



NIGHT RUNNERS



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Throwing Stars and Slings		12"	1	4+	5+	-	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Stabbing Blades		1"	1	4+	4+	-	1

DESCRIPTION

A unit of Night Runners has 10 or more models. They carry a selection of Throwing Stars and Slings, and are armed with an assortment of Stabbing Blades.

NIGHTLEADER

The leader of this unit is the Nightleader. A Nightleader makes 2 attacks with his Stabbing Blades rather than 1.

ABILITIES

Stab-stab in the Back: Each wound roll of 6 or more for a Night Runner's Stabbing Blades is resolved with a Rend of -1. This is increased to a Rend of -2 instead if the unit has 20 or more models.

Slinking Advance: After set-up is complete, you can make a bonus move with this unit as if it were moving in the movement phase. This unit can run when making its bonus move.

Running Death: Night Runners can run and shoot in the same turn.

KEYWORDS

CHAOS, SKAVEN, ESHIN, NIGHT RUNNERS