SHADOW WEAVER PLATFORM

M	T	SV	W	LD	OC
7"	6	4+	5	7+	1

AUFSTELLUNG

1x Shadow Weaver Platform (40mm)

Equipped with: Shadow weaver, Shuriken Catapult, Close Combat Weapon

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shadow weaver BLAST, INDIRECT FIRE	48"	D6+2	3+	6	-1	1
Shuriken Catapult ASSAULT	18"	2	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	2	3+	3	0	1

ABILITIES

Monofilament Snare
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made with its Shadow Weaver. Until the start of your next turn, that enemy unit it snared. While a unit is snared, each time that unit makes a Normal, Advance or Fall Back move, roll one D6 for each model in that unit: for each 1, that unit suffers 1 mortal wound.

Support Artillery
At the start of the Declare Battle Formations step, this model can join one Guardian Defenders unit from your army (a unit cannot have more than one Support Weapon model joined to it). This model then counts as part of that Guardians unit for the rest of the battle, and that unit's Starting Strength is increased accordingly.

This model, and any unit it is joined to, cannot embark within a Transport.

Support Weapon
Each time an attack targets this model's unit, it that unit contains one or more other models, until that attack is resolved, this model has a Toughness characteristic of 3.

WEAPON RULES

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

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Indirect Fire
Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).