

Nighthawk warband - by Paul Smith

"From east came bands of cloaked strangers with slanted eyes and strange accents. They all moved with a fluid like confidence that was instantly threatening without them actually doing anything. These strangers have become a deservedly feared opponent on the streets of mordheim. Due to their preference for fighting at night they have become known as Nighthawks..." Johann Mireborg, innkeeper.

Nighthawk skills

flip out

The assassin may choose to flip out of combat in his turn without incurring any hits for breaking combat. Using this skill uses up 2" of movement. He may then, if he so wishes, charge back into combat and gain the bonuses for charging again..or he may run away.

wall runner

The assassin does not need to take initiative tests for climbing walls or other sheer surfaces

infiltration

The assassin with this skill may be placed on the table after the opposing warband and may be placed anywhere out of sight of the opponent and more than 12" away from the closest enemy model.

Shadow walker

When this model is hiding anyone attempting to locate him must be within 2" or half their initiative range, whichever is closer to do so.

Night vision

The assassins are able to see in the dark with almost the same clarity that a normal person can see in the day. They may ignore any penalties for night fighting.

Nighthawks starting special rules - these apply to all models within the warband.

The nighthawks are trained in the arts of silent death from the very start of their training. In HTH the Nighthawks may fight with their bare hands for no penalties and are always treated as having two hand weapons. Criticals will be caused on a 5+ rather than the normal 6+. The cathayan assassins may use this skill in conjunction with fighting claws (i.e. +2 attacks instead of +1)

Nighthawks always come equipped with hook and rope as standard. If the Nighthawk player gets to choose a scenario he may also choose whether it is fought at night or during the day. (see extra rules for night fighting)

The Nighthawk warband must have at least three warriors but may include up to 10 and may spend 500 gold on the initial warband. The warband does not have any henchmen as this is a training warband for the guild of cathayan assassins.

The adept starts with 20 experience

The ninjas start with 8 experience

The marksmen start with 8 experience

The initiates start with no experience

Assassin's equipment

hth - dagger, sword, flail, spear, fighting claws, Steel whip

missile weapons - sling, throwing stars, blowpipe, hand crossbow, bow

armour - light armour, buckler, helmet

skills

adept - combat, shooting, academic, strength, speed, special

ninja - combat, strength, speed, special

Marksmen - combat, strength, speed, shooting, special

Initiate - combat, speed, special

Heroes

adept - 90 gold

The adept has led the trainees to Mordheim to teach them the finer arts of combat in a real environment. He has been chosen to lead this mission to prove himself worthy of a position of master assassin in the guild back home.

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

weapons/armour - the adept may choose anything from the equipment list. special rules -

leader - any warrior within 6" may use his LD for any tests they need to take perfect

killer - the adept always has an extra -1 to saves the enemy must take from his damage.

0-2 Ninjas 65

These are the warriors trained in stealth and cunning. They are normally dressed in black clothing and spend their time sneaking around stabbing people in the back.

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

weapons/armour - the ninja may choose anything from the equipment list

0-2 marksmen 65

The marksmen are trained to pick off targets from a great distance.

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

weapons/ armour - the marksman may buy anything from the equipment list>

Initiates - 45

These are the recruits that have just finished their basic training and have been brought to Mordheim to give real combat experience.

M	WS	BS	S	T	W	I	A	LD
5	2	3	3	3	1	5	1	6

the initiates may choose anything from the equipment list.