

HAND OF THE ARCHON KILL TEAM

Below you will find a list of the operatives that make up a **HAND OF THE ARCHON** kill team, including, where relevant, any wargear those models must be equipped with.

OPERATIVES

- 1 **KABALITE ARCHSYBARITE** operative equipped with one of the following options:
 - Blast pistol; venom blade
 - Splinter pistol; venom blade
 - Splinter pistol; agoniser
 - Splinter pistol; power weapon
 - Splinter rifle; array of blades
- 8 operatives selected from
 - the following list:
 - **KABALITE AGENT**
 - **KABALITE CRIMSON DUELLIST**
 - **KABALITE DISCIPLE OF YAEINDRA**
 - **KABALITE ELIXICANT**
 - **KABALITE FLAYER**
 - **KABALITE GUNNER** equipped with an array of blades and one of the following options:
 - Blaster or shredder
 - **KABALITE HEAVY GUNNER** equipped with an array of blades and one of the following options:
 - Dark lance or splinter cannon
 - **KABALITE SKYSPLINTER ASSASSIN**

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

Your kill team can only include up to two darklight weapons (blast pistol, blaster and dark lance).

ABILITY

Below, you will find a common ability of the **HAND OF THE ARCHON** kill team.

POWER FROM PAIN

Inflicting physical pain, sowing misery and witnessing the terror in their victims' eyes first hand invigorates the withered soul of a Drukhari. Thus renewed, they are made potent and vital, already hungering for more and filled with a dark energy.

Each time a friendly **HAND OF THE ARCHON** operative **incapacitates** an enemy operative with a Wounds characteristic of 5 or more, it gains a Pain token. If that enemy operative had a Wounds characteristic of 11 or more, it gains two pain tokens instead.

You can spend friendly operatives' Pain tokens on the Invigoration below when the 'When' condition is met. For each Pain token you spend, remove it from the operative. With the exception of Stimulated Senses, each Invigoration can only be used once per activation.

Invigoration	When	Effect
Dark Animus	When the operative is activated.	Add 1 to the operative's APL.
Vitalised Surge	After incapacitating an enemy operative with the operative.	Perform a free Dash action, even if it has performed a Charge action during the activation.
Stimulated Senses	After rolling one of your attack or defence dice for a combat or shooting attack with the operative.	Re-roll that dice.

STRATEGIC PLOYS

If your faction is **HAND OF THE ARCHON**, you can use the following Strategic Ploys during a game.

BLADE ARTISTS

1CP

Strategic Ploy

Until the end of the **Turning Point**, melee weapons friendly **HAND OF THE ARCHON** operatives are equipped with gain the **Rending** critical hit rule.

FLEET OF FOOT

1CP

Strategic Ploy

Until the end of the **Turning Point**, each time a friendly **HAND OF THE ARCHON** operative performs a **Fall Back** or **Normal Move** action, it can immediately perform a free **Dash** action after that action, or vice versa.

FROM DARKNESS, DEATH

1CP

Strategic Ploy

Until the end of the **Turning Point**, each time a friendly **HAND OF THE ARCHON** operative is activated, you can select one enemy operative that friendly operative is not in **Line of Sight** of. Until the end of the activation, the first time that friendly operative **fights in combat** or makes a **shooting attack** against that enemy operative, in the Roll Attack Dice step of that combat or shooting attack, you can retain one successful normal hit as a critical hit instead.

DENIZENS OF NIGHT

1CP

Strategic Ploy

Until the end of the **Turning Point**, while a friendly **HAND OF THE ARCHON** operative has a **Conceal** order, is within **3** of your drop zone and is more than **6** from the active operative, it's always treated as having a **Conceal** order, regardless of any other rules (e.g. **Vantage Point**).

TACTICAL PLOYS

If your faction is **HAND OF THE ARCHON**, you can use the following Tactical Ploys during a game.

CRUEL DECEPTION 1CP

Tactical Ploy

Use this Tactical Ploy when a friendly **HAND OF THE ARCHON** operative is activated. Until the end of its activation, that operative can perform the **Fall Back** action for one less action point (to a minimum of 0AP).

DEVIOUS SCHEME 1CP

Tactical Ploy

Use this Tactical Ploy after an opponent uses a Tactical Ploy or Strategic Ploy. The next time they would use that ploy, they must spend 1 additional **Command point** to do so (at which point this effect ends). You cannot use this Tactical Ploy again during the battle until its effect has ended.

HEINOUS ARROGANCE 1CP

Tactical Ploy

Use this Tactical Ploy when it is your turn to **activate** a **ready** friendly operative. You can skip on that activation.

PREY ON THE WOUNDED 1CP

Tactical Ploy

Use this Tactical Ploy after rolling attack dice for a **combat** or **shooting attack** made by a friendly **HAND OF THE ARCHON** operative. If the target of that attack has half or fewer of its wounds remaining, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice.

TAC OPS

If your faction is **HAND OF THE ARCHON**, you can use the Hand of the Archon Tac Ops listed below, as specified in the **mission sequence**.

PAY THE SOUL DEBT

Hand of the Archon – Faction Tac Op 1

Reveal this Tac Op the first time a friendly **HAND OF THE ARCHON** operative gains a Pain token. Start a Soul Debt tally, adding one to the tally each time a friendly **HAND OF THE ARCHON** operative gains a Pain token (including the first time).

- If your Soul Debt tally is seven or more, you score 1VP.
- If your Soul Debt tally is nine or more, you score 1VP.

SLAVE RUN

Hand of the Archon – Faction Tac Op 2

Reveal this Tac Op the first time an enemy operative is **incapacitated**. Each time an enemy operative is incapacitated, before it is removed from the killzone, place one of your Slave tokens underneath the operative as close as possible to the centre of its base. Friendly **HAND OF THE ARCHON** operatives can perform the **Pick Up** action on that token while not within **Engagement Range** of an enemy operative. Subtract **(2)** from their Movement characteristic while they are carrying it. At the end of the battle:

- If two or more of your Slave tokens are being carried by friendly **HAND OF THE ARCHON** operatives, you score 1VP.
- If four or more of your Slave tokens are being carried by friendly **HAND OF THE ARCHON** operatives, you score 1VP.

CONTEMPTUOUS SLAUGHTER

Hand of the Archon – Faction Tac Op 3

You can reveal this Tac Op at the end of any **Turning Point**.

- At the end of any Turning Point, if one or more enemy operatives were **incapacitated** during that Turning Point and no friendly **HAND OF THE ARCHON** operatives were, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

You cannot score these conditions in a Turning Point in which no friendly **HAND OF THE ARCHON** operatives are in the killzone.

EQUIPMENT

HAND OF THE ARCHON operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a ⁺ can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

CHAIN SNARE [1EP]

The operative gains the following ability for the battle:

Chain Snare: While only one enemy operative is within Engagement Range of this operative, that enemy operative is snared. Each time a snared enemy operative would perform a Fall Back action, roll one D6, subtracting 1 if that enemy operative has a higher Wounds characteristic than this operative, and adding 1 if that enemy operative is injured. On a 4+, that enemy operative cannot perform that action, but no action points are subtracted.

WICKED BLADE [1EP]

Operative equipped with an array of blades only. Add 1 to that weapon's Attacks characteristic for the battle.

TOXIN COATING [1/2EP]

Select one melee weapon the operative is equipped with. That weapon gains the Lethal 5+ special rule for the battle. If you selected array of blades, this equipment costs 1EP; otherwise, it costs 2EP.

REFINED POISON [2/3EP]

Select one shardcarbine, splinter cannon, splinter pistol or splinter rifle the operative is equipped with. Add 1 to the Normal Damage characteristic of that weapon for the battle. If you selected a splinter pistol or splinter rifle, this equipment costs 2EP; otherwise, it costs 3EP.

PLASMA GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS/WS	D
Plasma grenade	4	3+	3/4
Special Rules	!		
Rng ⑥, Blast ②, Indirect, Limited	-		

PHANTASM GRENADE LAUNCHER⁺ [3EP]

The operative can perform the following action during the battle:

PHANTASM GRENADE	1AP
Select one point on the killzone within ⑥ of this operative. Roll one D6 for each operative within ③ of that point, subtracting 1 from the result if that operative is not Visible to this operative. On a 4+, subtract 1 from that operative's APL. This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.	

KABALITE BANNER⁺ [2EP]

This operative gains the following ability for the battle:

Kabalite Banner: While a friendly **HAND OF THE ARCHON** operative is Visible to and within ③ of this operative, when determining control of an objective marker, treat that friendly operative's APL characteristic as being 1 higher. Note that this is not a modifier.

DATACARDS

KABALITE ARCHSYBARITE

Those who wield superiority among their Archon's elite have risen to power through ruthlessness and manipulative scheming. They are also dread combatants, for expert bladework and athletic strength are required to maintain authority.

M	APL	GA	DF	SV	W	Base
3②	2	1	3	4+	9	25mm

Name	A	BS/WS	D	Special Rules	!
⌚ Blast pistol	4	3+	4/5	Rng 6, AP2	-
⌚ Splinter pistol	4	2+	2/4	Rng 6, Lethal 5+	-
⌚ Splinter rifle	4	2+	2/4	Lethal 5+	-
✗ Agoniser	4	2+	3/6	Brutal, Lethal 5+	Reap 1
✗ Array of blades	3	2+	3/4	-	-
✗ Power weapon	4	2+	4/6	Lethal 5+	-
✗ Venom blade	4	2+	4/4	Lethal 4+	-

ABILITIES

Cunning: In the [Play Strategic Ploys](#) step of each [Strategy phase](#), if you pass at the first opportunity, you gain 1CP.

UNIQUE ACTIONS

Take Aim (1AP): Until the end of the activation, the splinter rifle this operative is equipped with (if any) gains the [Balanced](#) special rule. This operative cannot perform this action while within 3 of an enemy operative.

DATACARD-RELATED

[TOXIN CRYO-DISTILLERY](#) , Wicked Blade , Refined Poison



HAND OF THE ARCHON , AELDARI, DRUKHARI, LEADER, KABALITE, ARCHSYBARITE

KABALITE AGENT

Well equipped and with murderous talents honed by survival in Commorragh, Agents of Hand of the Archon kill teams are malevolent enforcers. Any prey they cannot painfully cut down with their splinter rifles, they slice apart with graceful sweeps of their numerous blades.

M	APL	GA	DF	SV	W	Base
3②	2	1	3	4+	8	25mm

Name	A	BS/WS	D	Special Rules	!
⌚ Splinter rifle	4	3+	2/4	Lethal 5+	-
✗ Array of blades	3	3+	3/4	-	-

ABILITIES

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UNIQUE ACTIONS

Take Aim (1AP): Until the end of the activation, the splinter rifle this operative is equipped with (if any) gains the [Balanced](#) special rule. This operative cannot perform this action while within 3 of an enemy operative.

DATACARD-RELATED

[TOXIN CRYO-DISTILLERY](#) , Wicked Blade , Refined Poison



HAND OF THE ARCHON , AELDARI, DRUKHARI, KABALITE, AGENT

KABALITE CRIMSON DUELLIST

Crimson Duellists are vicious murder-artists who work with a gory palette of their enemies' viscera. Masters of various weapons, many hunt with the ostentatious razorflail, performing signature kills when their Archon requires a highly visible display of power.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	4+	8	25mm

Name	A	BS/WS	D	Special Rules	!
Splinter pistol	4	3+	2/4	Rng 6, Lethal 5+	-
Razorflails	4	2+	4/5	Brutal, Flail*	-

ABILITIES

Brutal Display: Each time this operative incapacitates an enemy operative in combat, select one other enemy operative Visible to and within 6 of this operative or the incapacitated enemy operative. Until the start of the next Turning Point, that other enemy operative cannot perform mission actions or the Pick Up action, or control objective markers.

***Flail:** Each time this operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, each time it parries, two of your opponent's successful hits are discarded (instead of one).

DATACARD-RELATED

TOXIN CRYO-DISTILLERY , Refined Poison

HAND OF THE ARCHON AELDARI, DRUKHARI, KABALITE, CRIMSON DUELLIST



KABALITE DISCIPLE OF YAELENDRA

Yaelindra founded an infamous cult of poisoners, said to concoct the most potent toxins known to the Dark City. Her adepts weaponise deadly venoms, lacing them into torment grenades or delivering them via hollow slivers fired by stinger pistols with horrific results.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	4+	8	25mm

ABILITIES

***Stinger Pistol's BS:** Each time this operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack:

- Attack dice results (excluding 1) that are less than the target's Save characteristic inflict 1 mortal wound on the target.
- Attack dice results of 1 inflict 3 mortal wounds on the target instead.
- At the end of the Roll Attack Dice step, that shooting attack ends (no defence dice are rolled and no further damage is inflicted).

Note that it is the target's Save characteristic, not an invulnerable save.

***Stinger:** Each time an enemy operative is incapacitated by this weapon, before it is removed from the killzone, each operative Visible to and within 2 of it suffers D3 mortal wounds. Note that each operative subsequently incapacitated as a result of this special rule will cause this to happen again.

UNIQUE ACTIONS

Torment Grenade (1AP): Select one point in the killzone within 6 of this operative. Roll one D6 for each other operative within 2 of that point. For each roll:

- Add 1 to the result if that other operative has a Save characteristic of 4+ or worse.
- Subtract 1 from the result if that other operative is not Visible to this operative.

On a 3+, that other operative is poisoned until the end of the battle (operatives can only be poisoned once):

- At the end of the Ready Operatives step of each Turning Point, poisoned operatives suffer 2 mortal wounds.
- Poisoned operatives are treated as being injured, regardless of any rules that say they cannot be injured.
- The effects of being poisoned remain, even if this operative is incapacitated.

This operative cannot perform this action while within Engagement Range of an enemy operative.

DATACARD-RELATED

TOXIN CRYO-DISTILLERY , Wicked Blade , Refined Poison

HAND OF THE ARCHON AELDARI, DRUKHARI, KABALITE, DISCIPLE OF YAELENDRA



KABALITE ELIXICANT

Elixicants are expert applicators of the various products of their Kabal's biochemical industries. Such stimulants, virulent narcotics and arcane synthetic hormones invigorate their fellow Kabalites in varying ways. To the enemy, however, they offer only slow and painful death.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	4+	8	25mm

Name	A	BS/WS	D	Special Rules	!
Splinter rifle	4	3+	2/4	Lethal 5+	-
Stimm-needler	4	3+	0/0	Rng 3, Lethal 3+	Stun
Array of blades	3	3+	3/4	-	-

ABILITIES

Combat Drugs: If this operative is selected for deployment, select one of the following abilities for friendly **HAND OF THE ARCHON** operatives to gain until the end of the battle:

- **Painbringer:** Each time this operative would lose a wound as a result of an attack dice that inflicts damage, roll one D6: on a 6, that wound is not lost.
- **Hypex:** Add  to this operative's Movement characteristic.

UNIQUE ACTIONS

Administer Drug (1AP): Select one friendly **HAND OF THE ARCHON** operative Visible to and within 3 of this operative. Then select one of the following:

- That operative regains D3+1 lost wounds.
- Select a different **Combat Drugs** ability (see above) for that operative to gain until the end of the battle (this replaces its previous **Combat Drugs** ability).

This operative cannot perform this action while within Engagement Range of an enemy operative.

DATACARD-RELATED

TOXIN CRYO-DISTILLERY, Wicked Blade, Refined Poison



HAND OF THE ARCHON, AELDARI, DRUKHARI, KABALITE, ELIXICANT

KABALITE FLAYER

Drukhari hunger for others' pain, and Flayers are gruesomely adept at generating it in their victims. Their murders are neither swift nor clean, and with every pleasing scream they elicit from their foes, they unleash waves of empowering agony.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	4+	8	25mm

Name	A	BS/WS	D	Special Rules	!
Pain sculptors	4	3+	3/5	Relentless	Flay*

ABILITIES

Insensible to Pain: Each time this operative **fights in combat** or a **shooting attack** is made against it, subtract 1 from both Damage characteristics of weapons the enemy operative is equipped with for that combat or shooting attack (to a minimum of 1).

***Flay:** Each time this operative **fights in combat** with this weapon, in the **Resolve Successful Hits** step of that combat, the first time it strikes with a critical hit, you can select one friendly **HAND OF THE ARCHON** operative within 6 of this operative to gain 1 Pain token.

UNIQUE ACTIONS

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HAND OF THE ARCHON, AELDARI, DRUKHARI, KABALITE, FLAYER



KABALITE GUNNER

From the darklight caress of blasters to the mesh of monofilament barbs unleashed by shredders, specialist Gunners of the Kabals revel in unleashing torment on the move. Such warriors may earn these potent weapons through skill, or kill their way to the position.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	4+	8	25mm

Name	A	BS/WS	D	Special Rules	!
Blaster	4	3+	5/6	AP2	-
Shredder	5	3+	3/4	Blast (2)	Rending
Array of blades	3	3+	3/4	-	-

ABILITIES

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UNIQUE ACTIONS

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DATACARD-RELATED

Wicked Blade

HAND OF THE ARCHON, AELDARI, DRUKHARI, KABALITE, GUNNER



KABALITE HEAVY GUNNER

Drukhari weapons technology is far in advance of most races' capabilities, and Kabalite Heavy Gunners wield armaments of hellish power. Dark lances fire midnight beams that can vaporise foes, while splinter cannons scythe through the enemy with poisoned shards.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	4+	8	25mm

Name	A	BS/WS	D	Special Rules	!
Dark lance	4	3+	6/7	AP2, Heavy, Unwieldy	-
Splinter cannon	5	3+	3/5	Fusillade, Heavy, Lethal 5+	-
Array of blades	3	3+	3/4	-	-

ABILITIES

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UNIQUE ACTIONS

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DATACARD-RELATED

TOXIN CRYO-DISTILLERY, Wicked Blade, Refined Poison

HAND OF THE ARCHON, AELDARI, DRUKHARI, KABALITE, HEAVY GUNNER



KABALITE SKYSPLINTER ASSASSIN

Used to scouting ahead, these operatives stand apart from their comrades
and are seen as harboring secret agendas. Such paranoia is a tool they

M	APL	GA	DF	SV	W	Base
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Name	A	BS/WS	D	Special Rules	!
Razorwing	5	4+	1/2	Indirect, No Cover, Silent	-
Shardcarbine	4	3+	2/2	Ceaseless, Lethal 5+	MW2
Array of blades	3	3+	3/4	-	-

ABILITIES

Omen: In the [Select Equipment step](#), you can select one enemy operative or one other friendly **HAND OF THE ARCHON** operative (reveal your selection when you reveal equipment). Each time attack or defence dice are rolled for that operative:

- If it is an enemy operative, your opponent must re-roll dice results of 6.
- If it is a friendly operative, you can re-roll dice results of 1.

Hunter: So long as this operative does not perform a **Mark** action (see below) during its activation, it can perform two **Shoot** actions during its activation if a razorwing is selected for one (and only one) of those [shooting attacks](#).

DATACARD-RELATED

TOXIN CRYO-DISTILLERY , Wicked Blade , Refined Poison

UNIQUE ACTIONS

Mark (1AP): Select one enemy operative Visible to this operative that is not more than ② higher than them. Until the end of the [Turning Point](#), while that enemy operative is not in [Cover](#) from [Heavy](#) terrain, this operative treats it as having an [Engage](#) order. This operative cannot perform this action while within Engagement Range of an enemy operative, or in an activation in which it makes a [shooting attack](#) with a razorwing.

HAND OF THE ARCHON, AELDARI, DRUKHARI, KABALITE, SKYSPLINTER ASSASSIN



SPEC OPS RULES

Below you will find a selection of rules for Spec Ops campaigns in which you have selected **HAND OF THE ARCHON** as your faction keyword.

BATTLE HONOURS

Each time a **HAND OF THE ARCHON** operative gains a Battle Honour, instead of determining one from its specialism, you can instead determine one from the Hand of the Archon Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).

HAND OF THE ARCHON SPECIALIST

D6	Battle Honour
1	Epicurean of Suffering: The first time you would spend a Pain token to re-roll one of your attack or defence dice for this operative in each battle, the effect takes place but that Pain token is not spent.
2	Pain Artist: If this operative incapacitates an enemy operative while fighting in combat , it gains 1 additional Pain token.
3	Shadow Hunter: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover and more than 6 from the active operative , you can retain one additional dice as a successful normal save as a result of Cover.
4	Spire Stalker: Each time this operative climbs , drops or traverses , you can ignore the first distance of (2) it travels for that climb, drop or traverse.
5	Conniving: Each time this operative is activated , you can use the Cruel Deception Tactical Ploy for it without spending any Command points .
6	Patient Predator: Each time this operative fights in combat or makes a shooting attack against an enemy operative that is not ready , your opponent cannot re-roll their attack or defence dice.

RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **HAND OF THE ARCHON**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. GHOSTPLATE ARMOUR [2EP]

The operative has a Save characteristic of 3+ for the battle.

2. TORMENTED SOULSTONE [2EP]

The operative gains the following ability for the battle:

Tormented Soulstone: Once during the battle, when this **operative is activated**, you can use this ability. If you do so, this operative regains D3+3 lost wounds.

3. CLONE FIELD [3EP]

The operative gains the following ability for the battle:

Clone Field: Once during the battle, when this operative is selected as the target of a **combat** or **shooting attack**, you can use this ability. If you do so, this operative can immediately perform a free **Dash** action as though it can **FLY** (and can do so even if it is within **Engagement Range** of an enemy operative). If it is no longer a valid target, that combat or shooting attack immediately ends (the action points subtracted are not refunded).

4. PAIN CASKET [2EP]

The operative gains the following ability for the battle:

Pain Casket: Each time a friendly **HAND OF THE ARCHON** operative within **6** of this operative would gain a Pain token, you can select another friendly **HAND OF THE ARCHON** operative within **6** of this operative to gain it instead.

5. LIVING TROPHY [3EP]

The operative gains 1 Pain token for the battle.

6. SOUL-SCENT BARB [2EP]

The operative gains the following ability for the battle:

Soul-scent Barb: When you select this item of equipment, also select one enemy operative. Until the end of the battle, each time this operative **fights in combat** with or makes a **shooting attack** against that enemy operative, in the **Roll Attack Dice** step of that combat or shooting attack, you can re-roll any or all of your attack dice.

STRATEGIC ASSETS

Each time you would add a [strategic asset](#) to your [base of operations](#), if your faction is **HAND OF THE ARCHON**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

SHRINE OF SUFFERING

Hands of the Archon may be forced to endure extended missions beyond Commorragh, where prey can be scarce. To revitalise their waning souls, such kill teams may acquire one of these small Engines of Pain. Forced into the embrace of its nest of metal and flesh appendages - tipped with all manner of blades, drills, toxin injectors and psychotropic brain-barbs - even a single captive can provide hours of invigorating suffering.

In the [Select a Kill Team step](#), you can select one friendly **HAND OF THE ARCHON** operative to gain 1 [Pain token](#) for the battle.

PAIN-ADEPT LABORATORY

This kill team's patron has negotiated the skills of an agent of a Haemonculus Coven. In exchange for access to specimens taken captive by the Hand, the Haemonculus' ministrations of arcane fleshcraft serve to reknit the Kabalites' wounds and resculpt their damaged forms. Where eldritch surgery ends and experimentation begins, however, is an oft-blurred line...

Once after each battle, you can select one friendly **HAND OF THE ARCHON** operative that has a [Battle Scar](#). Remove one Battle Scar from that operative (you can remove one it gained from that battle), but it must be [Rested](#) in your next game.

TOXIN CRYO-DISTILLERY

Though dwarfed in scale by the vast complexes controlled by their Kabal in Commorragh, this kill team operates a compact bio-alchemical facility. Its endothermic lattice converts a variety of lethal venoms into enough crystalline slivers to make the Hand's arsenal of splinter weapons even more potent.

Each time a friendly operative makes a [shooting attack](#) with a shardcarbine, splinter cannon, splinter pistol or splinter rifle, at the end of the [Roll Attack Dice](#) step of that shooting attack, if you did not retain any critical hits, you can change one of your retained normal hits to a critical hit instead (resolve critical hit rules accordingly).

REQUISITIONS

In a [Spec Ops campaign](#), if your faction is **HAND OF THE ARCHON**, you can use the following [Requisitions](#) in addition to those presented in other sources.

RUTHLESS COMPETITION

1RP

Drukhari are self-serving schemers, developing rivalries that many a Kabalite leader is happy to let play out. Such contests not only allow the Archsybarite to assess the ambitions of potential usurpers to their own position, but also serve to elicit greater acts of ruthless violence amongst their underlings.

Purchase this Requisition before or after a game, if your kill team is currently conducting a Spec Op. Select two friendly **HAND OF THE ARCHON** operatives. Until that Spec Op ends:

- You cannot purchase this Requisition again.
- Keep an Ambition tally for each of those operatives, adding 1 to their tally each time they [incapacitate](#) an enemy operative.
- At the end of the [Select a Kill Team step](#), if the friendly operative with an Ambition tally lower than the other is selected for deployment, they gain 1 [Pain token](#) (pg 41) for the battle.

DARK REGENERATION

2RP

If the fell price can be paid, a Haemonulus can employ its eldritch science to fully regenerate a fallen Drukhari from just a single piece of flesh.

Purchase this Requisition when a friendly **HAND OF THE ARCHON** operative is slain. That operative is not slain, but must be [Rested](#) for the next two battles.

AMBITIOUS ADVANCEMENT

1RP

Power amongst the Kabals is viciously fought for. Once gained, this superiority must be jealously defended.

Purchase this Requisition after a battle. Select one friendly **HAND OF THE ARCHON** operative that earned more [experience points](#) than another friendly **HAND OF THE ARCHON** operative of a higher [rank](#) from that battle. That selected friendly operative earns a number of experience points equal to the difference between those operatives in ranks. For example, if an operative of Adept rank earned more experience points than an operative of Ace rank, that first operative would earn 2XP.

SPEC OPS

Each time you would select a [Spec Op](#) for your kill team to be assigned to, if your faction is **HAND OF THE ARCHON**, you can select one from those found below instead of selecting one from another source.

SLAVE RAID

Commorragh demands endless slaves for use in its gladiatorial arenas, as ingredients in sickening narcotics or as playthings for the powerful. Securing them is one of a Kabal's key routes to power and wealth. The kill team has been deployed to capture what the Dark City demands and escape with its bounty.

OPERATION 1: CORRAL FLESH-HARVEST

Suitably terrified captives must be secured alive, although they need not be unspoiled.

Complete five games in which you scored victory points from the 'Slave Run', 'Rob and Ransack' and/or 'Capture Hostage & Infiltrate' Tac Op.

OPERATION 2: DELIVERING THE QUARRY

Their living bounty captured, the team must signal the sinister barques that will extract both them and their quarry.

Complete a game in which you scored victory points from the 'Plant Signal Beacon' Tac Op.

COMMENDATION

- You gain three Requisition points.
- After the battle, all friendly operatives pass Casualty and Recovery tests.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Extraction' Spec Op.

REMOVE RIVAL

A rival to one in power is rising to prominence within the Kabal. After ensuring their assignment to a Hand of the Archon, a devious plot is prepared – to take the rival on a daring mission, but ensure they never return.

OPERATION 1: EMBED RIVAL

The premature fall of the rival will invite suspicion. The marked operative must be embedded into the kill team so their eventual demise isn't questioned.

Select one friendly **HAND OF THE ARCHON** operative (excluding a **LEADER** or **SKYSPLINTER ASSASSIN** operative) on your dataslate to be the rival. Complete five games with the rival.

OPERATION 2: 'ACCIDENTAL' ELIMINATION

Through good fortune, courtesy of the enemy and a medical mishap after the battle, the rival is permanently removed.

Complete one game in which the rival is incapacitated.

COMMENDATION

- The rival automatically fails a Casualty test and suffers the Slain Battle Scar (you cannot use the Dark Regeneration Requisition).
- Your **LEADER** operative earns 5XP.
- You can distribute up to 5XP across the other operatives on your dataslate.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.
- You can use the Operative Assigned Requisition once without spending any Requisition points.

Designer's Note: A premature death will raise suspicion, therefore if the rival is removed from your dataslate before you complete operation 2 (e.g. if it suffers the Slain Battle Scar during operation 1), the Spec Op is aborted.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Honour-Bound' Spec Op.