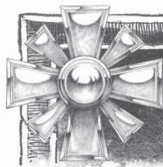




New Rules



The Sons of Nagarythe

Shadow Warrior Warbands

Nagarythe was once one of the most prosperous and beautiful of the kingdoms of the High Elven land of Ulthuan. When the Witch King Malekith and his mother Morathi led the kingdom of Nagarythe astray into worship of the Chaos gods, not all of their people followed. When Malekith led his people in a rebellion against the rightful Phoenix King, those who had not been converted to depravity remained loyal to the throne of Ulthuan and waged a secret war, a war of shadows, against the Witch King and his armies. When the Witch King was defeated and forced to flee, most of these 'shadow warriors' were killed, drowned by the sea as their land was torn asunder by the Witch King's foul magics.

The people of Nagarythe that survived became a nation of wanderers, moving from place to place and never really welcomed by other High Elves. For these Shadow Elves as they became known had gained a reputation for being a fierce and warlike people, full of cruelty. This reputation, while probably only partially true, sets the Shadow Elves apart from other members of their race. This, along with their grim attitude and generally dark presence, makes other High Elves feel ill at ease around them. In Ulthuan, they are misfits and outcasts, and many of these proud people seek their fortunes outside Ulthuan entirely. They truly are a race 'in the shadows' between the cruel darkness of the Dark Elves, and the beautiful light of the other High Elves.

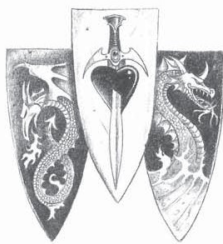
Some of the Elves of Nagarythe have been driven mad by this condition, but most have

accepted their existence, and are driven on by a desire for revenge against their arch nemesis the Witch King and his perverse mother. The Shadow Elves form themselves into warbands and travel the lands of Ulthuan and the Known World, sometimes fighting Dark Elves (and other forces of Chaos) when they find them, and fighting just to survive the remainder of the time. Some still work in the service of the Phoenix King, acting as scouts and trackers for his armies. Sometimes, small units of these warriors will be sent by their king to distant lands on a special mission for Ulthuan – assisting the recovery of ancient artifacts left behind when the High Elves abandoned the Old World, or to sabotage a rumoured plot of the Dark Elves. When sent on such a mission, these bands bring their military trappings with them – standards and war horns, unit insignia fiercely emblazoned on their shields – for the Shadow Elves take pride in their loyalty to the Phoenix King. Other warbands represent small groups of warriors seeking their fortune... though still loyal to Ulthuan, they may no longer feel welcome in their island home, or perhaps they represent a family pursuing a personal vendetta against a particular Dark Elf leader. Whatever the case, bands of Shadow Warriors may occasionally be seen roving the lands of the Old World, exploring the steamy jungles of Lustria or the desert sands of Khemri.

Due to their wandering nature, it's not uncommon to see Shadow Warriors travelling the lands of the Empire, so they should fit right into your normal games of Mordheim. However, the Empire is not the only land these tireless warriors travel to in their quest to rid the world of Dark Elves. As more settings are introduced the game, you will be able to take your Shadow Warriors to other lands, such as the jungles of Lustria as introduced in Lustria – Cities of Gold. You should not feel constrained to keep the Shadow Warriors in one city, it is their nature to wander.

Special Rules

Hate Dark Elves: All warriors in a Shadow Warrior warband (excluding any Hired Swords) have an unyielding *Hatred* for Dark Elves.



A story of that ancient and fey race, the Elves of Ulthuan, as translated here by the renowned scholar and wit Markus De Havener

Excellent Sight: Elves have eyesight unmatched by mere humans. All the Elves in a Shadow Warrior warband can spot *Hidden* enemies from twice as far away as other warriors (ie, twice their Initiative in inches).

Distaste for Poison: The use of poisons and various drugs is a Dark Elf specialty. As such, it is frowned upon by Shadow Warriors, even more so than by other High Elves. Warriors in a Shadow Warrior warband may not use poisons of any type.

Unforgiving: In addition to their hatred of their corrupt kin, the folk of Nagarythe have a long history of struggle against the forces of Chaos. In multiplayer games, a Shadow Warrior warband may never forge an alliance with any warband of a Chaotic nature (eg, Possessed, Skaven, Beastmen, Dark Elves, etc).

Tolerant: Due to their outsider status with their own people, the Elves of Nagarythe have learned to stifle their distaste for 'lesser races', and have even been known to work alongside them from time to time. A Shadow Warrior warband may hire any Hired Sword that is not of a Chaotic or evil bent (so no Skaven, Possessed, Beastmen, Dark Elves, Undead, etc). They also shun the company of anyone specialising in the use of poison (so no Assassins!).

Choice of Warriors

A Shadow Warrior warband must include a minimum of 3 models. You have 500 Gold Crowns which you can use to recruit your initial warband. Maximum number of warriors in the warband is 12.

Heroes

Shadow Master: Each Shadow Warrior warband must have one Shadow Master: no more, no less!

Shadow Walkers: Your warband may include up to 3 Shadow Walkers.

Shadow Weaver: Your warband may include one Shadow Weaver.

Henchmen

Shadow Warriors: Any number of models may be Shadow Warriors.

Shadow Novices: Any number of models may be Shadow Novices.

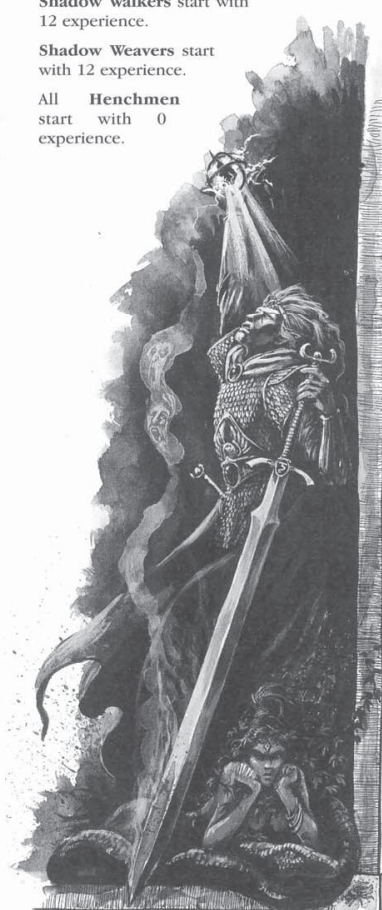
Starting Experience

Shadow Master starts with 20 experience.

Shadow Walkers start with 12 experience.

Shadow Weavers start with 12 experience.

All **Henchmen** start with 0 experience.



STEW RUFES





Shadow Warrior equipment lists

The following lists are used by Shadow Warrior warbands to pick their weapons:

SHADOW WARRIOR EQUIPMENT LIST

Hand-to-hand Combat Weapons	
Dagger	1st free/2 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Ithilmar weapon*	2 x price

Missile Weapons	
Bow	10 gc
Longbow	15 gc
Elf Bow	35 gc

Armour	
Helmet	10 gc
Light armour	20 gc
Shield	5 gc
Ithilmar armour*	60 gc

Miscellaneous	
Standard of Nagarythe*	75 gc
War Horn of Nagarythe*	25 gc
Elven Cloak	75 gc
Elven Wine*	30 gc
Elven Runestones*	50 gc

* *Heroes only*. These special prices represent the lower rarity of these items in Ulthuan; when attempting to purchase these items in Mordheim, Shadow Warriors pay the same prices as other warbands, and must roll to find them as normal. No roll is necessary to find these items when first starting a Shadow Warrior warband.



Shadow Warrior skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Shadow Master	✓	✓	✓		✓	✓
Shadow Walker	✓	✓			✓	✓
Shadow Weaver	✓		✓		✓	✓

New Equipment

Elven Wine (30+3D6 gc / Rare 10): High Elven wines are well known to be the best in the world, and some are even rumoured to have magical qualities. A fine Elven Wine can cast out doubt and fear and leave a general feeling of well-being in a warrior.

A Shadow Warrior warband that drinks Elven Wine before a battle will be immune to *Fear* for the whole of the battle.
(Shadow Warriors Only/One use only).

Elven Runestones (50+2D6 gc / Rare 11): High Elven mages are well known as the masters of defensive magic. To aid them, they have developed several mystic runes of power. They often inscribe these runes on semi-precious stones, which can help strengthen an Elven Mage's magical defenses.

A Mage with Elven Runestones may use them to attempt to dispel a spell that has been successfully cast against himself or another member of his warband. To dispel such a spell, the mage must roll equal to or above the successful caster's score. If he succeeds, the spell fails to work. If the roll fails, the spell works normally.

(Shadow Weavers Only).

Standard of Nagarythe (75 + 3D6 gc / Rare 9): While many Shadow Warrior warbands are simply wandering, some represent groups that have been sent from Ulthuan on a special mission for the Phoenix King. Such bands are really closer to military units than loose bands of warriors. As such, they tend to retain their unit insignia and other trappings. Chief among these is the unit standard. A unit's colours can hold a lot of meaning,



particularly when the warriors in that unit lack a true home. A Shadow Warrior band normally makes their standard by hand; cost and rarity represent the difficulty of finding the proper materials (fine silks and thread of gold, for example).

A Standard of Nagarythe can serve as a second rallying point (the Shadow Master is the first, represented by his Leader skill) for the unit. Any members of the Shadow Warrior warband within 12" of their standard may re-roll any failed Leadership tests, should the standard be captured by the enemy (model holding the standard is taken *Out of Action*), all members of the warband will be subject to *Hatred* for the remainder of the game, and may not voluntarily Rout. Note that these effects do not affect any Hired Swords in the warband, only actual Shadow Warriors (including Shadow Warrior heroes) are affected. A model carrying a standard requires one hand free to do so, so no weapons, shields, etc, may be carried in this hand, and no double-handed weapons may be used while the standard is carried. A standard may be used in close combat as a makeshift spear (use the rules for a spear but with -1 on the to hit rolls). A standard may only ever be purchased when the warband is created and may never be added later to the warband. (Shadow Warriors Only).



War Horn of Nagarythe (25+1D6 gc / Rare 6): Similar to the Standard of Nagarythe, units of Shadow Warriors sent into Mordheim often bring with them a war horn to rally around.

The rules for the War Horn of Nagarythe are the same as for a normal War Horn from Town Cryer issue 7 (except for Rarity and price, see above), and are restated here for your convenience:

A War Horn of Nagarythe may be sounded once during the game at the start of any Shadow Warrior turn. Until the start of the next turn, all members of the warband gain a +1 to their Leadership (maximum Leadership 10). The War Horn may be used just before the warband takes a Rout test. (Shadow Warriors Only).

Elven Cloak (75 + D6x10 gc / Rare 12): Being from Ulthuan, Shadow Warriors have access to items that are rarely seen by other races.

Familiar (20+1D6 gc / Rare 8): Wizards are often solitary, usually shunned by those who can barely conceive of, much less understand, the power these individuals wield. As such, they often share their lives with animal companions, rather than more 'sentient' beings. Sometimes a magical link will develop between one of these animals and the wizard, to the extent that the wizard begins to see through the animal's eyes, and bear its thoughts. Wizards in different lands favour different types of familiars, depending on their environment: Shadow Weavers tend to favour darkly-coloured animals that can blend into the shadows easily; ravens or darkly-coloured cats are most common. Regardless of their form, familiars are actually not normal members of their kind at all, but rather creatures that have somehow become attuned to the Winds of Magic.

Familiars cannot actually be purchased as normal equipment. The cost to 'purchase' a familiar actually represents the cost of materials to cast the ritual to summon and form a magical bond with it; the Rarity level represents the chances of the ritual actually working. As such, the cost of the familiar must always be paid if the Rarity roll is attempted, regardless of the success of the roll. Also, only spell-casters can attempt to 'find' a familiar. If a familiar is found, it should be modelled on the spellcaster as with any other piece of equipment. A familiar may be placed on a separate base (in fact many of the familiars that GW sells come this way), but if this is done the familiar must always remain in base-to-base contact with the wizard, and it is ignored for game purposes (so it may not attack enemy models or be attacked itself, may not intercept attackers, does not increase the wizard's base size, etc.), other than the effect below.

A Wizard with a familiar is allowed to re-roll one failed roll to cast a spell each turn. The result of this re-roll must be accepted, even if it fails, and remember that you may never re-roll a re-roll. Spell-users only (does not include users of Prayers). Note that unlike many of the items above, this item is equipment that any warband with a spell-user may use, if he can summon it successfully.



STEW SKUFES





New Rules



Heroes

1 Shadow Master

70 Gold Crowns to hire

Shadow Master is a very honourable title among the warriors of the Shadow Elves. It is given to one who has fought in the Shadow War for so long that he rules the darkness that he fights from. Often a member of the former Nagarythe nobility, the captain of a Shadow Warrior warband is known by the honourable title 'Shadow Master'. These proud and strong-willed warriors often gather a small band of their followers and seek a life away from the hesitant charity and distasteful stares of Ulthuan.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	5	3	3	1	6	1	9

Weapons and Armour: A Shadow Master may be equipped with weapons and armour chosen from the Shadow Warrior equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Shadow Master may use his Leadership characteristic when taking any Leadership tests.

03 Shadow Walker

45 Gold Crowns to hire

One step down from the title of Shadow Master is Shadow Walker. A walker in the shadows is considered to have made friends with the darkness, and while he does not command it, it gives him aid when asked. Shadow Walkers are seasoned veterans in the war against the Dark Elves. They are skilled trackers and hunters, and the most trusted lieutenants of the warband's captain, the Shadow Master.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	8

Weapons and Armour: Shadow Walkers may be equipped with weapons and armour chosen from the Shadow Warrior Equipment list.

01 Shadow Weaver

55 Gold Crowns to hire

All High Elves have some aptitude for magic, and those with the greatest aptitude are taught how to bend the Winds of Magic to their will. Shadow Weavers are the mages of Nagarythe. Due to the nature of their unending war against the Dark Elves, the mages of Nagarythe tend to specialise in magics that use shadows to conceal their presence and confound their enemies. In fact the title Shadow Weaver comes from the nature of their magic... like a talented tailor, the Shadow Weaver takes the threads of shadow and fashions them into shapes and forms of his choosing.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons and Armour: Shadow Weavers may be equipped with weapons and armour chosen from the Shadow Warrior equipment list, but they may not cast spells if wearing armour.

SPECIAL RULES

Wizard: The Shadow Weaver is a Wizard and may use the Shadow Magic list.



Henchmen (Bought in groups of 1-5)

Shadow Warriors

35 Gold Crowns to hire

Most of the warriors in the Shadow Warrior warband are veterans of at least one battle, and all have lost loved ones to the depravity of the Dark Elves.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons and Armour: Shadow Warriors may be equipped with weapons and armour chosen from the Shadow Warrior equipment list.

The racial maximums for Shadow Warriors is the same as for all Elves as indicated on page 121 of the Mordheim rulebook.

Shadow Warrior Novices

25 Gold Crowns to hire

These are untested Shadow Elves, newly inducted into the warband. Often these warriors are younger cousins who are setting out from Ulthuan for the first time. Due to their hard existence, it is often a quick progression from novice to full warrior, however.

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

Weapons and Armour: Shadow Novices may be equipped with weapons and armour chosen from the Shadow Warrior equipment list.



Shadow Warrior Special Skills

Shadow Warrior Heroes may use the following Skill table instead of any of the standard Skill tables available to them.

Infiltration

This skill is exactly the same as the Skaven skill of the same name.

See in Shadows

The warrior's senses have become especially keen from years spent walking the shadows. As long as he has movement to reach them, the warrior may always roll to charge opponents he cannot see (instead of the normal 4").

Hide in Shadows

Over time, Shadow Warriors have learned how to freeze in place and remain undetected, even from the heightened senses of their Dark Elf cousins. An enemy warrior attempting to detect this warrior when he is *Hidden* must halve his Initiative before measuring the distance.

Sniper

Long years of guerrilla warfare against the Dark Elves have taught Shadow Warriors how to strike from the shadows without being seen. If *Hidden*, a warrior with this skill may shoot or cast spells and still remain *Hidden*. If his target is not immediately taken out of action by the Sniper they get to test against their Initiative in

an attempt to spot him. A successful test means that the Sniper has been spotted and is no longer hidden.

Powerful Build

The warrior is strongly built for an Elf, and is capable of feats of strength not often seen among the people of Ulthuan. A warrior with this skill may choose skills from the Strength skills table from now on. This skill may not be taken by Shadow Weavers. Only two members of the warband may ever have this skill at any one time.

Master of Runes

The Shadow Weaver has learned to harness the power of the High Elven runes of power (see Elven Runestones) to a degree few mages attain. When using Elven Runestones, the mage is +1 to his Dispel roll. In addition, the Mage can inscribe the weapons and armour of one of his fellow warriors with Elven runes. One member of the warband may re-roll a single failed armour save or Parry roll once per battle. After a single battle, the runes lose their glamour and must be redone. This skill may only be taken by Shadow Weavers.





Shadow Warrior Magic

Shadow Weavers use a strange blend of magic that differs in many ways to the traditional High Magic of their cousins of the Tower of Hoeth.

Author's note: Several of the following spells mention that the target must be within a certain distance of a 'wall'. This is not literally restricted to walls, but may include any piece of terrain that could be expected to cast a man-sized shadow.

D6 Result

1 Pool of Shadow

Difficulty 7

The area immediately surrounding the mage is suddenly filled with twisting shadows that make it nearly impossible to see anything inside.

This spell allows the mage and all within 6" of him to *Hide*, exactly as if there were a wall or other obstruction between them and their enemies. They may *Hide* even after marching. Their *Hiding* is disrupted if any enemy enters the area of effect. This spell lasts until the start of the Shadow Weaver's next turn.

2 The Living Shadows

Difficulty 7

Shadows around the target suddenly writhe as if alive and move to strike the victim.

The Shadow Weaver may cast this spell at any enemy model within 12" of him and within 2" of a wall. The target suffers a single Strength 4 hit with no armour saves.

3 Wings of Night

Difficulty 6

Wings of darkness unfurl from the Shadow Weaver's back and engulf him. He disappears, only to reappear in nearby shadow.

This spell may only be cast if the Shadow Weaver is within 2" of a wall. He is instantly moved up to 12" to a place that is also within 2" of a wall. If moved into contact with an enemy model, the Shadow Weaver counts as charging in the first round.

4 Cloak of Darkness

Difficulty 7

The Shadow Weaver appears to be swallowed by shadows that even the sharpest senses cannot pierce.

The Shadow Weaver is effectively concealed from enemy sight. As long as he does not attack (cast spells, shoot, or engage in close combat) any enemy models, he may not be attacked. He may intercept as normal if the player controlling him wishes, but he does not have to do so (and if he does not, enemy warriors may charge past him of course). The spell lasts until the Shadow Weaver attacks an enemy model. Note that a model engaged in close combat with an enemy warrior may never choose to not attack.

5 Shadowbind

Difficulty 9

Tendrils of darkness rise from the shadows to engulf an enemy warrior, rendering him helpless to the whims of the Shadow Weaver.

The Shadow Weaver may cast this spell at any enemy model within 24" of him and 2" of a wall. The target may not move unless it first passes a Strength test on 1D6+1 at the start of his turn (before the Recovery phase). This spell lasts until the Shadow Weaver suffers a Wound or attempts to cast another spell. If attacked while affected by this spell, treat the target exactly as if he were *Stunned*.

6 Shield of Shadow

Difficulty 7

Shadows congeal and become a solid barrier in front of the Shadow Weaver, or one of his comrades, protecting the target from enemy attacks.

The Shadow Weaver may cast this spell on himself or a member of his warband within 12". The target receives an armour save of 5+ that is not modified by the attacker's Strength. The spell lasts until the start of the Shadow Weaver's next turn.