

Shadow Avenger

“To Defend’. This is the pact. But when Life loses its meaning and is taken for naught, then the pact is ‘To Avenge’.”
-The Tarrakian Defenders’ Pact,
“Heavy Metal: the Movie”

Coming from the war-torn realm of Nagarythe, Shadow Avengers are warriors who specialize in hunting and slaying their old enemies, the Dark Elves. Through the centuries of fighting between the Shadow Warriors and the Dark Elves, the Avengers have adapted to their enemy, and have learned some secrets towards defeating them.

Despite their apparent single-mindedness, Shadow Avengers are also adept in searching through Mordheim for Wyrdstone. Like their other Elven brethren, the Avengers have great skill with a bow, inhuman quickness and agility, and superb senses.

A Shadow Avenger may only join a Shadow Warrior warband and will replace one of the Shadow Walkers. While the origins of each Shadow Avenger are different, a common theme remains; someone close to the Avenger died mercilessly at the hands of a Dark Elf, an Orc, or any other evil creature or monster, causing the Shadow Avenger to pursue vengeance at any cost. They are particularly dark and morose individuals and tend to be taciturn and stick to themselves.

SHADOW AVENGER

Hero 50 GC to Hire

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
Shadow Avenger	5	5	4	3	4	1	6	1	8

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

Starting Experience: A Shadow Avenger starts with 15 experience.

Skills: A Shadow Avenger may choose from the Combat, Shooting, Speed, and the Shadow Warrior Special Skill Lists when he gains a new skill. In addition, there are several skills unique to Shadow Avengers detailed below, which he can choose instead. Note that these skills can only be gained through experience, and are not possessed by a new recruit.

SPECIAL RULES

Hate Dark Elves: Same as other Shadow Warriors.

Excellent Sight: The Avenger can spot *Hidden* enemies from twice as far away as their Initiative in inches.

Distaste for Poison: The Avenger may not use poisons of any type.

SHADOW AVENGER SKILLS

Unquenchable Hatred: The Avenger can re-roll misses in the first two Melee Combat rounds against Dark Elves instead of one.

Renewed Grudge: The Avenger gains a *Hatred* for a different Race or Human Group (Witch Hunters, Reiklanders, etc.). Shadow Warriors cannot be selected for the Renewed Grudge.

Antidote Making: Some Avengers have become skilled at countering the poisons of the Dark Elves. If the Avenger with this skill does not search for rare items, he can create D3 doses of Antidote, which act exactly like the Tears of Shallaya. The Antidote must be used in the next battle and cannot be sold or traded to other warbands.

Pit Fighter: After years of fighting the Dark Elves in caves and ruins, the Avenger has become an expert at fighting in enclosed areas. The Avenger adds +1 to his WS and +1 to his attacks when fighting inside buildings, ruins, or other enclosed spaces.