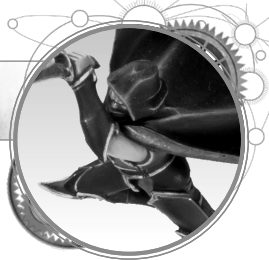


ASSASSIN



There is no fortress, city or fortified war camp that the feared Shadowblade Assassins cannot infiltrate, and few foes can hope to survive the potent poisons delivered by their wicked daggers.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poison-coated Blades	1"	6	3+	3+	-1	1

DESCRIPTION

An Assassin is a single model armed with Poison-coated Blades.

ABILITIES

Deathshead Poison: Assassins utilise deadly blends of venom to ensure their mark is slain.

If the unmodified wound roll for an attack made with Poison-coated Blades is 6, that attack inflicts D3 mortal wounds and the attack sequence ends (do not make a save roll).

Hidden Murderer: Concealed within a mass of soldiers, the Assassin only reveals their identity when they launch a killing strike.

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 **CITIES OF SIGMAR** 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.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, SHADOWBLADES, HERO, ASSASSIN