

# MANDRAKE

# FACTION EQUIPMENT

## CHAIN SNARE

Composed of hooked blades attached to a length of chain, this weapon bites into the flesh or armour of the wielder's target, preventing them from fleeing.

Whenever an enemy operative would perform the **Fall Back** action while within control range of a friendly **MANDRAKE** operative, if no other enemy operatives are within that friendly operative's control range, you can use this rule. If you do, roll two D6, or one D6 if that enemy operative has a higher Wounds stat than that friendly operative. If any result is a 4+, that enemy operative cannot perform that action during that activation/counteraction (no AP are spent on it).

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## SHADOW GLYPH

Etched into the inky skin of the Mandrake, this glyph glows when activated, causing the creature to fade utterly from sight.

Once per turning point, when a friendly **MANDRAKE** operative is activated **WITHIN SHADOW**, you can use this rule. If you do, until the start of its next activation, while that operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".

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## SOUL GEM

Containing the life force of a tortured victim, this shimmering crystal emits an eerie glow and enhances the supernatural might of the bearer.

Once per turning point, when a friendly **MANDRAKE** operative is performing the **Shoot** action and you select a baleblast, you can use this rule. If you do, until the end of that action, that weapon has the Blast 1" weapon rule.

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## BONE DARTS

Delicately carved from the bones of the Mandrakes' victims, these brittle but sharp projectiles are deadly when hurled accurately.

Once per turning point, a friendly **MANDRAKE** operative can use the following ranged weapon:

NAME	ATK	HIT	DMG
Bone dart	4	3+	2/4
WR	Range 6", Rending, Silent		