

**MARVEL****HAND MYSTICS****HAND BRAINWASHING**

At the start of the game, place one black Hand Marker on the card of a Unique Hero you control that is a Human, Mutant or Mutate, and place one Hand Marker on this card. While there is an Order Marker on this card, any Hero you control with a Hand Marker on its card has the class of Ninja and a Ruthless personality instead of what is listed on its Army Card.

**HUMAN****UNIQUE SQUAD****NINJA****DEVOUT****MEDIUM 5****HAND RESURRECTION**

After an opponent's Unique Hero within 3 clear sight spaces of a Hand Mystic is destroyed, you may place the Hand Marker from this card on that Hero's Army Card if that Hero is a Human, Mutant or Mutate. If you do, take control of that Hero and its Army Card and remove all Wound Markers from its Army Card. At the end of the round, return that figure to play by placing it on any empty space within 3 spaces of a Hand Mystic you control. When all of your Hand Mystics are destroyed, return control of that Hero to the player that controlled it before it was Resurrected.

**PHANTOM WALK**

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

**1  
LIFE****MOVE 6****RANGE 3****ATTACK 3****DEFENSE 3****145****POINTS**