

MANDRAKES

- Deep Strike
- Infiltrators
- Power from Pain
- Stealth

M8"

T3

SV7+

W1

LD7+

OC1

RW5+

80–160 PTS

Base 28.5mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Baleblast

ASSAULT

DEVASTATING WOUNDS

IGNORES COVER

R18"

A2

BS3+

S5

AP-1

D1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Shade Weavers

This unit cannot be targeted by ranged attacks unless the attacking model is within 18".

4ANGRIFF

5NAHKAMPF

Glimmersteel Blade

DEVASTATING WOUNDS

RMelee

A3

WS3+

S5

AP-1

D1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Fade Away (Pain)

At the end of your opponent's Fight phase, if this unit is not within Engagement Range of one or more enemy units, you can spend 1 Pain token to Empower this unit. Each time you do, remove this unit from the battlefield and place it into Strategic Reserves.

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W3 · RW 7+ · 5++ · 1 LP je Modell

WIRD VERWUNDET MIT

2+S6+

3+S4-5

4+S3

5+S2

6+S1

RETTUNGSWURF JE DS

DS 05++

DS -15++

DS -25++

DS -35++

DS -45++

REGELN & KEYWORDS KURZ

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deploym...

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

AUFSTELLUNG

4-9x Mandrake

1x Nightfiend

Ausrüstung: Baleblast, Glimmersteel Blade