

The Order of Assassins

The Hashshishin or Assassins are an Araby secret society that sprouted from the main branch of the heterodox Ozman faith. The Assassins act under their leader and grand master, Hassan Ibn-Al-Saabah, or The Old Man of the Mountain as he is also known. Their headquarter is the mountain stronghold of Alamut in Araby.

The Assassins utilise their methods so effectively that it has imbued Old World vocabulary with a word that remains infamous, Assassinate. The most effective method used by the Assassins is [organized](#) murder. Their initiates infiltrate the ruling houses of Araby and the Old World alike and wait, sometimes days, sometimes months, sometimes years. When the signal comes it is followed by a pointy reckoning in the night. The faithful are fiercely loyal thus providing the grand master of Alamut, and the order in general with great power and influence throughout the Known World.

Rules

Any Mordheim warband can hire these lethal killers, even evil or chaotic warbands, as Assassins sell their scimitars to anyone that can pay them. They are not afraid of the possibility of any untrustworthy warbands betraying and killing them once they have finished their assignment because they know that no one dares to call down the wrath of the Old Man of the Mountain.

Assassins come with everything they need including equipment, weapons and skills. They are expensive fighters to hire but they are worth their cost.

Assassins

1 Master Assassin..... 90 GC to hire. Increases the warband's rating by +30 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Master Assassin	4	6	6	4	4	2	6	3	7

Skills : Strike to Injure, Step Aside, Stealth.

Equipment: scimitar, poisoned dagger (D3 wounds), leather armor.

1-3 Araby Assassins..... 70 CG to hire each. Increases the warband's rating by +25 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Araby Assassin	4	5	5	3	3	1	5	2	7

Skills : Strike to Injure, Step Aside, Stealth.

Equipment: scimitar (same stats as a regular sword), poisoned dagger (D3 wounds), leather armor.

Special Rules

Assassins are the only fighters in Mordheim for which the player can choose and pay for any skills that they have as if it was equipment. This way any assassin will be a unique fighter, ideally suited for any given assignment.

All assassins must have the skills ‘Strike to Injure’, ‘Step Aside’ and ‘Stealth’ and the costs of these skills is calculated in their basic cost to hire.

NAME	AVAILABLE	COST
Strike to Injure	All	Compulsary
Combat Master	master only	20 GC
Expert Swordsman	master only	20 GC
Step Aside	All	Compulsary
Leap	All	10 GC
Sprint	All	10 GC
Acrobat	All	10 GC
Lightning Reflexes	All	10 GC
Jump Up	All	10 GC
Dodge	All	10 GC
Stealth	All	Compulsary
Mighty Blow	All	10 GC
Resilient	master only	20 GC

New Skill

Stealth

Assassins are capable of moving silently and have exceptional skill at using any available cover.

At any time during any of your Hand-to-Hand Combat phases you may place the assassin model anywhere within 4" of the leader of the opposing warband.

Roll a D6:

- If you roll equal to or lower than the distance to the enemy model, the assassin surprises the leader and he moves in for the kill. Place the assassin model on the chosen spot and he can charge the leader immediately.
- If you roll higher than the distance to the enemy model, the assassin is spotted by the hero before he can move in for the kill. The player of the opposing warband may place the model anywhere within 6" from the leader. The assassin model must be placed on the same level as the leader and not on any dangerous terrain. This ends the turn of the assassin.

After an assassin has come out of hiding he moves, shoots and fights as a normal model.