

HAND OF THE ARCHON[†]

FIREFIGHT PLOY

CRUEL DECEPTION

The denizens of the Dark City are well versed in deceit and betrayal. In battle, they put these talents to good use, hitting their foes hard before melting away into the shadows.

Use this firefight ploy during a friendly **HAND OF THE ARCHON[†]** operative's activation, before or after it performs an action. During that activation, that operative can perform the **Fall Back** action for 1 less AP.

HAND OF THE ARCHON

FIREFIGHT PLOY

DEVIOUS SCHEME

Schemers all, the Drukhari are used to staying one step ahead of their opponents and confounding their every move.

Use this firefight ploy after an opponent uses a firefight ploy (excluding one that costs 0CP). The next time they would use that ploy, they must spend 1 additional CP to do so (at which point this effect ends). You cannot use this ploy again during the battle until its effect has ended.

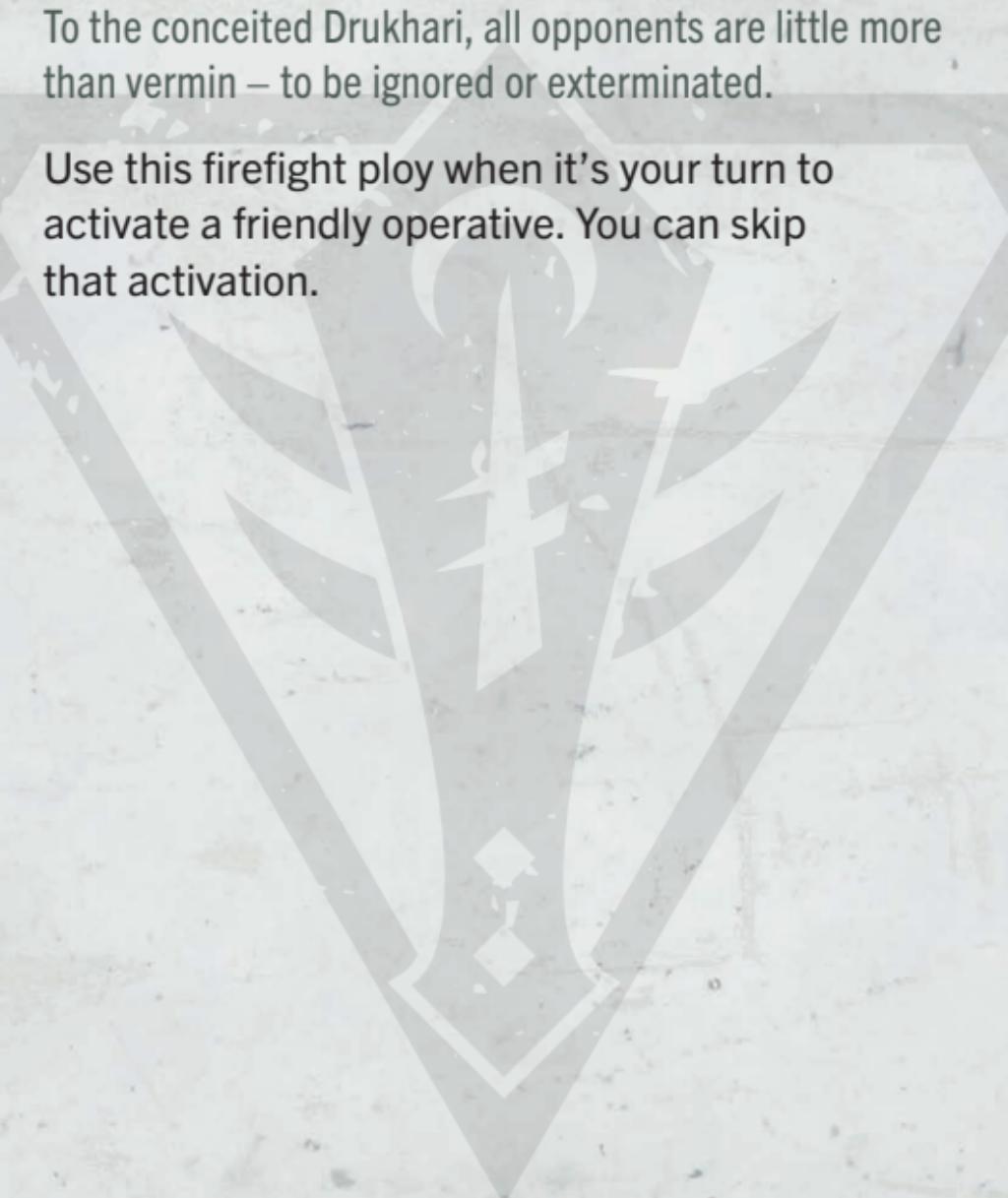
HAND OF THE ARCHON

FIREFIGHT PLOY

HEINOUS ARROGANCE

To the conceited Drukhari, all opponents are little more than vermin – to be ignored or exterminated.

Use this firefight ploy when it's your turn to activate a friendly operative. You can skip that activation.



HAND OF THE ARCHON

FIREFIGHT PLOY

PREY ON THE WOUNDED

Drukhari are drawn to agony, seeking out the injured to land a killing blow.

Use this firefight ploy after rolling your attack dice for a friendly **HAND OF THE ARCHON** operative, if it's shooting against or fighting against a wounded enemy operative. You can re-roll any of your attack dice.