

MANDRAKE FACTION RULE

SOULSTRIKE

The balefire hurled by the Mandrakes burns cold and fierce, fed by the tinder of their victim's life force and animus. Conventional armour offers little protection against this insidious force.

Some weapons in this team's rules have the Soulstrike weapon rule below.

***Soulstrike:** Successful defence dice are determined differently. Each result that's equal to or less than the target's APL stat is a success and is retained. Each result that's higher than the target's APL stat is a fail and is discarded. Each result of 1 is always a critical success. Each other success is a normal success. Each result of 6 is always a fail.

Designer's Note: Many of this kill team's rules refer to an enemy operative's APL stat. This would be the APL stat at the time the rule takes effect (i.e. including changes).

MANDRAKE FACTION RULE

SHADOW PASSAGE

Mandrakes can slip into the slightest patch of shadow as if vanishing into dark waters, only to crawl forth from another patch of gloom as though the intervening distance doesn't exist. This sinister ability allows them to bypass sentries and defences unseen, and to pounce upon their victims from unexpected quarters.

Once per turning point, one friendly **MANDRAKE** operative **WITHIN SHADOW** can use a **SHADOW PASSAGE** when it performs the **Reposition** action. If it does, don't move it. Instead, remove it from the killzone and set it back up **WITHIN SHADOW** in a location it can be placed. When you set it back up, it cannot:

- Be within control range of an enemy operative.
- Be a valid target for an enemy operative.
- Perform the **Shoot** or **Fight** action until the start of the next turning point.

MANDRAKE

FACTION RULE

UMBRAL ENTITIES

The Mandrakes' physical forms shift and shudder like shadows smothering the last light of a guttering torch. Those rare survivors of their attacks describe the Mandrakes blending with the encroaching darkness, or even vanishing from sight altogether, confounding the increasingly panicked aim of their prey as they flutter ever closer.

Whenever an operative is shooting a friendly **MANDRAKE** operative, ignore the Piercing weapon rule. Whenever a friendly **MANDRAKE** operative is **WITHIN SHADOW**, improve its Save stat by 1.

MANDRAKE FACTION RULE

WITHIN SHADOW

Mandrakes are creatures of shadow, using the darkness to conceal their movements and close in upon their unsuspecting prey.

An operative is **WITHIN SHADOW** if any of the following are true:

- It's within 1" of Heavy terrain that's not lower than it.
- Any part of its base is underneath Vantage terrain.
- A Shadow Portal marker is within its control range (see **SHADEWEAVER**).

MANDRAKE

MARKER/TOKEN GUIDE



Shadow
Passage token



Oubliex token



Balefire token



Haunting
Focus token



Pareidolic
Projection
token



Soul Harvest
points
(Values 1 & 2)



Shadow Portal marker



Shadow Glyph token



Soul Gem token



Weave Darkness marker