


# HAND OF THE ARCHON

## FACTION EQUIPMENT

### CHAIN SNARE


Composed of hooked blades attached to a length of chain, this weapon bites into the flesh or armour of the wielder's target, preventing them from fleeing.

Whenever an enemy operative would perform the **Fall Back** action while within control range of a friendly **HAND OF THE ARCHON ** operative, if no other enemy operatives are within that friendly operative's control range, you can use this rule. If you do, roll two D6, or one D6 if that enemy operative has a higher Wounds stat than that friendly operative. If any result is a 4+, that enemy operative cannot perform that action during that activation/counteraction (no AP are spent on it).

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## WICKED BLADES

Light yet deadly, the jagged edge of this blade has been crafted to ensure maximum agony as it's plunged into the flesh of a victim.


Add 1 to the Atk stat of friendly **HAND OF THE ARCHON ** operatives' array of blades.

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### TOXIN COATING

Drukhari raiders are known to coat their blades in venom, ensuring that even the slightest nick of blade against flesh is fatal.


Up to twice per turning point, whenever a friendly **HAND OF THE ARCHON ** operative is fighting or retaliating and you're selecting a melee weapon, you can use this rule. If you do, until the end of that sequence, that operative's melee weapon has the Lethal 5+ weapon rule.

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### REFINED POISON

Splinter rounds are infused with exquisitely lethal concoctions distilled from the potent venoms and toxins of deadly flora and fauna.

Up to twice per turning point, whenever a friendly **HAND OF THE ARCHON ** operative is performing the **Shoot** action and you select a shardcarbine, splinter cannon, splinter pistol, splinter rifle or stinger pistol, you can use this rule. If you do, until the end of that action, add 1 to the Normal Dmg stat of that weapon.