

# Grey Watchers

*Grey Watchers are outcast Highborn Elves who have dedicated their lives to thwarting evil across the world.*

## Special Rules

### Excellent Sight

Can spot Hidden enemies double their I in inches away.

### Dislike of Gunpowder

Elves have a dislike of noisy, dirty gunpowder weapons. They will never use them.

### Distaste for Poison

This model cannot use poison of any sort.

## Special Skills

### Powerful Build

Sorceresses cannot take this skill. A maximum of two warriors can take this skill. A warrior who choose this skill can now choose skills from the Strength list.

### Infiltrate

This Hero is always placed on the battlefield after the opposing party and can be placed anywhere on the table as long as it is out of sight of the opposing party and more than 12" away from an enemy model. If both parties have models with Infiltrate, roll a D6 to decide who deploys them first.

### See in Shadows

This Hero can always roll to charge an opponent they cannot see, no matter how far away.

### Sniper

This Hero can shoot and cast spells and remain Hidden.

### Master of Elven Runes

Shadow Weaver only. When using Elven Runestones, this Hero gains +1 to their dispel roll. Additionally, before the start of each skirmish, nominate one warrior in the party. This warrior may re-roll a single armour save or parry roll this skirmish.

## Maximum Statistics

Profile	M	WS	BS	S	T	W	I	A	Ld
Elf	5	7	7	4	4	3	9	4	10

Starting Gold	Model Count
500pg	3-12

## Hired Hands and Legendary Figures

Hired Hands	Legendary Figures
<ul style="list-style-type: none"><li>• Bard</li><li>• Beast Hunter</li><li>• Elven Mage</li><li>• Elven Ranger</li><li>• Scout</li><li>• Winter Ranger</li></ul>	<ul style="list-style-type: none"><li>• Demicus, the Great Wizard</li><li>• Emyur, the Dawnblade</li></ul>

## Heroes

Hero	Number Allowed	Start XP	Cost to Hire
Shadow Master	1	20	70pg
Shadow Walker	1-3	12	45pg
Shadow Weaver	1	12	55pg

## Henchmen

Henchmen	Number Allowed	Cost to Hire
Grey Watcher	-	35pg
Grey Watcher Novice	-	25pg

## Special Equipment

### Elven Cloak

Any warrior trying to shoot a warrior wearing an Elven cloak suffers a -1 to hit.

### Elven Wine

One use only. Use Elven Wine before a skirmish on a single warrior. The model is Immune to Fear for the skirmish.

### Elven Runestones

A Wizard can use Elven Runestones to dispel an enemy spell. You must roll as if casting the spell yourself. If successful, you dispel the spell.

## Equipment

Hero	Cost to Equip
Dagger	1 <sup>st</sup> free / 2pg
Shield	5pg
Sword / Spear / Bow / Helmet	10pg
Double-handed Weapon / Longbow	15pg
Light Armour	20pg
Elf Bow	35pg
Elven Runestones / Elven Wine	50pg
Ithilmar Armour	60pg
Elven Cloak	75pg
Ithilmar Weapon	2x price

Henchman	Cost to Equip
Dagger	1 <sup>st</sup> free / 2pg

Shield	5pg
Sword / Spear / Bow / Helmet	10pg
Double-handed Weapon / Longbow	15pg
Light Armour	20pg
Elf Bow	35pg
Elven Cloak	75pg

## **Warrior Profiles**

### **Shadow Master**

*A former noble who has chosen to gather a small party to explore the world.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
5	5	5	3	3	1	6	1	9

**Equipment** – any from Hero list.

**Skills** – Combat, Shooting, Academic, Speed, Special

### **Special Rules**

Leader

Hatred (Dread Elves)

Excellent Sight

Dislike of Gunpowder

Distaste for Poison

### **Shadow Walker**

*Shadow Walkers a veteran rangers.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
5	5	4	3	3	1	6	1	8

**Equipment** – any from Hero list.

**Skills** – Combat, Shooting, Speed, Special

### **Special Rules**

Hatred (Dread Elves)

Excellent Sight

Dislike of Gunpowder

Distaste for Poison

### **Shadow Weaver**

*A Shadow Weaver uses magical shadow and illusions.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
5	4	4	3	3	1	6	1	8

**Equipment** – any from Hero list.

**Skills** – Combat, Academic, Speed, Special

### **Special Rules**

Hatred (Dread Elves)

Excellent Sight

Dislike of Gunpowder

Distaste for Poison

Wizard – uses Shadow Rituals

### **Grey Watcher**

*A Grey Watcher is a skilled ranger.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
5	4	3	3	3	1	6	1	8

**Equipment** – any from Henchman list.

### **Special Rules**

Hatred (Dread Elves)

Excellent Sight

Dislike of Gunpowder

Distaste for Poison

### **Grey Watcher Novice**

*These trainee Grey Watchers are always eager for battle.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
5	3	3	3	3	1	5	1	7

**Equipment** – any from Henchman list.

### **Special Rules**

Hatred (Dread Elves)

Excellent Sight

Dislike of Gunpowder

Distaste for Poison

## **Shadow Rituals**

1. Pool of Shadow
2. The Living Shadows
3. Wings of Night
4. Cloak of Darkness
5. Shadowbind
6. Shield of Shadow

### **Pool of Shadow – Difficulty 7**

Range 6". All friendly models within range are now Hidden.

### **The Living Shadows – Difficulty 7**

Range 12". Targets a single enemy within 2" of a wall, tree, or any other object that casts a shadow. The target suffers a S4 hit with no armour saves allowed.

### **Wings of Night – Difficulty 6**

Range 12". You may only cast this spell if within 2" of a wall, tree, or any other object that casts a shadow. You may move anywhere within range that is within 2" of a wall, tree, or any other object that casts a shadow. This can be used to charge.

### **Cloak of Darkness – Difficulty 7**

As long as the caster does not attack an enemy (close combat, shooting, or magic), they cannot be seen for Line of Sight purposes. The spell lasts until the caster attacks.

### **Shadowbind – Difficulty 9**

Range 24". Targets a single enemy within 2" of a wall, tree, or any other object that casts a shadow. The target may not move unless it passes a S test on 2D6 at the start of their Recovery Phase. This spell lasts until the caster takes a wound or attempts to cast another spell. The target counts as being Stunned in close combat.

### **Shield of Shadow – Difficulty 7**

Range 12". Cast on a single friendly model. The target receives a 5+ Ward Save. Lasts until the next friendly magic phase.