



## LEAGUE ASSASSIN

### THE DEMON'S HANDS

After revealing an Order Marker on this card or the card of a Diabolical Mastermind you control and taking a turn, you may take a turn with up to three League Assassins you control that haven't moved or attacked this turn. You may not take any additional turns with other figures you control.



HUMAN  
COMMON HERO  
ASSASSIN  
DEVOUT

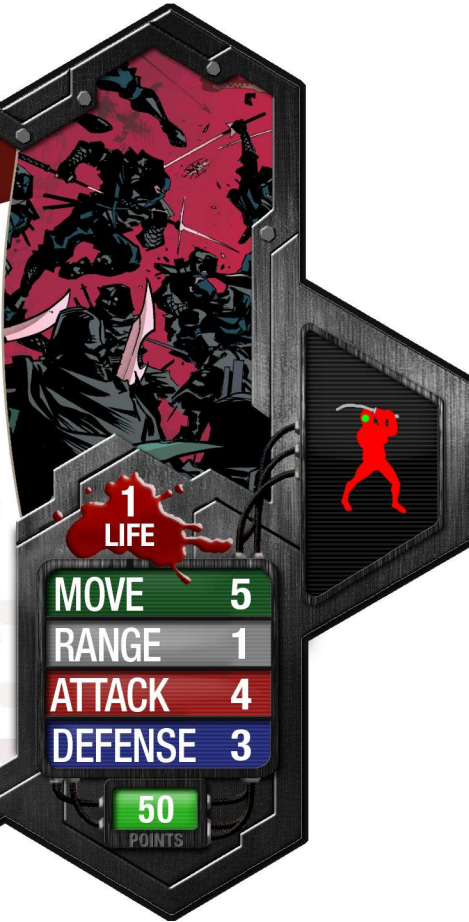
MEDIUM 4

### PHANTOM WALK

League Assassin can move through all figures and is never attacked when leaving an engagement.

### TRIAL BY BLOOD

After League Assassin destroys an enemy figure with its normal attack, you may choose a previously destroyed Elite League Assassin figure in your Army, remove this League Assassin figure from the game, and place the chosen figure on the space this figure previously occupied.



1  
LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 3

50

POINTS