

Assassina



The assassina is an adventuress who prefers attacking from the shadows. During her education she has learned the use of special daggers and constructing traps although this has to be done out of sight of the monsters

Attack:
3 W·D

Defense:
1 W·D

Move:
2 dice

Stalking:
1 die

Mind: 3
Body: 6



When the assassina is stalking, she can take better advantage of her assassination skills. She has to move 2 turns with just 1 die. She then becomes invisible for the enemy and will not be attacked. If she attacks a monster while stalking she may roll 1 extra W·D. If the assassina undertakes an action (such as an attack) the monsters will take notice of her again and she will be liable to attacks once more.



Created by: [Dock](#)

Permission to be hosted at:



HeroQuest is © 1989, 1991, 1992, 1993 Milton Bradley Company.
All Rights Reserved
A Division of Hasbro, Inc.
Developed with Games Workshop.

Use of the HeroQuest Logo, Theme and Images are not intended as a challenge or threat to their Copyrights. This document is made available for the sole purpose of private use and may not be otherwise altered or sold, in whole or in part, without the explicit permission of the Copyright holders.