



MANDRAKE NIGHTFIEND

APL
▼ 2MOVE
7"SAVE
5+WOUNDS
9

NAME	ATK	HIT	DMG	WR
Baleblast	4	3+	3/4	Soulstrike*
Husblade	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 already interrupted that operative's activation with this rule or 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 husblade, its oublie becomes active. Whenever its oublie 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on this operative, you can roll one D6: on a 5+, ignore the damage inflicted from that attack dice and its oublie is no longer active.

MANDRAKE®, AELDARI, DRUKHARI, LEADER, NIGHTFIEND

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MANDRAKE ABYSSAL

APL
▼ 2MOVE
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

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MANDRAKE ABYSSAL

APL
▼ 2MOVE
7"SAVE
5+WOUNDS
8

WRETCH 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®, AELDARI, DRUKHARI, CHOOSER OF THE FLESH

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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®, AELDARI, DRUKHARI, DIRGEMAW

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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).

◆ 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 **▼ 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 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

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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 MOVE SAVE WOUNDS
▼ 2 ▶ 7" 5+ 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

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NOTES:

This image shows a blank, aged, light brown page with a slightly textured surface. There are faint horizontal lines across the page, suggesting it might be a page from a notebook or ledger. A vertical line is present on the left side, creating a margin. The page is otherwise empty of any text or markings.

NOTES:

NOTES:

This image shows a blank, lined page from an old notebook. The page is off-white with a slightly textured appearance, showing signs of aging and discoloration. It features horizontal ruling lines and a vertical margin line on the left side. There are some faint, illegible markings on the page, possibly from the reverse side bleeding through, but no readable text.



MANDRAKES KILL TEAM

ARCHETYPES: INFILTRATION, RECON

OPERATIVES

- ↳ 1 **MANDRAKE** NIGHTFIEND operative
- ↳ 8 **MANDRAKE** operatives selected from the following list:
 - ABYSSAL
 - CHOOSEN 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 it cannot move more than its Move stat if it's the **Charge** action and 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), and you cannot use this rule again during this turning point.

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

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.

ERRATA

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**.

FIREFIGHT PLOYS, NOWHERE TO HIDE

Relevant part of second sentence changed to read:
'[...] as if they weren't there, but **it cannot move more than its Move stat if it's the Charge action** and must end those moves in a location it can be placed.'

NIGHTFIEND OPERATIVE, HARROWING WHISPERS RULE

Relevant part of first sentence changed to read:
'[...] you can roll one D6 (you cannot do so if you **already interrupted** that operative's activation with **this rule or the DIRGEMAW operative's Haunting Focus** additional rule during this turning point): [...]'

JANUARY '26

DIRGEMAW OPERATIVE, PAREIDOLIC PROJECTION ACTION

Relevant part of last sentence of effect deleted:
'[...] (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).**'

FACTION EQUIPMENT, CHAIN SNARE

Last sentence changed to read:
'If any result is a 4+, that enemy operative cannot perform that action during that activation/counteraction (no AP are spent on it), **and you cannot use this rule again during this turning point.**'

PREVIOUS ERRATAS

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**: [...]'**

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

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.

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 oublie 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 oublie 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.

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MANDRAKE NIGHTFIEND

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 oublie 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 ESOTERICWARDS 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



Below you will find a list of the operatives that make up a **MANDRAKE** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

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

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

ARCHETYPES



INFILTRATION



RECON

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

NIGHTFIEND

Baleblast



Huskblade

'THE DARKNESS CAME ALIVE AND IT TOOK THEM ALL. THE DARKNESS CAME ALIVE AND IT TOOK THEM ALL. THE DARKNESS CAME ALIVE AND IT TOOK THEM ALL. THE DARKNESS CAME ALIVE AND IT TOOK THEM ALL. THE DARKNESS CAME ALIVE AND IT TOOK THEM ALL. THE DARKNESS CAME ALIVE AND IT TOOK THEM ALL. THE DARKNESS CAME ALIVE AND IT TOOK THEM ALL...'

- last words of Interrogator Laung
before screaming himself to death

ABYSSAL

Balesurge



Glimmersteel blade

CHOOSEN OF THE FLESH

Baleblast

**DIRGEMAW**

Baleblast



Glimmersteel blade

SHADEWEAVER

Glimmersteel blades

**WARRIOR**

Glimmersteel blade



Baleblast

