

MARVEL

HAND NINJA

NINJA ASSASSIN BONDING

After revealing an Order Marker on this card and before taking a turn with the Hand Ninja, you may first take a turn with any Ninja or Assassin Unique Hero you control, or you may take a turn with any Ninja or Assassin Unique Squad you control.

PHANTOM WALK

Hand Ninja can move through all figures and are never attacked when leaving an engagement.



HUMAN

COMMON SQUAD

NINJA

DEVOUT

MEDIUM **5**

1
LIFE

MOVE **6**

RANGE **3**

ATTACK **3**

DEFENSE **3**

85
POINTS