



## 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

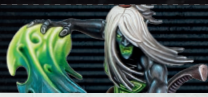
**Harrowing Whispers:** Whenever your opponent would activate an enemy operative within 6" of this operative, you can roll one D6 (you cannot do so if you also interrupted that operative's activation with the **DIRGEMAW** operative's Haunting Focus additional rule during this turning point): if the result 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on this operative, you can roll one D6: on a 5+, ignore the damage inflicted from that attack dice and its oubliex is no longer active.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, AELDARI, DRUKHARI, LEADER, NIGHTFIEND

28

## 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+

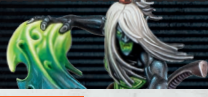
**Balefire:** Whenever a friendly **MANDRAKE** operative is shooting an enemy operative that has one of your Balefire tokens, add 1 to both Dmg stats of that friendly operative's ranged weapons, and those weapons have the Saturate weapon rule. Whenever an operative is shooting a friendly **MANDRAKE**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

28

## 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 2 MOVE 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, AELDARI, DRUKHARI, CHOOSER OF THE FLESH

28





## MANDRAKE DIRGEMAW

APL  
▼ 2MOVE  
➡ 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🔥, AELDARI, DRUKHARI, DIRGEMAW

28

## MANDRAKE DIRGEMAW

APL  
▼ 2MOVE  
➡ 7"SAVE  
🛡️ 5+WOUNDS  
🔥 8

### PAROIDOLIC 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🔥, AELDARI, DRUKHARI, SHADEWEAVER

28

## MANDRAKE SHADEWEAVER

APL  
▼ 2MOVE  
➡ 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  
▼ 2

MOVE  
➡ 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.

MANDRAKE®, AELDARI, DRUKHARI, WARRIOR

28

### NOTES:

### NOTES:

### NOTES:





## MANDRAKES KILL TEAM

ARCHETYPES: INFILTRATION, RECON

### OPERATIVES

- 1 **MANDRAKE** **NIGHTFIEND** operative
- 8 **MANDRAKE** operatives selected from the following list:
  - **ABYSSAL**
  - **CHOOSE OF THE FLESH**
  - **DIRGEMAW**
  - **SHADEWEAVER**
  - **WARRIOR**

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

## 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 flitter 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

## 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.

## MANDRAKE STRATEGY PLOY

### 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).






## MANDRAKE STRATEGY PLOY

### 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**.

## MANDRAKE STRATEGY PLOY

### 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.

## MANDRAKE FIREFIGHT PLOY

### SLITHER OUT OF SIGHT



Beings of umbral malice, Mandrakes may slip into shadow to evade the attentions of their confounded foes.

Use this firefight ploy 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.

## MANDRAKE FIREFIGHT PLOY

### SOUL FEAST

Mandrakes subsist on the agonies of their victims, gaining vigour with each torturous blow inflicted upon their prey.

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





## MANDRAKE👤 FIREFIGHT PLOY

### NOWHERE TO HIDE

Walls and other obstructions are of no concern to Mandrakes, who fade in and out of the physical realm at their own whim.

Use this firefight ploy 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 weren't there, but must end those moves in a location it can be placed.

## MANDRAKE👤 FIREFIGHT PLOY

### SHADOW'S BITE

When suffused with shadow, a Mandrake moves with unnatural speed and grace, lashing out preemptively with its glimmersteel blade.

Use this firefight ploy when an enemy operative performs the **Fight** action during an activation in which it 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).

## 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).

## MANDRAKE👤 FACTION EQUIPMENT

### 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".





## MANDRAKE FACTION EQUIPMENT

### 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.

## MANDRAKE FACTION EQUIPMENT

### 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

## UNIVERSAL EQUIPMENT

### 1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

#### AMMO RESUPPLY

OAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

## UNIVERSAL EQUIPMENT

### 1X RAZOR WIRE

Spooled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

**Obstructing:** Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".





## UNIVERSAL EQUIPMENT

### 1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

## UNIVERSAL EQUIPMENT

### 1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snares and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

## UNIVERSAL EQUIPMENT

### 2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

### 1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

## UNIVERSAL EQUIPMENT

### 2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Insignificant and Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

Once per action, whenever an operative is climbing the terrain feature a ladder is placed against, treat the vertical distance as 1" if the ladder is within that operative's control range during that entire climb.





## UNIVERSAL EQUIPMENT

### UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

#### STUN GRENADE

1AP

▶ Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.

◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

## UNIVERSAL EQUIPMENT

### EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME	ATK	HIT	DMG
🔥 Frag grenade	4	4+	2/4

#### WR

Range 6", Blast 2", Saturate

NAME	ATK	HIT	DMG
🔥 Krak grenade	4	4+	4/5

#### WR

Range 6", Piercing 1, Saturate

## UNIVERSAL EQUIPMENT

### 1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain, except the feet which are Insignificant and Exposed. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

**Protective:** While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ▶

**Portable:** This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

#### MOVE WITH BARRICADE 1AP

▶ The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g.

**HEARTHKYN SALVAGER** 🗡️ **FLY**, **MANDRAKE** 🗡️ **SHADOW PASSAGE**).

▶ Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.

◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.





## UNIVERSAL EQUIPMENT

### UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE ▶

### SMOKE GRENADE

1AP

- ▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
- ▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, weapons with the Piercing 2 or Piercing Crits 2 weapon rule have the Piercing 1 or Piercing Crits 1 weapon rule (respectively) instead.
- ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to the result have been completed or at the end of the turning point (whichever comes first).
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

### NOTES:

### NOTES:





# MANDRAKES: UPDATE LOG

---

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

## RULES COMMENTARY

---

NOVEMBER '25

This section provides clarification on ambiguous and complex rules interactions.

**Q:** *If a friendly **MANDRAKE** **DIRGEMAW** operative attempts to shoot or fight against the specified enemy operative in its Haunting Focus rule, but is prevented from doing so by an opponent's rule (e.g. **SANCTIFIER** **CONFESSOR** Commanding Declamation, **NOVITIATE** **Blinding Aura**) is the activation still cancelled?*

**A:** No. Continue its activation as though the requirements of the Haunting Focus rule have been fulfilled.



## PREVIOUS ERRATAS

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

### FACTION RULES, SHADOW PASSAGE

First sentence changed to read:

‘Once per turning point, one friendly **MANDRAKE** operative **WITHIN SHADOW** can use a **SHADOW PASSAGE** when it performs the **Reposition** action.’

### FACTION EQUIPMENT, SHADOW GLYPH

Second sentence changed to read:

‘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"**.’

### NIGHTFIEND OPERATIVE, HARROWING WHISPERS RULE

Relevant part of first sentence changed to read:

‘[...] 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):**’

### DIRGEMAW OPERATIVE, HAUNTING FOCUS RULE

Fourth sentence changed to read:

‘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).**’

Last sentence changed to read:

‘After completing this operative’s activation, **your opponent activates that enemy operative (if possible), or activates a different enemy operative if they can’t.**’

## PREVIOUS RULES COMMENTARIES

**Q:** *If a NIGHTFIEND operative incapacitates an enemy operative, then that enemy operative attempts to inflict damage as a result of being incapacitated (e.g. **LEGIONARY** Unending Bloodshed) and the NIGHTFIEND operative’s Oubliex rule ignores that damage, does the oubliex become active again when the enemy operative is removed from the killzone?*

**A:** No. The enemy operative is already incapacitated when it attempts to inflict the damage, so the timing required for the oubliex to become active has passed.

**Q:** *If two **MANDRAKE** DIRGEMAW operatives select each other with their Haunting Focus rule, which operative activates in the following instance: Operative A is selected to activate normally, then Operative B would attempt to activate first as a result of the Haunting Focus rule, then Operative A would attempt to activate first as a result of the same rule?*

**A:** Operative B.

**Q:** *How does the Soulstrike weapon rule interact with rules that allow your opponent to retain defence dice results of 5+ as critical successes (e.g. **ANGEL OF DEATH** Hardy Chapter Tactic), or retain results of a specific number as a success (e.g. **ELUCIDIAN STARSTRIDER** Armoured Bodysuit)?*

**A:** The Soulstrike weapon rule takes precedence. For example, even with the Hardy Chapter Tactic, a 5 would be a fail not a critical success for that **ANGEL OF DEATH** operative, as it’s higher than their APL stat (3).

**Q:** *When a **MANDRAKE** DIRGEMAW is shooting with its horrifying scream ranged weapon and negatively changes the target’s APL as a result of the Stun weapon rule, does that change affect defence dice rolled for the target during that same sequence in relation to the Soulstrike weapon rule?*

**A:** No, as an operative’s stats don’t change during an action.



# MANDRAKE OPERATIVES

The inhabitants of a realm located beyond the bounds of reality, Mandrakes possess a mastery over shadow. Often serving as mercenaries for the Drukhari, Mandrakes are capable of manipulating darkness itself, slipping undetected through their foes to slaughter victims with wicked glimmersteel blades and soul-freezing baleblasts.

## MANDRAKE NIGHTFIEND

2

The Nightfiend's presence is enough to freeze prey with terror. Those who do fight back find their best efforts deflected to the tormented souls trapped in the oubliex fetishes hung about the Nightfiend's neck — the damned gheists suffering in place of the monster that slew them.

## MANDRAKE ABYSSAL

The Abyssals, it is said, have never stepped all the way out of Aelindrach. This allows them to act as conduits for the malign energies of that other realm. So empowered, the Abyssals gain unparalleled mastery of a leaping and furious form of balefire that is the terror of all.

## MANDRAKE CHOOSER OF THE FLESH

These dread entities ritually claim the dismembered limbs of their victims, the cold fires of their baleblades leaving what remains as discarded and scorched husks.

## MANDRAKE DIRGEMAW

Those marked by the Dirgemaw see its aspect all around them before it strikes, crawling ever closer through shadow and reflection. The wailing crescendo of its scream is the last thing such victims hear as it shreds their sanity and ruptures their souls.

'ON BAPHOS IT WAS THE RIGHT HANDS, SEVERED CLEANLY TO LEAVE RIME-BLACKENED STUMPS. THE KASRKIN I INSPECTED IN THE GLOOM OF BUNKER DELTA-AXUM HAD LOST THEIR LEFT LEGS, EACH CUT PLACED AT PRECISELY THE SAME POINT, AND EACH LEG TAKEN THRONE-KNOWS WHERE. KALIKOS II WAS BETTER, IN A WAY. AT LEAST WITHOUT THEIR HEADS THERE WERE NO SCREAMING MOUTHS OR DISTENDED JAWS, NO EMPTY EYES TO ACCUSE ME WITH THEIR HOLLOW GAZE. BUT STILL MY FEAR GROWS. WHY DO THEY TAKE THESE MACABRE TROPHIES? TO WHAT END? RITUAL? PAYMENT? I DREAD MY IGNORANCE IN THIS MATTER, AND WHAT MAY TRANSPIRE BEFORE I AM ABLE TO REMEDY IT.'

- Inquisitor Threyobold Vorst, Ordo Xenos, 'Notes on the Tallies of the Choosers of the Flesh'







## MANDRAKE SHADEWEAVER

Shadeweavers manipulate the stuff of darkness. They are able to leech away natural and artificial light alike, plunging areas into a cloying gloom that even hardened sensors cannot pierce. Twisting the penumbral threads of their weave, they deepen the darkness further until it bores tunnels through reality itself.

## MANDRAKE WARRIOR

Crawling and flitting, the Mandrakes creep closer through the shadows with hateful scowls and hungry leers dancing across their inconstant features. Those who survive the impact of their soul-freezing baleblasts soon fall prey to the slash of their glimmersteel blades.

**'I AM TOLD YOU HAVE BEEN BUSY SINCE YOU RENEGED UPON OUR AGREEMENT. I HEAR TALES OF ARMED GUARDS RECRUITED BY THE DOZEN, OF HIGH WALLS RAISED AND ESOTERIC WARDS INSCRIBED BY THE PIOUS AND THE DIABOLICAL ALIKE. WASTED EFFORT, I FEAR. YOU SEE, I HAVE MADE NEW DEALS, NEW ALLIANCES. I HAVE SENT THE MANDRAKES OF AELINDRACH TO COLLECT THAT WHICH YOU STILL OWE ME, AND UNLIKE YOU, I HAVE PAID FOR THEIR SERVICES IN FULL. ALLOW ME THIS MOMENT TO SAY FAREWELL, FOR I DO NOT IMAGINE THAT ANYONE WILL HEAR FROM YOU AGAIN...'**

- Archon Shaladrech,  
a missive to the Masters of Chromm



**MANDRAKES » KILL TEAM SELECTION**

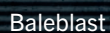


## OPERATIVES

- ## ARCHETYPES



# NIGHTFIEND

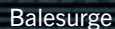


Huskblade

[illegible]

- last words of Interrogator Laung before screaming himself to death

# ABYSSAL



### Glimmersteel blade



## CHOOSEER OF THE FLESH

Baleblast



## DIRGEMAW

Baleblast

Glimmersteel blade



## SHADEWEAVER

Glimmersteel blades



## WARRIOR

Glimmersteel blade

Baleblast

