

SKAVEN CLAN ESHIN

The Eshin way is stealth, not might, but in times of all-out war the Nightlord can decide to send forth an entire army. Led by one of the thirteen Master Assassins, these forces always strike at night. They appear out of nowhere and disappear without trace at the first light of dawn, leaving behind only destruction and death. It is rumoured that the catacombs beneath Middenheim are haunted by the flitting shadows of black-clad killers.

CLAN ESHIN SPECIAL RULES

- The Eshin army is principally employed to collapse command structures and hence gets +100 Victory Points for each enemy character killed in addition to the usual bonuses.
- The elite Eshin Sorcerers have perfected their abilities to teleport their brethren into the desired place on the battlefield. When casting *Skitterleap*, the teleported model may even be placed in base contact with any enemy that is not fleeing, and counts as pursuing into fresh enemy models.
- An army of 1,999 points or less and with no Eshin Sorcerers must include a Chieftain as its army general.

CLAN ESHIN ARMY LIST

All characters in this list except Chieftains can use magic items that are marked 'Clan Eshin only'.

The following troops count as characters, Core, Special or Rare units in the Skaven Clan Eshin army list:

LORDS	Master Assassin (<i>New character</i>)
HEROES	Chieftain Assassin Eshin Sorcerer (<i>New character</i>)
CORE UNITS	Night Runners (<i>Mainstay unit</i>) Clanrats (<i>they are not a Mainstay unit</i>) Clanrat Slaves 0-1 Stormvermin 0-1 Rat Swarm (<i>if upgraded to Plague Rats, count as a Special choice</i>)
SPECIAL UNITS	Gutter Runners Giant Rats Warplock Jezzails
RARE UNITS	Eshin Triad (<i>New unit</i>) Plague Monks Plague Censer Bearers Poisoned Wind Globadiers Dogs of War

UNDER COVER OF DARKNESS

So great is Clan Eshin's training in the art of stealth that they are fully capable of launching a successful assault in the dead of night. Often the first sign of their presence is when their prey begin to die.

Any Clan Eshin army which consists entirely of skirmishers and character models may impose the following rule:

At the start of each game turn, roll an Artillery dice and multiply the result by 3 to find out how far in inches the troops can see through the darkness. If you roll a Misfire then the moon is bright enough for normal warfare for that game turn. You cannot shoot, charge or cast spells at targets you cannot see.

MASTER ASSASSIN215 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Assassin	7	8	6	4	4	3	10	4	8

Weapons: Two hand weapons, throwing stars.

Options:

- May choose magic items from the Common and Skaven magic items list with a maximum total value of 100 pts.
- May be equipped with smoke bombs (+20 pts).

SPECIAL RULES:

Poisoned Attacks; Scout; Hidden.

(*See page 18 from Warhammer Armies: Skaven*).

Sensei: The Master Assassin may be the army general. However, he can only pass on his Leadership value to other units if he is not hidden.

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ESHIN SORCEROR75 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Sorcerer	6	4	4	3	3	2	5	1	7

Weapons: Two hand weapons, throwing stars.

Magic: An Eshin Sorcerer is a Level 1 Wizard. He always knows the *Skitterleap* spell.

Options:

- May choose magic items from the Common and Skaven magic items list with a maximum total value of 50 pts.
- May be upgraded to a Level 2 Wizard at a cost of +15 pts. He does not gain another spell or Warpstone chunk.
- May be equipped with smoke bombs (+20 pts).

SPECIAL RULES:

Poisoned Attacks; Scout.

(See page 18 from *Warhammer Armies: Skaven*).

ESHIN TRIAD210 pts/team

	M	WS	BS	S	T	W	I	A	Ld
Triad	6	6	5	4	4	2	8	3	8

An Eshin Triad is a unit of three Skaven Assassins who hunt down and kill vulnerable individuals and even small units. They do not count as characters, cannot buy magic items and to all intents and purposes form a separate skirmishing unit, which none of them can leave under any circumstances.

Unit Size: 3 Skaven Assassins

Weapons: Two hand weapons, throwing stars.

Options:

- May be equipped with smoke bombs (+30 pts).

SPECIAL RULES:

Poisoned Attacks; Scout;

Skirmish. (See page 18 of *Warhammer Armies: Skaven*).