

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	6	17	8	10	13	16	10	1	1	8



Classes

Assassin. Assassins score a Critical Hit on roll results of 1, 2, 3.

Rogue. Once per Activation, on at least one successful Hit against the target, a Rogue may perform one AG roll. If successful, the Rogue's Hit gains **Knockdown**.

Skills

Dual-Wield. Dual Wield reword to: A model with this skill can equip a 2nd (Melee) Weapon in place of a Shield. Both weapons must have a RCH of 1 or less and must not have the **Two-Handed** trait. This skill allows the model to re-roll a single Melee Attack roll. This model must decide which weapon's PW and Strike values to apply during an Attack action. The model may apply effects of both Weapons if applicable.

Infiltration II. You may deploy this model anywhere outside of the opponent's Deployment Zone.

Stealth II. You may deploy this model in the **Shrouded** state. If no enemy model has LoS towards the User, this model may re-enter the **Shrouded** state during its Strategic phase.

Flicker. When declaring Movement, this model may ignore obstacles and other models. It can move in any direction, even vertically. The total distance is measured in a straight line between start and end positions. The model cannot end its Movement on top of another model or in an obstacle. If Movement ends mid-air, place the model underneath and test for Fall Damage. Enemies can react to this model only if they can draw LoS to the starting or the end positions of this model, or if this model moves into their Awareness.

Inventory

Inventory space: 3

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Mastercrafted Piercing Dagger	2	Weapon	T-2	0	STA +1	0	Armor-Piercing , +1 STK when used against a model in Crouched State.

Glossary

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Combat Arts

Assassination — this model is at Level IV

Lvl	Effect
I	Aiming for the Vitals: User's Attack gains +6 PW.
III	Overwhelming Assault: User's Attack gains +1 STK.
IV ←	Decisive Blow: In the Active Role, User's successful Attack rolls become Critical Hits.

Stratagems

Exploiting Weakness (Subterfuge) — Unsuccessful Damage Rolls against target model may be rerolled once.

Guerrilla Tactics (Authority) — Assassins and Rogues gain the **Hit and Retreat** and **Backstab** skills.

Mastery of Poisons (Authority) — Attacks of Assassins and Rogues gain the **Poison I** Trait. Affected models that already have these, receive the **Poison II** Trait instead.

Swift Retreat (Authority) — During the End Phase when in the Active Role, Assassins and Rogues may perform a Normal Movement.

Unfavorable Terrain (Subterfuge) — Enemy models suffer -1 SPD.

Cost: 22 Limit: 1