

**Dijin Katal,  
The Renegade Assassin**

*How many years have I walked the earth? How many plains have I seen that stretch to the horizon? How many cities are there that are crammed with the filth and dregs of this world? And how many dark places have been my refuges? Yet I still miss that dreaded place Clar Karond... my home. I wonder what is happening amongst my kin what devious politics abound. Oh, how I miss the intrigue of a true civilisation. These are strange times. I never desired to travel to this hot insect-infested land of Lustria but now I am here it has a strange hold on me. I have delivered many to the grace of Khaine within this jungle. This jungle seems to cry out for blood. Although my murderous instincts have grown the animal inside is now in sated. What has become of me?*

*Still, my blades run with the blood of my enemies the only thing that brings me comfort. I have the murderous instinct, which my people have practised for thousands of years and the addiction is strong. That night when I saw the broken bodies of my own kin on the floor in the carnival of horrors I knew that killing was my sole purpose. I also knew that it didn't matter who would be my prey – friend or foe it makes to difference to the unquenchable thirst within. And now my comrades hunt me. Although my thirst for another murder is great in good time soon it shall be quenched. My life is for Khaine.*

*My goal? To find some meaning to this mundane existence...*

Known as ‘The Hunter in the Shadows’, ‘The Thrice Cursed Renegade’, ‘He who Thirsts’ and ‘Kinslayer’, among other things, Dijin Katal as greatly feared and loathed and that's just by his own people. The covens of the Druchii have a price on Katal's head and demand that he be captured alive for the Hag Queen's pleasure. Few know this Druchii's chequered past when they hire him in fact most are not even aware that he is Druchii, such is their ignorance.

**Hire fee:** 85 gold crowns: 40 gold crowns upkeep.

**May be Hired:** Any warband except for Amazons, Shadow Warriors, Dark Elves (obviously) and any warband that includes and type of Elven hired sword may hire Dijin Katal.

**Rating:** Dijin Katal increases the warbands rating by 70 points.

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**Weapons/Armour:** Dijin Katal wears a Druchii Assassin's cloak and wields two swords coated with Dark venom and a repeater crossbow.

**SKILLS**

Dijin Katal has the following skills: Strike to injure, Quick shot, Dodge, Lightning reflexes and Trick shooter.

## **SPECIAL RULES**

**Kindred Hatred:** The Dark Elves have been fighting the High Elves for many centuries. The wars between the two races have been very long and bloody affairs. The Dark Elves are very bitter since they have been exiled from Ulthuan and thus they hate any High Elf warriors including High Elf Hired Swords.

**Excellent Sight:** There are numerous legends detailing the excellent eyesight of the Elves, both Druchii and Ulthuan kin. Elves can spot hidden enemies from twice as far away than normal warriors (i.e. twice their Initiative value in inches).

**Shadows Embrace:** The Dark Elf has mastered the art of making the best use of shadows to hide, this is the legendary ability of the Dark Elf Scouts and the Assassins. If the Dark Elf is in cover and a model attempts to charge him, he can only charge the Elf using a charge move equal to his initiative in inches. In addition, missile weapons suffer an additional -1 penalty to hit on top of the penalty for cover.

**Perfect Killer:** All attacks made by the Assassin, whether in shooting or close combat, have an extra -1 save modifier to represent his skill in striking at unarmoured spots.

**Renegade:** Dijin is a kinslayer and therefore a renegade in Druchii eyes. Any Dark Elves that Dijin is fighting against will suffer Hatred towards him.

**Wanderer:** See Aenur page 153 of the main rulebook.