Nightshade *· Coalition of Thenion · Eldfall Chronicles*

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. 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, moving in any direction, even vertically. Distance is measured as a straight line between start and end positions. This model cannot end Movement on another model or in scenery. If ending mid-air, place it underneath and test for Fall Damage. Enemies can react if they have LoS to the start or end positions 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

Armor-Piercing. When making a Damage Roll for a Hit with this Trait you only add halved ARM value.

Backstab. During an Attack Action against a Target that lacks Line of Sight (LoS) to this model, this model's Hits gain +3 PW for that attack, and one of this model's Strikes automatically becomes a Hit (resolve any remaining Strikes normally). This automatic Hit is ignored for Confrontation rolls. If this model loses the Confrontation roll, both models may score successful Hits.

Crouched. The Hitbox of a Crouched model becomes the size and volume of its base. While in this state, the model's Speed and Armor value is halved and its Attack Strike value becomes 1. Crouched models cannot make other models Engaged (state). During the movement step, a model in this state may only declare Walk or Idle. In the Active role, this state may be voluntarily canceled during the model's movement step. This state may also be canceled with a Dodge.

Hit and Retreat. During its Movement step, this model may cancel the Engaged state without any roll required. If it declares an Attack in its Activation, it may perform Walk during the end of Resolution step.

Knockdown. A model that suffers a Hit with this Trait becomes Crouched (State). This trait does not affect models two or more Sizes larger than the attacker.

Poison. WEAK POISON; If a model suffers a Wound with this Trait, it becomes Weakened (State) until its next Strategic phase.

Shrouded. While a model is in this state, it is represented on the field by a Shrouded token. A model in this state cannot be a target of Actions other than Perceive (note that Dodge Action does not have a target, so it is a valid Reaction). The Shrouded state is automatically canceled if the model declares a Normal action (other than Nothing) or Special Action. Performing an Attack in this state reveals the model, but grants the Surprise Attack trait to its Attack. The model and its profile that are being concealed by the Shrouded token are considered secret information. The player who controls the model is not obliged to disclose the model's identity and its profile to other players as long as the model remains in this state. Note: Shrouded models retain all of their Skills, Traits, Size, etc.; however, this information is not publicly disclosed. The model has 360° Line of Sight (LoS).

Two-Handed. A weapon with this Trait cannot be used in combination with an equipped Shield or another equipped Weapon.

Combat Arts

Assassination — this model is at Level **IV**

Lvl	Effect
I	Aiming for the Vitals: User's Attack gains +6 PW.
II	Cunning Precaution: User's Attack gains Poison I Trait.
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