

MANDRAKE NIGHTFIEND



APL

▼ 2

MOVE

7"

SAVE

5+

WOUNDS

9

NAME	ATK	HIT	DMG	WR
 Baleblast	4	3+	3/4	Soulstrike*
 Huskblade	5	3+	4/6	Lethal 5+, Shock

Harrowing Whispers: Whenever your opponent would activate an enemy operative within 6" of this operative, you can roll one D6 (you cannot do so if you also interrupted that operative's activation with the **DIRGEMAW** operative's Haunting Focus additional rule during this turning point): if the result is higher than that enemy operative's APL stat, your opponent cannot activate it during this activation. If there are no other enemy operatives eligible to be activated, this rule has no effect.

Oubliex: Whenever this operative is readied, or if this operative incapacitates an enemy operative with its huskblade, its oubliex becomes active. Whenever its oubliex is active and an attack dice would inflict damage on this operative, you can roll one D6: on a 5+, ignore the damage inflicted from that attack dice and its oubliex is no longer active.

MANDRAKE ABYSSAL



APL

▼ 2

MOVE

7"

SAVE

5+

WOUNDS

8

NAME	ATK	HIT	DMG	WR
Balesurge (blast)	5	3+	3/4	Blast 2", Soulstrike*
Balesurge (burn)	5	3+	3/4	Lethal 5+, Soulstrike*
Glimmersteel blade	4	3+	4/5	Lethal 5+

Balefire: Whenever a friendly MANDRAKE operative is shooting an enemy operative that has one of your Balefire tokens, add 1 to both Dmg stats of that friendly operative's ranged weapons, and those weapons have the Saturate weapon rule. Whenever an operative is shooting a friendly MANDRAKE operative that has one of your Balefire tokens, subtract 1 from both Dmg stats of that operative's ranged weapons (to a minimum of 1).

RULES CONTINUE ON OTHER SIDE ►

MANDRAKE ABYSSAL



APL

▼ 2

MOVE

► 7"

SAVE

5+

WOUNDS

8

WREATH IN BALEFIRE

1AP

► Select one operative visible to this operative that doesn't have one of your Balefire tokens. Until the start of this operative's next activation, until it's incapacitated or until it performs this action again (whichever comes first), that selected operative gains one of your Balefire tokens.

◆ This operative cannot perform this action while within control range of an enemy operative.

MANDRAKE CHOOSER OF THE FLESH

APL
▼ 2MOVE
► 7"SAVE
5+WOUNDS
8

NAME	ATK	HIT	DMG	WR
Baleblast	4	3+	3/4	Soulstrike*
Baleblade	4	3+	5/6	Brutal, Lethal 5+

Soul Harvest: Whenever an enemy operative is incapacitated as a result of this operative's Part Collector rule or baleblade, you gain 1 Soul Harvest point, or two if that enemy operative had an APL stat of 3 or more. Whenever a friendly **MANDRAKE** operative is activated, you can spend 1 of your Soul Harvest points to either add 1 to its APL stat until the end of the battle, or have it regain up to 2D3 lost wounds. Note you can spend your Soul Harvest points even if this operative is incapacitated.

Part Collector: Whenever an enemy operative performs the **Fall Back** action while within control range of this operative, you can use this rule. If you do, inflict 2D3 damage on that enemy operative before it moves.

MANDRAKE DIRGEMAW



APL

▼ 2

MOVE

7"

SAVE

5+

WOUNDS

8

NAME	ATK	HIT	DMG	WR
☰ Baleblast	4	3+	3/4	Soulstrike*
☰ Horrifying scream	5	2+	2/2	Range 6", Devastating 2, Seek Light, Stun, Soulstrike*
🗡 Glimmersteel blade	4	3+	4/5	Lethal 5+

Haunting Focus: STRATEGIC GAMBIT. Select one enemy operative. Until the Ready step of the next Strategy phase, it gains your Haunting Focus token. The next time your opponent would activate an enemy operative that has your Haunting Focus token, if this operative is ready, you can activate this operative first (you cannot do so if you also rolled to prevent that operative's activation with the **NIGHTFIEND** operative's Harrowing Whispers additional rule during this turning point). If you do, during that activation, this operative must shoot against or fight against that enemy operative, and cannot do so against any other enemy operatives until it does (if this isn't possible, this operative's activation is cancelled). After completing this operative's activation, your opponent activates that enemy operative (if possible), or activates a different enemy operative if they can't.

RULES CONTINUE ON OTHER SIDE ►

MANDRAKE DIRGEMAW



APL

▼ 2

MOVE

► 7"

SAVE

5+

WOUNDS

8

PAREIDOLIC PROJECTION

1AP

- ▶ Select one enemy operative that's a valid target for this operative or is **WITHIN SHADOW**. Until the start of this operative's next activation, until it's incapacitated or until it performs this action again (whichever comes first), worsen the Hit stat of that enemy operative's weapons by 1 and subtract 2" from its Move stat (these aren't cumulative with being injured); in addition, that enemy operative's APL stat cannot be added to (remove all positive APL stat changes it has).
- ◆ This operative cannot perform this action while within control range of an enemy operative, unless the only enemy operative it's within control range of is selected for this action.

MANDRAKE SHADEWEAVER

APL
▼ 2MOVE
► 7"SAVE
5+WOUNDS
8

NAME	ATK	HIT	DMG	WR
Baleblast	4	3+	3/4	Soulstrike*
Glimmersteel blade	4	3+	4/5	Lethal 5+

Shadow Portal: Whenever this operative performs the **Reposition** action using a **SHADOW PASSAGE**, you can use this rule. If you do, remove your Shadow Portal markers from the killzone (if any), then place one of your Shadow Portal markers within this operative's control range before it's removed and one within its control range after it's set up.

Each friendly **MANDRAKE** operative can use a **SHADOW PASSAGE** each turning point (this takes precedence over one operative once per turning point) if one of your Shadow Portal markers is within that operative's control range when it's removed, and the other is when it's set up. Note that friendly operatives can do so even if this operative has been incapacitated, and doing so doesn't prevent one operative from using a **SHADOW PASSAGE** in the normal manner.

RULES CONTINUE ON OTHER SIDE ►

MANDRAKE SHADEWEAVER



APL

▼ 2

MOVE

► 7"

SAVE

5+

WOUNDS

8

WEAVE DARKNESS

1AP

► Remove your Weave Darkness marker from the killzone (if any). Then place your Weave Darkness marker visible to this operative, or on Vantage terrain of a terrain feature visible to this operative. That marker creates an area of smoke with the same size and effects as a smoke grenade (see universal equipment), except you don't remove it during the following turning point. If this operative is incapacitated, remove your Weave Darkness marker from the killzone.

◆ This operative cannot perform this action while within control range of an enemy operative.

MANDRAKE WARRIOR

APL
▼ 2MOVE
↗ 7"SAVE
🛡 5+WOUNDS
⚠ 8

NAME	ATK	HIT	DMG	WR
Baleblast	4	3+	3/4	Soulstrike*
Glimmersteel blade	4	3+	4/5	Lethal 5+

Shadow Warrior: Whenever this operative is **WITHIN SHADOW**, add 1 to the Critical Dmg stat of its glimmersteel blade.