

MANDRAKE

STRATEGY PLOYS

BLADE IN THE DARK

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

CREEPING HORROR

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

GLOAMING SHROUD

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).

INESCAPABLE NIGHTMARE

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

FIREFIGHT PLOYS

NOWHERE TO HIDE

Use this firefight play 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 were not there, but must and those moves in a location it can be placed.

SHADOW'S BITE

Use this firefight play when an enemy operative performs the **Fight** action in an activation in which it's 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).

SLITHER OUT OF SIGHT

Use this firefight play 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.

SOUL FEAST

Use this firefight play 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 play if that friendly **MANDRAKE** operative is incapacitated.

OPERATIVES

ARCHETYPE: INFILTRATION / RECON

1 **MANDRAKE** NIGHTFIEND

8 **MANDRAKE** operatives selected from the following list:

- **ABYSSAL**
- **CHOOSER OF THE FLESH**
- **DIRGEMAW**
- **SHADEWEAVER**
- **WARRIOR**

Other than **WARRIOR** operatives, your kill team can only include each operative above once.

FACTION RULES

WITHIN SHADOW

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** operative).

SHADOW PASSAGE

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**. 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.

UMBRAL ENTITIES

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.

SOULSTRIKE

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 a 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).

FACTION EQUIPMENT

BONE DARTS

Once per turning point, a friendly **MANDRAKE** operative can use the following Ranged Weapon.

	A	HT	D	WR
⊕ Bone dart	4	3+	2/4	Rng 6", Rending, Silent

CHAIN SNARE

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 2D6, or 1D6 if that enemy operative has a higher Wounds stat than that friendly operative. If any result is a 4+, that enemy cannot perform that action during that activation or counteraction (No AP are spent on it).

SHADOW GLYPH

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".

SOUL GEM

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" rule.

MANDRAKE

NIGHTFIEND	APL 2	MV 7"	SV 5+	W 9
A	HT	D	WR	
⊕ Baleblast	4	3+	3/4	Soulstrike*
X 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 the enemy operative's APL stat, they 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 with its huskblade, its oubliex becomes active. Whenever it's 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 the oubliex is no longer active.

ABYSSAL	APL 2	MV 7"	SV 5+	W 8
A	HT	D	WR	
⊕ Balesurge				
- Blast	5	3+	3/4	Blast 2", Soulstrike*
- Burn	5	3+	3/4	Lethal 5+, Soulstrike*
X 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 they 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).

WREATHE IN BALEFIRE1AP

● 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.

CHOOSE OF THE FLESH	APL 2	MV 7"	SV 5+	W 8
A	HT	D	WR	
⊕ Baleblast	4	3+	3/4	Soulstrike*
X 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 the 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 to have it regain 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.

DIRGEMAW	APL 2	MV 7"	SV 5+	W 8
A	HT	D	WR	
⊕ Baleblast	4	3+	3/4	Soulstrike*
⊕ Horrifying scream	5	2+	2/2	Rng 6", Devastating 2, Seek Light, Stun, Soulstrike*
X 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 fight against or shoot against that enemy operative, and cannot do so against any other enemy operatives until it does (if this isn't possible, the 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.

PAREIDOLIC PROJECTION1AP

● Select one enemy operative that is 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.

SHADOWEAVE	APL 2	MV 7"	SV 5+	W 8
A	HT	D	WR	
⊕ Baleblast	4	3+	3/4	Soulstrike*
X 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 so, 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 (taking 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 when it's set up. Note that friendly operatives can do this even if this operative has been incapacitated, and doing so doesn't prevent the operative from using a **SHADOW PASSAGE** in the normal manner.

WEAVE DARKNESS1AP

● 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 feature visible to this operative. That marker creates an area of smoke with the same size and effects of a smoke grenade, 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.

WARRIOR	APL 2	MV 7"	SV 5+	W 8
A	HT	D	WR	
⊕ Baleblast	4	3+	3/4	Soulstrike*
X 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.