



DEATHMASTER



Elite assassins and masters of murder, the Deathmasters of the Clans Eshin are so skilled as to seem supernatural in their abilities. Bursting from amidst the mass of skaven in a sudden whirling of blades and fangs, they slay their victims swiftly.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Eshin Throwing Stars	12"	4	4+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Weeping Blades	1"	3	3+	3+	-1	D3
Fighting Claws	1"	7	3+	3+	-	1

DESCRIPTION

A Deathmaster is a single model armed with one of the following weapon options: Eshin Throwing Stars and Weeping Blades; or Eshin Throwing Stars and Fighting Claws.

ABILITIES

Hidden Killer: *Deathmasters often hide themselves amidst the ranks of skaven regiments.*

Instead of setting up this model on the

battlefield, you can place it to one side and say that it is set up in hiding as a reserve unit. If you do so, at the start of a combat phase, you can set up this model within 1" of a friendly **SKAVENTIDE** unit that has 5 or more models and a Wounds characteristic of 1. If this model is not set up on the battlefield before the start of the fourth battle round, it is slain.

Running Death: *Eshin warriors are trained in a unique fighting style that allows them to attack with incredible speed and dexterity.*

This model can run and still shoot later in the same turn.

Throwing Stars: *Eshin throwing stars are hurled at the foe in rapid volleys.*

If the unmodified hit roll for an attack made with Eshin Throwing Stars is 6, that attack inflicts 2 hits on the target instead of 1. Make a wound and save roll for each hit.