



MANDRAKE

UPDATE 1.0

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in [blue](#).

KILL TEAM: NIGHTMARE

Page 53, Shadow's Reach Tac Op

This Tac Op is not in use when the Close Quarters rules are in effect.

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

KILL TEAM: NIGHTMARE

*Q: Is it possible to increase an operative's APL to more than 3 using the **CHOOSE OF THE FLESH** operative's Soul Harvest ability?*

A: No.

*Q: Does the **SHADEWEAVER** operative's **Open Shadow Portal** action count as a use of **Shadow Passage** for the purposes of that action's once per Turning Point limit?*

A: Yes.

*Q: Some rules apply when an operative moves within a distance requirement of a token, other operative or similar (e.g. Proximity, **PHOBOS STRIKE TEAM** and Quicksilver Strike, **WYRMBLADE**). If a **MANDRAKE** operative performs a **Shadow Passage** action and is set up within the distance requirement of the aforementioned rules, is it the same as moving there?*

A: No. During a **Shadow Passage** action, the **MANDRAKE** operative doesn't move – it's removed and set back up again.

*Q: As the **Shadow Passage** action is not a move (the operative is removed and set up again), does this mean the **MANDRAKE** operative can be set up on the other side of Wall terrain?*

A: Yes. Note that, as per the Core Rules designer's commentary, the Heavy part of a terrain feature it must be set up within ▲ of must be a pillar or wall end (excluding wall ends for Hatchways) or Heavy terrain from a Killzone: Gallowdark supplement (e.g. Ancient Apparatus).

*Q: If an enemy operative performs a **Charge** action, then performs another action before performing a **Fight** action in the same activation against a friendly **MANDRAKE** operative, can I still use the Shadow's Bite Tactical Ploy?*

A: Yes.

*Q: If I activate the **DIRGEMAW** operative's Haunting Focus ability and that **DIRGEMAW** incapacitate the enemy operative it focused on, do I activate next, or my opponent?*

A: Your opponent.

*Q: If two **DIRGEMAW** operatives focus on each other with their Haunting Focus ability, and Operative A is selected to activate normally, then Operative B would attempt to activate first as a result of the Haunting Focus ability, which model activates?*

A: Operative B.

*Q: After I activate a **DIRGEMAW** operative as a result of the Haunting Focus ability, does my opponent still have to activate the operative that **DIRGEMAW** focused on?*

A: Yes, unless they are unable to (e.g. if that operative is incapacitated), in which case they can choose another operative to activate.