

HAND OF THE ARCHON[®]

STRATEGY PLOY

BLADE ARTISTS

The Drukhari have made a macabre art form of melee combat, slaughtering their victims with flensing strikes and heart-piercing thrusts.

Friendly **HAND OF THE ARCHON[®]** operatives' melee weapons have the Rending weapon rule.



HAND OF THE ARCHON STRATEGY PLOY

MERCILESS SADISTS

The Drukhari are sustained by the agony of others and are devoid of pity. There is no act of depraved torture to which they will not stoop.

Whenever a friendly **HAND OF THE ARCHON** operative is shooting against or fighting against a wounded enemy operative, that friendly operative's weapons have the Balanced weapon rule.

HAND OF THE ARCHON

STRATEGY PLOY

FROM DARKNESS, DEATH

Honour is an alien concept to the Drukhari. They make use of distraction and misdirection to butcher unsuspecting foes from the shadows.

Whenever a friendly **HAND OF THE ARCHON** operative is activated, before you determine its order, you can select one enemy operative that friendly operative isn't a valid target for. Until the end of that activation, the first time that friendly operative is shooting against or fighting against that enemy operative, you can retain one of your normal successes as a critical success instead.

HAND OF THE ARCHON STRATEGY PLOY

DENIZENS OF NIGHT

Hailing from Commorragh – the Dark City – the Drukhari are born and raised in shadow, and use it to conceal their movements.

Whenever an enemy operative is shooting a friendly **HAND OF THE ARCHON** operative that's more than 2" from enemy operatives, if Heavy or Light terrain is intervening, or any part of that friendly operative's base is underneath Vantage terrain, you can re-roll one of your defence dice.