



GUTTER RUNNERS



Emerging from positions of concealment at the enemy's flanks and rear, Gutter Runners fall upon their victims in a storm of flashing blades, hurtling throwing stars and viciously bared fangs.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Eshin Throwing Stars	12"	2	4+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Punch Dagger and Blade	1"	2	3+	4+	-1	1

DESCRIPTION

A unit of Gutter Runners has any number of models, each armed with a Punch Dagger and Blade, and Eshin Throwing Stars.

ABILITIES

Running Death: *Eshin warriors are trained in a unique fighting style that allows them to attack with incredible speed and dexterity.*

This unit can run and still shoot later in the same turn.

Sneaky Infiltrators: *Gutter Runners are masters of stealth, and can sneak up on almost anyone.*

Instead of setting up this unit on the battlefield, you can place it to one side and say that it is infiltrating in reserve. If you do

so, at the end of your first movement phase, you must set up this unit wholly within 6" of the edge of the battlefield and more than 9" from any enemy units.

Throwing Stars: *Eshin throwing stars are hurled at the foe in rapid volleys.*

If the unmodified hit roll for an attack made with Eshin Throwing Stars is 6, that attack inflicts 2 hits on the target instead of 1. Make a wound and save roll for each hit.

KEYWORDS

CHAOS, SKAVEN, SKAVENTIDE, CLANS ESHIN, GUTTER RUNNERS