

IDW

FOOT CLAN NINJA

OUT OF THE SHADOWS

Once per round, after revealing an Order Marker on this card and before taking a turn with the Foot Clan Ninja, you may roll the 20-sided die once for each Foot Clan Ninja no longer in play. If you roll 9 or higher, return that Foot Clan Ninja into play by placing it on an empty shadow tile or any empty space within 3 spaces of another Foot Clan Ninja you control. You may not return more figures into play with this special power than the number of enemy figures on the battlefield. Figures placed with this special power may not be placed adjacent to an opponent's figure.

NINJITSU

A Foot Clan Ninja can attack with his normal attack at any point before, during, or after his normal move as long as he is on a space where he could end his movement. A Foot Clan Ninja can move through all figures and is never attacked when leaving an engagement.



HUMAN
UNIQUE SQUAD
NINJA
DEVOUT
MEDIUM 5



1 LIFE

MOVE 6
RANGE 1
ATTACK 3
DEFENSE 3

155 POINTS