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http://web.archive.org/web/20040111074132/http://www.strike-to-stun.com/Mordheim/Karak_Azgal/KARAK_AZGAL_files/HS_Eshin.htm

Clan Eshin Assassin - Hired Sword V2.0

The Clan Eshin Assassins in Karak Azgal act as spies for the Council of Thirteen; ultimately, the assassins are there to keep an eye on Neekit, the Grey Seer who (nominally) rules all Skaven in Karak Azgal. Many Clan Eshin Assassins are freelance who hire themselves out to Skaven warbands as much to keep an eye on their actions as to lend a hand and reap the rewards. They are not above venturing alone into the camps of enemy or even rival skaven warbands in an attempt to kill an enemy leader or other hero.

The assassins of Clan Eshin are extremely suspicious of those they do not know; unless specifically ordered to, they will not work together. A freelancer will definitely not be hired by an established Clan Eshin (rulebook) warband, nor will two assassins fight for the same warband – even if one of them is sent on an assassination mission.

Hire fee: Clan Eshin Assassins cost: 40GC to hire + 20GC upkeep.

May be hired: Any Skaven warband (except Clan Eshin) may hire a Clan Eshin Assassin.

Rating: A Clan Eshin Assassin increases the warband's rating by 30 points +1 per experience point.

Profile	M	WS	BS	S	T	W	I	A	LD
Assassin	6	4	4	4	3	2	5	2	8

Equipment: Choose one of the following sets of equipment:

- Fighting Claws with either one dose of Black Lotus or Dark Venom
- Weeping Blades
- Sword, dagger and blowpipe

In addition, all assassins have light armour and a helmet.

Skills: A Clan Eshin Assassin can choose skills from Combat, Strength, Speed and Skaven Special skill lists.

Special Rules

Perfect Killer: A Clan Eshin Assassin always has an extra –1 modifier to any armour save the enemy has to take against wounds they inflicted (both with shooting and close combat weapons).

Disengage: The Clan Eshin assassins are trained to break from combat at precisely the right moment so that the enemy may not gain an advantage. At the beginning of his turn, a Clan Eshin assassin may leave combat without his opponent getting in a free hit, providing he is only fighting a single enemy warrior. If fighting two or more warriors, the assassin cannot effectively use this ability and so may not leave combat. Note models knocked down or stunned do not count as being in combat.

Assassinate: Instead of taking part in a battle, a Clan Eshin Assassin may be hired to take out the opposition. The warband who hires the assassin can nominate an enemy hero for assassination. When the enemy warband deploys, the assassin will already be lying in wait for his victim. The assassin will charge the nominated hero and they must fight a round of combat, after which the assassin will leave the battlefield irrespective of the result. The assassin automatically surprises his target and will always go first, irrespective of the target's weapon (e.g. spear). This assassination attempt takes place immediately before the first turn of a battle.

