

Arachno Assassins in Frostgrave

I don't think it is any big secret that I have long been a fan of Reaper miniatures, or that their wonderful line of heroic fantasy miniatures has been one source of inspiration when working on *Frostgrave*.

Today, for a bit of fun, I thought I would create some stats for one of my favourite little subgroups of Reaper Miniatures, the Arachno Assassins! I remember when the first of these little eight-limbed skeletal monsters came out. I thought it was hilarious and bought one immediately. I'm glad that over the years they have slowly added new archno figures to create a small range.



Arachno Assassins

These six-armed skeletons are rarely encountered in the ruins of Frostgrave, but when they are, they tend to be encountered in groups. While just as fragile as normal skeletons, their numerous arms give them a lot more offensive punch.

Arachno Assassin

A standard archno assassin armed with six hand-weapons.

	Move	Fight	Shoot	Armour	Will	Health	Notes
Arachno Assassin	6	+5	+0	10	+1	1	Undead

Arachno Assassin Man-at-Arms

A standard archno assassin armed with three hand-weapons and three shields.

	Move	Fight	Shoot	Armour	Will	Health	Notes
Arachno Assassin	6	+3	+0	13	+1	1	Undead

Archno Assassin Archer

A standard archno assassin armed with three bows. See the *Wargames Illustrated* article for full rules on skeletal archers. Archno assassin archers roll three simultaneous attacks every time they make a shoot action.

	Move	Fight	Shoot	Armour	Will	Health	Notes
Archno Assassin	6	+0	+1	10	+1	1	Undead, Three shooting attacks per shoot action.

Archno Assassin Sergeant

A slightly more powerful archno assassin armed with two hand-weapons and two two-handed weapons. An archno assassin sergeant receives a +3 damage modifier in combat.

	Move	Fight	Shoot	Armour	Will	Health	Notes
Archno Assassin Sergeant	5	+4	+0	12	+2	1	Undead, +3 damage modifier in combat

Archno Assassin Standard-bearer

An archno assassin armed with a hand-weapon and carrying a standard.

	Move	Fight	Shoot	Armour	Will	Health	Notes
Archno Assassin Standard-bearer	6	+1	+0	10	+2	1	Undead, All Archno Assassins with in 12" receive +2 on all Will rolls.

Archno Assassin Champion

A powerful archno assassin armed with two hand-weapons and a mega-scythe. An archno assassin champion receives a +2 damage modifier in combat and all damaging strikes against it suffer a -2 damage modifier.

	Move	Fight	Shoot	Armour	Will	Health	Notes
Archno Assassin Standard bearer	6	+5	+0	11	+3	1	Undead, Mega-scythe

Arachno Assassin War Priest

A powerful archno assassin armed with two hand-weapons and a scythe. An archno assassin war priest receives a +2 damage modifier in combat. If a war priest is not in combat, it will use its first action to attempt to summon another archno assassin. Make a Will roll with a Target Number of 15. If successful, immediately place another archno assassin at the centre point of a random board edge. This archno assassin will activate on the same turn it arrives.

	Move	Fight	Shoot	Armour	Will	Health	Notes
Arachno Assassin War Priest	6	+3	+0	10	+4	1	Undead, two-handed weapon, summon archno assassin.