

Shadow Warriors

Warband Special Rules

Frail but Fey

Warriors with this rule treat all campaign injuries as 'Full Recovery' except for rolls of 'Dead' and 'Thrown to the Pits.'

- *(Positive results from the campaign injury chart are also transformed into Full Recovery by this rule.)*
- Henchmen with this rule derive no effect from it until they are promoted to heroes.

Eagle Eyes

Warriors with this rule ignore enemy 'Stealth' when shooting missile weapons.

Stealth

While the warrior is in cover, enemy's shooting against him suffer an additional -1 to hit.

Scout Elite

Warriors with this rule may choose any one skill from the Combat, shooting or Speed lists

Stalker's precision

Warriors with this rule may re-roll their first natural 1 'to wound' in each close combat phase (i.e. including opponent's).

Heirloom

Warrior has this item when hired. It may not be swapped or sold, but may be robbed and discarded as normal.

Swiftstrider

Warrior rolls 3D6 instead of the normal 2D6 when determining the random distance added to his charging moves. *(I.e. he rolls 3D6 and adds the highest result to his base Movement.)*

Hatred: Dark Elves

Pick an enemy Dark Elf character, all warriors in the Shadow Warrior Warband now have the 'Hatred' special rule against this character

Warband Special Equipment

Nagarythe Armour 10gc

Suit of Heavy Armour: Is affected by anything that affects Light Armour and can be worn by anyone who can wear normal Light Armour.

Armour Save: 6+

Armour save is not reduced by armour piercing effects. (**Except** normal modifiers from S4 or higher).

- Can only be bought by Shadow Warriors

Nagarythe Travel Cloak 20gc

Suit of Armour: Prevents Wizards from casting spells. May be combine with Light or Heavy Armour.

Wearer gains a 6+ Ward save vs all types of damage

Nagarythe Short Bow 15gc

Same as Short bow, and can be purchased by anyone who can use a Short Bow.

Attacks with this bow are AP (1)

Attacks made at 12" or less are AP (2).

- Can only be bought by Shadow Warriors

Shadow Warrior Skill Table

Hero	Combat	Shooting	Academic	Strength	Speed
Noble	V	V	V		V
Guard	V			V	V
Loremaster	V		V		V
Weaver	(+10gc)		V		V
Youths	(+10gc)	V	(+10gc)	(+10gc)	V

Shadow Warrior Equipment List

<p>Noble, Noble Guard</p> <p>Close Combat Hand Weapon Great Weapon Halberd</p> <p>Shooting Javelins Short Bow Bow</p> <p>Armour Light Armour Heavy Armour Shield Nagarythe Travel Cloak</p>	<p>Shadow Loremaster</p> <p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Throwing Knives/Stars Sling</p> <p>Armour Light Armour Heavy Armour Shield</p>	<p>Shadow Weaver</p> <p>Close Combat Hand Weapon</p> <p>Shooting Sling</p> <p>Armour Light Armour</p>
<p>Blademaster</p> <p>Close Combat Hand Weapon Great Weapon Halberd</p> <p>Shooting Throwing Knives/Stars Javelin</p> <p>Armour Light Armour Heavy Armour Shield</p>	<p>Shadow Warrior, Shadow Warrior Skirmishers</p> <p>Close Combat Hand Weapon Great Weapons</p> <p>Shooting Short Bow Bow</p> <p>Armour Light Armour</p>	<p>Camp Guard, Youths</p> <p>Close Combat Hand Weapon Great Weapon Spear</p> <p>Shooting Bow Javelins</p> <p>Armour Light Armour Shield</p>

Heroes

0-1 Shadow Noble

45gc to hire

Starting Experience 28

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	5	4	3	2	3	5	1	9

SPECIAL RULES

Leader (6"), Frail but Fey, Eagle Eyes, Stalker's precision

0-2 Noble Guard

35gc to hire

Starting Experience 28

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	5	4	3	2	3	5	1	8

SPECIAL RULES

Frail but Fey, Eagle Eyes, Stalker's precision

0-1 Elven Loremaster

40gc to hire

Starting Experience 28

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	2	3	5	1	8

SPECIAL RULES

Frail but Fey, Eagle Eyes, Warrior Wizard, Wizard (Any of the 8 Basic Lore's): Start with 1 spell

0-1 Shadow Weaver

35gc to hire

Starting Experience 24

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	2	3	5	1	8

SPECIAL RULES

Frail but Fey, Eagle Eyes, Wizard (High, magic): Start with 1 spell. May also generate spells from **lore of Shadows** and knows the signature spell.

0-3 Shadow Youths

25gc to hire

Starting Experience 12

Race: Elf

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

SPECIAL RULES

Frail but Fey, Eagle Eyes

Henchmen

Camp Guard

30gc to hire

Starting Experience 20

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	2	3	4	1	8

SPECIAL RULES

Frail but Fey, Eagle Eyes,

0-3 Shadow Warrior

30gc to hire

Starting Experience 24

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	3	4	3	2	3	5	1	8

SPECIAL RULES

Frail but Fey, Eagle Eyes, Stealth

0-3 Shadow Warrior Skirmisher

40gc to hire

Starting Experience 28

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	2	3	5	1	8

SPECIAL RULES

Frail but Fey, Eagle Eyes, Stealth, Scout Elite

0-3 Blademaster

50gc to hire

Starting Experience 28

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	5	4	3	2	3	5	1	8

SPECIAL RULES

Frail but Fey, Eagle Eyes, Stalker's precision

Heirloom: Nagarythe Armour

0-2 Black Panther

45gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	5	-	4	3	3	5	1	6

SPECIAL RULES

Swiftrider

Animals (Cannot Climb; Cannot Hide; Flee 3D6");

Cannot Use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.)

Changes:

Removed Nagarythe Bastard sword

Renamed and updated the 'Cloak of shadows' to 'Nagarythe travel cloak'

Added new skill: 'Nagarythe Fletcher'

Removed skill: 'Stealth' from the Shadow Noble

Swordmasters can now use Halberd