MANDRAKES

M	T	SV	W	LD	OC
8"	3	7+	1	7+	1

5+

AUFSTELLUNG

4-9x Mandrake (28.5mm)
1x Nightfiend (28.5mm)

Equipped with: Baleblast, Glimmersteel Blade

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Baleblast ASSAULT, DEVASTATING WOUNDS, IGNORES COVER	18"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Glimmersteel Blade DEVASTATING WOUNDS	Melee	3	3+	5	-1	1

ABILITIES

RULES - Deep Strike, Infiltrators, Power from Pain, Stealth

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.

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

WEAPON RULES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 model or unit the benefit of cover (e.g. Stealth).