

**VALIANT**

NINJAK
COLIN KING

**HUMAN**

UNIQUE HERO

AGENT

DISCIPLINED

MEDIUM **5**

INFILTRATION GEAR
When moving up levels of height to move onto a space with Ninjak, count one space for the first four levels and only count one space for each four levels after the first four. You may ignore Ninjak's height of 5 when climbing. Ninjak never takes falling damage or major falling damage. When Ninjak moves, he does not take leaving engagement attacks.

PRECISION SHURIKEN SPECIAL ATTACK
Range 5. Attack 3.
Choose a non-adjacent figure to attack. If you roll at least one blank, you may ignore this attack and inflict a wound on the targeted figure. When Ninjak attacks with this special attack, he may attack one additional time with this special attack. He cannot attack the same figure more than once.

TACTICAL PRESSURE
After Ninjak or a figure you control within 4 clear sight spaces of Ninjak receives a wound, you may immediately reveal an "X" Order Marker on this card. While there is a revealed "X" Order Marker on this card, after revealing an Order Marker on a card you control, instead of taking a turn with that card, you may take a turn with Ninjak. If there is a revealed "X" Order Marker on this card, when Ninjak attacks with a normal attack, count all blanks rolled as additional skulls.



5
LIFE

MOVE **6**

RANGE **1**

ATTACK **4**

DEFENSE **5**

230
POINTS