

MANDRAKE STRATEGY PLOY

CREEPING HORROR

Flitting in and out of the shadows, Mandrakes advance with unsettling speed.

After each enemy operative's activation, before the next operative is activated, one friendly **MANDRAKE** operative that has a Conceal order can perform a free **Dash** action if it starts and ends that action **WITHIN SHADOW**. You cannot use this ploy during the first turning point, and you cannot select each friendly operative for this ploy more than once per turning point.

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GLOAMING SHROUD

Cloaked in shadows, a Mandrake's form is indistinct, rendering it particularly difficult to strike from range.

Whenever an operative is shooting a friendly **MANDRAKE** operative that's **WITHIN SHADOW**, you can retain one of your defence dice as a normal success without rolling it (in addition to a cover save, if any).

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BLADE IN THE DARK

Leaping from shadow to shadow, Mandrakes appear beside unsuspecting foes with blades raised to strike.

Each friendly **MANDRAKE** operative can perform the **Charge** action while it has a Conceal order if it starts or ends that action **WITHIN SHADOW**.

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INESCAPABLE NIGHTMARE

The nightmarish appearance of a Mandrake is matched by its terrifying speed and accuracy.

Whenever a friendly **MANDRAKE** operative is shooting, fighting or retaliating, if it's **WITHIN SHADOW**, you can re-roll one of your attack dice.