opponents' non-adjacent figures for any attacks or any special powers that require clear sight.



CYBORG

UNIQUE HERO

NINJA

UNSTABLE

MEDIUM **5**

5
LIFE

MOVE 7

RANGE 1

ATTACK 5

DEFENSE 5

180
POINTS

