

SHADOW UNIT ROSTER

Unit	Mv	Sht	Rng	Fgt	Tgh	Rules	Pts
 Shadow Guard	5"	—	—	3+	3	Hard to Hit, Charge Immune	5
 Shadow Lord	8"	—	—	2+	3	Deadly, Hard to Hit	8
 Shadow Ranger	5"	3+	10"	Sht	3	—	5
 Shadow Ninja	7"	—	—	3+	2	Deadly, Smoke Bomb	5
 Shadow Axe	5"	—	—	3+	2	Deadly, Headlong Charge	4
 Shadow Sniper	4"	3+	12"	Sht	2	Marksman	6

“Sht” in the Fgt column means that unit uses its Shoot number to hit in melee.

Mv=Move Sht=Shoot Rng=Range Fgt=Fight Tgh=Tough Pts=Points

SHADOW GUARD



MOVE

5"

FIGHT

3+

TOUGH

3

PTS

5

Hard to Hit

Enemies need +1 to hit it (shooting and melee).

Charge Immune

Takes no +1 Charge damage.

SHADOW LORD



MOVE

8"

FIGHT

2+

TOUGH

3

PTS

8

Deadly

Melee hits remove 2 Tough.

Hard to Hit

Enemies need +1 to hit it (shooting and melee).

SHADOW RANGER



MOVE

5"

SHOOT

3+

RANGE

10"

TOUGH

3

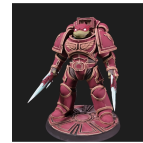
PTS

5

In melee, use the Shoot number to hit

Veteran rifleman — reliable mid-range shooter.

SHADOW NINJA



MOVE

7"

FIGHT

3+

TOUGH

2

PTS

5

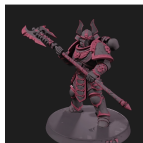
Deadly

Melee hits remove 2 Tough.

Smoke Bomb

Once per turn: free Disengage at the start of his activation.

SHADOW AXE



MOVE

5"

FIGHT

3+

TOUGH

2

PTS

4

Deadly

Melee hits remove 2 Tough.

Headlong Charge

Once per game: Move, Move, Fight in one turn. That Fight counts as a charge.

SHADOW SNIPER



MOVE

4"

SHOOT

3+

RANGE

12"

TOUGH

2

PTS

6

In melee, use the Shoot number to hit

Marksman

Shots ignore cover (terrain, melee, and Shield). A roll of 6 deals 2 damage.