

# SHADOW WARRIORS



Utterly dedicated to the eradication of their enemies, the cloaked killers known as Shadow Warriors strike without warning, loosing a pinpoint hail of arrows before closing to finish their quarry with cold steel.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ranger Bow	18"	1	3+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Coldsteel Blade	1"	2	3+	4+	-	1

## DESCRIPTION

A unit of Shadow Warriors has any number of models, each armed with a Ranger Bow and Coldsteel Blade.

**SHADOW WALKER:** 1 model in this unit can be a Shadow Walker. Add 1 to hit rolls for attacks made with that model's missile weapon.

## ABILITIES

**One with the Shadows:** *These warriors are experts at ambushes and guerilla warfare.*

Instead of setting up this unit on the battlefield, you can place this unit to one side and say that it is set up in the shadows as a reserve unit. If you do so, at the end of your movement phase, you can set up this unit anywhere on the battlefield more than 9" from any enemy units. Any reserve units in the shadows that are not set up on the battlefield before the start of the fourth battle round are destroyed.

**Strike Unseen:** *From deep cover, the Shadow Warriors draw a bead upon their quarry, bowstrings taut, arrows knocked and ready for the killing shot.*

Add 1 to hit and wound rolls for attacks made with missile weapons by this unit if this unit is in cover.