

WARHAMMER ARMIES: SHADOW KIN

BY GUARDIAN_PHOENIX

ARMY SPECIAL RULES:

Dodge:

Shadow Kin units with this special rule have a save which works exactly like a ward save. The save is stated in the units profile. This save may not be taken if the model is mounted, and may only be taken in combat. In addition, models must subtract 1 from any such save if they're fighting models with Always Strikes First, or are wearing Heavy Armour.

EXTRA SPELL - Mask of Darkness

All Shadow Kin wizards know the Mask of Darkness spell in addition to their other spells.

Cast on 4+

Pick a single friendly unit within 24" of the caster. All shooting attacks directed at the unit suffer -1 to hit with all shooting attacks.

Throwing Stars

	Range	Strength
Throwing Stars	12"	As user

Special Rules:

Armour Piercing, Multiple Shots

Multiple Shots:

The number of Multiple Shots fired is equal to the base attack characteristic on the users' profile.

Lords' and Heroes' Mounts

	M	WS	BS	S	T	W	I	A	LD	SPECIAL RULES
Umbral Steed	8	3	0	3	3	1	3	1	4	None
Twilight Hawk	2	5	0	4	4	3	4	2	8	Fly
Shadow Pegasus	8	3	0	4	-	-	4	2	7	Flying Cavalry
Shadow Drake	8	5	0	5	5	4	5	4	7	Terror, Large Target, Scaly Skin (4+), Shadow Fire



LORDS

Shadow Lord

Points/model: 115

	M	WS	BS	S	T	W	I	A	LD
Shadow Lord	4	6	5	4	4	3	6	4	9

Equipment: Hand Weapon

Special Rules: *Dodge (3+)*

Options

Weapons (one choice only):

- ❖ Lance 6pts
- ❖ Spear 3pts
- ❖ Add. Hand Weap. . . 6pts
- ❖ Halberd 6pts

Armour:

- ❖ Light Armour 3pts
- ❖ Heavy Armour 6pts
- ❖ Cimmerian Cloak . . . 16pts

Magic Items:

- ❖ Any, up to a total of 100pts

Mount (one choice only):

- ❖ Umbral Steed 15pts
- ❖ Shadow Pegasus 25pts
- ❖ Twilight Hawk 50pts
- ❖ Shadow Drake 150pts

Additional Equipment:

- ❖ Longbow 10pts
- ❖ Throwing Stars 10pts

Diviner

Points/model: 165

	M	WS	BS	S	T	W	I	A	LD
Diviner	4	3	3	3	4	3	4	1	8

Equipment: Hand Weapon

Special Rules: *Dodge (6+)*

Magic: A Diviner is a Level 3 Wizard. He may choose either the Lore of Death or Shadow described in the Warhammer rule book.

Options:

Upgrade:

- ❖ To a Level 4 Wizard 35pts

Magic Items:

- ❖ Any, up to a total of 100pts

Mount (one choice only):

- ❖ Umbral Steed 15pts
- ❖ Shadow Pegasus 25pts
- ❖ Twilight Hawk 50pts



HEROES

Shadow Prince

Points/model: 65

	M	WS	BS	S	T	W	I	A	LD
Shadow Prince	4	5	5	4	4	2	5	3	8

Equipment: Hand Weapon

Special Rules: *Dodge (4+)*

Options:

Weapons (one choice only):

- ❖ Lance 4pts
- ❖ Spear 2pts
- ❖ Add. Hand Weap. . . 4pts
- ❖ Halberd 4pts

Armour:

- ❖ Light Armour 2pts
- ❖ Heavy Armour 4pts
- ❖ Cimmerian Cloak . . . 10pts

Magic Items:

- ❖ Any, up to a total of 50pts

Mount (one choice only):

- ❖ Umbral Steed 10pts
- ❖ Shadow Pegasus 16pts
- ❖ Twilight Hawk 50pts

Additional Equipment:

- ❖ Longbow 10pts
- ❖ Throwing Stars 6pts

Dark Warlock

Points/model: 60

	M	WS	BS	S	T	W	I	A	LD
Dark Warlock	4	3	3	3	3	2	4	1	7

Equipment: Hand Weapon,

Special Rules: *Dodge (6+)*

Magic: A Dark Warlock is a Level 1 Wizard. He may choose either the Lore of Death or Shadow described in the Warhammer rule book.

Options:

Upgrade:

- ❖ To a Level 2 Wizard 35pts

Magic Items:

- ❖ Any, up to a total of 50pts

Mount (one choice only):

- ❖ Umbral Steed 10pts
- ❖ Shadow Pegasus 16pts
- ❖ Twilight Hawk 50pts



CORE

Shadow Guard

Points/model: 8

	M	WS	BS	S	T	W	I	A	LD
Shadow Guard	4	4	3	3	3	1	4	1	8
Shadow Sentinel	4	4	3	3	3	1	4	2	8

Equipment: Two Hand Weapons, Light Armour

Special Rules: *Dodge (5+)*

Unit Composition: 10+

Options:

Command:

- ❖ Upgrade one Shadow Guard to a Shadow Sentinel 8pts
- ❖ Upgrade one Shadow Guard to a Musician 4pts
- ❖ Upgrade one Shadow Guard to Standard Bearer 8pts

Cimmerian Archers

Points/model: 11

	M	WS	BS	S	T	W	I	A	LD
Cimmerian Archer	4	3	4	3	3	1	4	1	7
Marksman	4	3	5	3	3	1	4	1	7

Equipment: Hand Weapon, Longbow,
Cimmerian Cloak

Special Rules: *Dodge (6+)*

Unit Composition: 5+

Options:

Command:

- ❖ Upgrade one Cimmerian Archer to a Marksman 8pts
- ❖ Upgrade one Cimmerian Archer to a Musician 4pts
- ❖ Upgrade one Cimmerian Archer to a Standard Bearer 8pts
- ❖ The unit may take the following special rules:
 - Skirmish 1pt/model
 - Scout 1pt/model

Cimmerian Cloaks:
Any shooting attacks directed
at a model on foot with a
Cimmerian Cloak suffers -1 to hit.



Shadow Riders

Points/model: 17

	M	WS	BS	S	T	W	I	A	LD
Shadow Rider	4	4	4	3	3	1	4	1	8
Shadows Talon	4	4	4	3	3	1	4	2	8
Umbral Steed	8	3	0	3	3	1	3	1	4

Equipment: Hand Weapon, Longbow, Spear, Light Armour

Special Rules: *Fast Cavalry*

Unit Composition: 5-10

Options:

Command:

- ❖ Upgrade one Shadow Rider to a Shadows Talon 14pts
- ❖ Upgrade one Shadow Rider to a Musician 7pts
- ❖ Upgrade one Shadow Rider to a Standard Bearer 14pts

Shadow Swarms

Points/base: 30

	M	WS	BS	S	T	W	I	A	LD
Shadow Swarm	4	3	0	3	3	4	3	4	10

Equipment: Sharp Teeth and Swirling Vapours. These count as a hand weapon.

Special Rules: *Swarms, Magic Resistance (1), Poisoned Attacks, Armour Piercing*

Unit Composition: 1-10

Shadow Swarms: Shadow Swarms do not count towards the minimum amount of Core Units.



Assassin	Points/model: 100								
	M	WS	BS	S	T	W	I	A	LD
Assassin	4	6	6	4	4	2	7	3	9
<p>Equipment: Hand Weapon, Throwing Stars, Cimmerian Cloak</p> <p>Special Rules: <i>Dodge (3+), Always Strikes First, Hidden, A Killer Not a Leader, Scout</i></p> <p>Unit Composition: Each Shadow Kin infantry Unit may include a single Assassin. See Hidden rule for details. Assassins are characters but do not fill any character or Core selections in your army.</p> <p>Options:</p> <p>Weapons:</p> <ul style="list-style-type: none"> ❖ Additional hand weapon 6pts <p>Shadow Forge:</p> <ul style="list-style-type: none"> ❖ An Assassin may have up to 50pts of magic items from the Shadow Forge. <p>Hidden:</p> <p>An Assassin is a special type of character. He begins the game hidden in one of the following units: Cimmerian Archers, Shadow Guard, Dark Purgers, and Pathfinders. Make a note of which unit the Assassin is hiding in.</p> <p>A hidden Assassin is not placed on the table during deployment, but is revealed later in the game. If his concealing unit is wiped out or flees from the battlefield before he is revealed, the Assassin is lost and counts as a casualty. There is no other way the Assassin can be harmed before he is revealed.</p> <p>Hidden Assassins may be revealed at the beginning of any of your turns, or at the start of any Close Combat phase. Declare that the unit contains an assassin and place the model in the front rank. Displace a rank-and-file model to make room for the Assassin. If the unit is in close combat, the Assassin displaces any rank-and-file model in the unit that is in contact with the enemy. If there are no rank-and-file models to displace in a suitable position, a command model or character must be moved to make room for the Assassin.</p> <p>A Killer not a Leader:</p> <p>Although Assassins are character models, units in a Shadow Kin army may not use an Assassins Leadership and an Assassin can never be chosen to be your army's General.</p>									



SPECIAL

Pathfinders

Points/model: 15

	M	WS	BS	S	T	W	I	A	LD
Pathfinder	4	4	5	3	3	1	5	2	8
Deathdealer	4	4	5	3	3	1	5	3	8

Equipment: Two Hand Weapons, Throwing Stars, Cimmerian Cloaks

Special Rules: *Dodge (4+), Skirmishers, Scouts*

Unit Composition: 5-15

Options:

Command:

- ❖ Upgrade one Pathfinder to a Deathdealer 10pts
- ❖ Upgrade one Pathfinder to a Musician 5pts

Dark Purgers

Points/model: 16

	M	WS	BS	S	T	W	I	A	LD
Dark Purger	4	5	4	3	3	1	5	1	9
Dark Champion	4	5	4	3	3	1	5	2	9

Equipment: Hand Weapon, Spear, Heavy Armour

Special Rules: *Dodge (4+), Fear, Immune to Psychology, Born A Warrior*

Unit Composition: 5+

Options:

Command:

- ❖ Upgrade one Dark Purger to a Shadow Champion 14pts
- ❖ Upgrade one Dark Purger to a Musician 7pts
- ❖ Upgrade one Dark Purger to a Standard Bearer 14pts
- Standard Bearer may have a magical standard worth up to 50pts

Born A Warrior:

Dark Purgers may re-roll any rolls of a '1' when rolling to hit in close combat.



Shadow Postilions

Points/model: 40

	M	WS	BS	S	T	W	I	A	LD
Shadow Postilion	4	5	4	3	4	2	4	2	9
Shadow Champion	4	5	4	3	4	2	4	3	9
Shadow Pegasus	8	3	0	4	-	-	4	2	7

Equipment: Hand Weapon, Lance, Heavy Armour

Special Rules: *Flying Cavalry*

Unit Composition: 3-10

Options:

Command:

- ❖ Upgrade one Shadow Postilion to a Dark Champion **14pts**
- ❖ Upgrade one Shadow Postilion to a Musician **7pts**
- ❖ Upgrade one Shadow Postilion to a Standard Bearer **14pts**
- Standard Bearer may have a magical standard worth up to **50pts**

Flying Cavalry:

Shadow Postilions, and any character riding a Shadow Pegasus, follow the same rules for Flying Cavalry as detailed on page 70 of the Warhammer rulebook.



RARE

Twilight Hawk

Point/model: 50

	M	WS	BS	S	T	W	I	A	LD
Twilight Hawk	2	5	0	4	4	3	4	2	8

Equipment: Razor Sharp Beak and Talons

Special Rules: *Fly*

Unit Composition: 1-2

Shadow Drake

Points/model: 175

	M	WS	BS	S	T	W	I	A	LD
Shadow Drake	7	5	0	5	5	4	4	4	7
Drakemaster	7	4	4	3	3	1	4	1	8

Equipment: -Shadow Drake: Powerful Jaws and Claws

-Drakemaster: Halberd

Special Rules:

(Shadow Drake):

(Drakemasters):

-*Terror*

- *Dodge (5+)*

-*Large Target*

- *Drakemasters*

-*Scaly Skin (4+)*

- *Fire Ritual*

-*Shadow Fire*

Unit Composition: -1 Shadow Drake

-2 Drakemasters

Shadow Fire:

A Shadow Drake has a breath weapon attack. Hits are resolved at strength 3. Any armour saves taken are at -2. In addition, roll a D6 for each enemy unit touched by the template. On a 4+, each model in the affected unit has their weapon skill and ballistic skill reduced by 1 until the start of the next friendly turn.

Drakemasters:

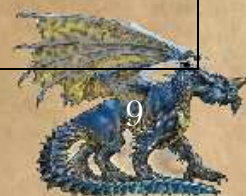
When hits would normally be randomized between the models of a unit, such as for shooting or a spell, such hits are not allocated randomly but are all resolved against the Shadow Drake. In close combat, all enemies that can choose to attack the Drakemaster or the Shadow Drake must allocate their attacks against the Drake.

If the Drakemasters are killed, the Shadow Drake must make a Monster Reaction test just like a ridden monster that loses a rider. When calculating victory points, the Drakemaster are always ignored – assume that the Drake was fighting on its own as a one-model unit.

No model may join a Shadow Drake unit.

Fire Ritual:

Drakemasters are immune to all flaming attacks.



SHADOW FORGE

This section contains the rules and background for some of the most potent and revered artefacts possessed by the Shadow Kin. These may be used in addition to the magic items found in the Warhammer rulebook.



MAGIC WEAPONS

Moonscythe 65points

This ancient and venerated Scythe was enchanted shortly after the Great War of Chaos.

All hits from the Moonscythe automatically wound and are armour piercing.

Penumbra Blades 60points

These shadowy blades possess a powerful urge to taste blood, and have an uncanny ability to bypass all defences.

Counts as two hand weapons. The wielder of this weapon may re-roll any failed hits in close combat. In addition, no armour saves are possible against the Penumbra Blades.

Blade of Gisoreux 60points

This finely wrought blade was created purposefully for the battles against the goblins which once inhabited the Gisoreux Gap.

The blade confers +3 Attacks on the character wielding it.

Spear of Drakwald 35points

Famous for the purging of the voracious creatures in the Drakwald Forests, this spear was cunningly fashioned by the great forge master Ladwik, created as a gift to a brave noble in The Eastern Province of the Empire.

Mounted character only. Spear. This weapon follows the rules for spears, except that the bearer receives +2 Strength, instead of +1 on the turn he charges. In addition, while mounted, when the bearer charges no armour saves can be made against this weapon.

Soul Razor (Diviner or Dark Warlock only) 35points

Powerful surges of magic course through the wizard's mind when this black diamond dagger tastes flesh . . .

The wielder of this blade never wounds on anything worse than a 5+. In addition, if he inflicts any unsaved wounds in combat, he may +2 to any casting/dispelling rolls he makes in the next magic phase.

Eternity Stars 30points

These obsidian throwing stars are enhanced by powerful enchantments, greatly increasing their ability to shred flesh.

These are Throwing Stars with a Strength of 5.

Blade of Inferno (Assassin only) 50points

Forged in lava, this weapon strikes with the power of the volcano in which it was forged.

An Assassin wielding the Blade of Inferno adds +D3 to both his Strength and Attacks (roll just before making attacks).

Sword of Glory 10points

Once this blade has seen its master prove his worth, it strengthens. Each heroic duel brings certain power to the wielder, earning much respect from his comrades.

This sword confers +1 Strength for each wound caused in a challenge. If the character ever refuses a challenge, all Strength gained from this weapon during the battle is lost.



MAGIC ARMOUR

Cloak of Midnight 40points

The folds of this splendid and ancient cloak ripple with untold power. Flecks of blue light cascade from the orifices, keeping the ebb of time at bay so that the wearer may escape danger.

Counts as a Cimmerian Cloak. If the wearer of this cloak (and any unit he is with) is broken in combat, any pursuing roll made by the enemy is halved.

The Shrouded Armour 25points

Bounded by magic of great strength, this armour transfers some of its shadowy properties to its wearer, shading the outline so that he is near impossible to see. Light Armour. The Shrouded Armour confers Magic Resistance (1) to the bearer and any unit he may join. In addition, enemies are at -1 to hit when shooting at the owner of this armour.

Helm of Fortitude 25points

Embittered with powerful magic, this helmet increases the vigilance of the mind, allowing the wearer to make decision more rapidly.

This helm confers a 6+ armour save which can be combined with other equipment normally. The wearer may re-roll failed Dodge saves.

TALISMANS

Pendant of Reality (Shadow Lord only) 50points

This old and worn artefact was found in a castle many miles north of the Grey Mountains, and has the nightmarish ability to turn the wearer into a fey myth of reality.

The wearer is *ethereal*. In addition, he may not join a unit, nor may he be given any additional equipment.

Exalted Heirloom 45points

This revered heirloom is an undying exemplification of the religions of the Empire.

The Exalted Heirloom gives its bearer a 4+ ward save.

The Shadow Crown (one use only) 40points

This dark, spiked garland is surrounded by a smoky aura. It protects its wearer from harm before shattering into a thousand pieces.

Discount the first unsaved, even if it is a *killing blow*.

Shard of Infinite Bleakness 35points

As legend tells, this piece of celestial stone is the soul of a star called Ainglos. The mythologists of the Shadow Kin decree that Ainglos was a proud but slightly hysterical Lord who was tricked into slavery by Korn'ha, the God of Deceit.

Opponents suffer a -1 to hit the bearer and his mount in close combat.

Shadow Weaver 35points

These feeble webs were taken from the spinneret glands of a giant tarantula in the deserts of Khemri. Although secreted for many centuries, the raw magical power imbedded in these strands still twinkle with viridity.

Grants the wearer a 5+ ward save. In addition, the Shadow Weaver confers magic resistance (1).

Amulet of Preservation 15points

Distilled with magic of eternal binding, this amulet protects its wearer from harm.

This amulet confers immunity to *killing blow* and *poisoned attacks*. Attacks aimed at this model are resolved as if the attacker did not have either ability.

ENCHANTED ITEMS

Rod of Embers 40points

Flames lick the golden casing of this powerful sceptre, aspiring to enshroud the enemy in a shadowy conflagration.

Bound spell (Power level 3). If successfully cast, a single enemy unit within 24" of the caster immediately takes 2D6 Strength 4 hits, as from a magic missile.

Nightshroud (one use only) 40points

This dark artefact can render the wearer untraceable. Being safe from enemy attacks, the wearer can strike suddenly from non-existence, seizing the enemy by surprise.

Model on foot only. At the beginning of any Shadow Kin turn, nominate that you wish to use the Nightshroud. If you nominate to do so, the model is immediately placed 1" away from friendly models (if he is in a unit, he leaves the unit). He may not do anything until he is revealed. In addition, enemy models can not target him in any way (if in close combat, no attacks may be allocated towards him. This ability lasts for as long as the Shadow Kin player wishes. Note that the player declares he is going to forfeit the Nightshroud before the start of the movement phase, hence if in range he may charge as normal.



Horn of Gallantry 35points

When blown, bravery floods into all who hear it, restoring resolve to even the most terrified of people.
Bound spell (Power level 5). If successfully cast, all fleeing friendly units on the battlefield will rally immediately, regardless of the number of models left.

Ring of the Shadow Flight 25points

No enemy can escape the arcane flight of the wearer.
The wearer can fly.

Phylactery of Resolve 20points

This amulet was finely crafted by the Elven smiths of Ulthuan.

The wearer, and any unit he joins, may re-roll failed Psychology tests.

ARCANE ITEMS

The Diviners Boon 65points

The Winds of Magic twist and bend to the Diviners advantage, disrupting the enemies' magic while enhancing his own.

During the enemy's Magic phase, the Diviners Boon allows the Shadow Kin player to remove D3 dice from the opponent's pile of Power dice and add it to his own Dispel dice pile.

Spellbinder (one use only) 40points

This book is a master-piece among others, written and bound under the tutelage of the Archmage Teclis.
Automatically dispels one enemy spell. In addition, roll a D6. On a 4+ the spell is destroyed and the casting Wizard cannot use it for the duration of the battle.

Staff of Integrity 35points

At the core of this ancient staff is said to be a fragment of the Unseen Realm. Rightly focussed, this staff can protect the mage from ill effects if concentration is lost.
For each miscast the mage suffers, roll a D6. On a 4+, the miscast is ignored. Note that a prevented miscast still fails to cast.

Orb of Shadow 30points

This orb is full of a shadowy mist, tinged red when arcane activity is detected.

For each spell the enemy casts, roll a D6. On a roll of a 6, the spell is automatically dispelled. The Orb of Shadow has no effect on spells cast with irresistible force.

Arcane Harbinger 15points

This gem draws in all magical essences, so that the owner can better harness the Winds of Magic.

The gem gives the Mage +1 Power dice in each of his own Magic phases.

Seal of Antiquity 10points

Bound within this seal are the souls of many great mages, their whispering voices lending need to those who require it.

The wearer knows one more spell than is normal for his level.

MAGIC STANDARDS

Banner of Slaying 55points

This beautifully wrought banner of finest silk was the army standard when the Shadow Kin were in conflict with the Goblins in the Gisoreux Gap.

All models in the unit (not including mounts) gain +1 Attack in the first round of any combat.

The Black Standard 50points

Tainted by the presence of the dark wardens of Infinity, this standard imbues the Shadow Kin with a terrifying aura of shadow, chilling the hearts of any beholder.

The unit carrying this standard causes fear.

Sable Pennant of Bereavement 25points

This standard is of the deepest black, as dark and as terrifying as the night. When this standard is held aloft, the bearer and nearby allies are instilled with absurd speed, allowing them to take crucial positions.

After deployment, but before the roll for first turn, the unit carrying this banner may make a single march move.

Banner of Arcane Deprivation 15points

Swirling mists prevent harmful magic reaching this ancient standard.

The unit gains magic resistance (1).



REFERENCE

CHARACTERS	M	WS	BS	S	T	W	I	A	Ld	Page
Dark Warlock	4	3	3	3	3	2	4	1	7	3
Diviner	4	3	3	3	4	3	4	1	8	2
Shadow Lord	4	6	5	4	4	3	6	4	9	2
Shadow Prince	4	5	5	4	4	2	5	3	8	3

CORE UNITS	M	WS	BS	S	T	W	I	A	Ld	Page
Assassin	4	6	6	4	4	2	5	3	9	6
Cimmerian Archer	4	3	4	3	3	1	4	1	7	4
<i>Marksman</i>	4	3	5	3	3	1	4	1	7	4
Shadow Guard	4	4	3	3	3	1	4	1	8	4
<i>Shadow Sentinel</i>	4	4	3	3	3	1	4	2	8	4
Shadow Rider	4	4	4	3	3	1	4	1	8	5
<i>Shadows Talon</i>	4	4	4	3	3	1	4	2	8	5
Shadow Swarm	5	3	0	3	3	4	3	4	10	5

SPECIAL UNITS	M	WS	BS	S	T	W	I	A	Ld	Page
Dark Purger	4	5	4	4	3	1	4	2	9	7
<i>Dark Champion</i>	4	5	4	4	3	1	4	3	9	7
Pathfinder	4	4	5	3	3	1	4	2	8	7
<i>Deathdealer</i>	4	4	5	3	3	1	4	3	8	7
Shadow Postilion	4	5	4	3	4	2	5	2	9	8
<i>Shadow Champion</i>	4	5	4	3	4	2	5	3	9	8

RARE	M	WS	BS	S	T	W	I	A	Ld	Page
Shadow Drake	7	5	0	5	5	4	4	4	7	9
<i>Drakemaster</i>	-	4	4	3	3	1	4	1	8	9
Twilight Hawk	2	5	0	4	4	3	4	2	8	9

MOUNTS	M	WS	BS	S	T	W	I	A	Ld	Page
Shadow Pegasus	8	3	0	4	-	-	4	2	7	1
Twilight Hawk	2	5	0	4	4	3	4	2	8	1
Umbral Steed	8	3	0	3	3	1	3	1	4	1

