



NIGHT RUNNERS



Swift and sneaky, clawpacks of Night Runners envelop their enemies before launching vicious assaults to lay them low with volleys of throwing weapons and well-placed blades between the ribs.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Eshin Throwing Weapons	12"	1	4+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stabbing Blade	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Night Runners has any number of models, each armed with a Stabbing Blade and Eshin Throwing Weapons.

NIGHTLEADER: 1 model in this unit can be a Nightleader. Add 1 to the Attacks characteristic of that model's Stabbing Blade.

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.

Slinking Advance: *Night Runners scurry ahead of the main body of a skaven army to harass and slow down the foe.*

After armies are set up, but before the first battle round begins, you can move this unit up to 2D6".

Throwing Weapons: *Eshin throwing weapons are hurled at the foe in rapid volleys.*

If the unmodified hit roll for an attack made with Eshin Throwing Weapons 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, NIGHT RUNNERS