



ELITE LEAGUE ASSASSINS

PHANTOM WALK

Elite League Assassins can move through all figures and are never attacked when leaving an engagement.

DEADLY STRIKE

When attacking with Elite League Assassins, each skull rolled counts as one additional hit.

VANISH 11

If an Elite League Assassin is attacked and at least 1 skull is rolled, roll the 20-sided die to vanish. If you roll 1-10, roll defense dice normally. If you roll 11 or higher, that Elite League Assassin takes no damage and may immediately move up to 4 spaces. Elite League Assassins can only vanish if they end their vanishing move not adjacent to any enemy figures.



HUMAN

UNIQUE SQUAD

ASSASSINS

MERCILESS

MEDIUM

5

1
LIFE

MOVE 5

RANGE 1

ATTACK 2

DEFENSE 4

150
POINTS