



RA'S AL GHUL

PLANNING AHEAD

When rolling for initiative, you may add or subtract 1 from your roll for each Order Marker on this card. When Ra's al Ghul is destroyed, you may immediately remove any unrevealed Order Markers from this card and place them on any other card you control.



HUMAN

UNIQUE HERO

MASTERMIND

DIABOLICAL

MEDIUM 5

LEAGUE OF ASSASSINS

After revealing an Order Marker on this card, instead of taking a turn with Ra's al Ghul, you may take a turn with an Assassin Army Card you control. Once per game, before taking a turn with Ra's al Ghul, you may reveal the "X" Order Marker on this card to first take a turn with up to 3 Unique Assassin Heroes you control, and you may not take any additional turns with any figures you control other than Ra's al Ghul.

SWORDPLAY

If Ra's al Ghul attacks an adjacent figure with his normal attack and at least one skull is rolled, he may attack an adjacent figure again. He may continue attacking adjacent figures, rolling 1 fewer attack die for each subsequent attack, until you fail to roll a skull.



6

LIFE

MOVE 5

RANGE 1

ATTACK 5

DEFENSE 4

260

POINTS