

MANDRAKE💀

FIREFIGHT PLOY

SLITHER OUT OF SIGHT

Beings of umbral malice, Mandrakes may slip into shadow to evade the attentions of their confounded foes.

Use this firefight ploy at the end of any operative's activation. Select one friendly **MANDRAKE💀** operative that has an Engage order and is **WITHIN SHADOW**. Change that operative's order to Conceal.

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SOUL FEAST

Mandrakes subsist on the agonies of their victims, gaining vigour with each torturous blow inflicted upon their prey.

Use this firefight ploy when a friendly **MANDRAKE💀** operative is shooting against, fighting against or retaliating against an enemy operative within 6" of it, at the end of the Resolve Attack Dice step. That friendly operative regains a number of lost wounds equal to that enemy operative's APL stat, multiplied by the number of your attack dice that inflicted damage during that sequence. Excess attack dice are ignored (i.e. if the enemy operative is incapacitated before remaining attack dice are resolved). You cannot use this ploy if that friendly **MANDRAKE💀** operative is incapacitated.

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NOWHERE TO HIDE

Walls and other obstructions are of no concern to Mandrakes, who fade in and out of the physical realm at their own whim.


Use this firefight ploy during a friendly **MANDRAKE💀** operative's activation, when it performs an action in which it moves. Until the end of that activation, that operative can move through parts of terrain features as if they weren't there, but must end those moves in a location it can be placed.

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SHADOW'S BITE

When suffused with shadow, a Mandrake moves with unnatural speed and grace, lashing out preemptively with its glimmersteel blade.

Use this firefight ploy when an enemy operative performs the **Fight** action during an activation in which it performed the **Charge** action, and selects a friendly **MANDRAKE ** operative **WITHIN SHADOW** to fight against. In the Resolve Attack Dice step of that sequence, you resolve the first attack dice (i.e. defender instead of attacker).