

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	6	15	8	10	10	14	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

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.

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

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.

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Short Sword	1	Weapon	T	0	STA	1	—
Dagger	2	Weapon	T-3	0	STA	0	Throwing. +1 STK when used against a model in Crouched State.

Glossary

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Combat Arts

Assassination — this model is at Level I

Lvl	Effect
I ←	Aiming for the Vitals: User's Attack gains +6 PW.

Cost: 17 Limit: 2