



# MANDRAKES: UPDATE LOG

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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

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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 Theyobold 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



### CHOOSEER OF THE FLESH

Baleblast



### DIRGEMAW

Baleblast

Glimmersteel blade



### SHADEWEAVER

Glimmersteel blades



### WARRIOR

Glimmersteel blade

Baleblast

