

HAND OF THE ARCHON FACTION RULE

POWER FROM PAIN

The Drukhari feed on the souls of their slain and tortured victims, drawing sustenance from the terrible agonies they inflict.

After a friendly **HAND OF THE ARCHON** operative performs an action, it gains one of your Pain tokens if:

- An enemy operative was injured during that action, but was not incapacitated.
- An enemy operative was incapacitated during that action. If that enemy operative had a Wounds stat of 12 or more, that friendly operative gains two of your Pain tokens instead.

You can spend friendly operatives' Pain tokens on invigoration when the 'when' condition is met. You cannot use more than one invigoration per activation or counteraction, except Stimulated Senses, which can be used once per activation or counteraction in addition to another invigoration.

CONTINUES ON OTHER SIDE



INVIGORATIONS

Dark Animus

When: During the operative's activation, before or after it performs an action.

Effect: Until the start of the operative's next activation, add 1 to its APL stat.

Accelerated Rejuvenation

When: During the operative's activation or counteraction, before or after it performs an action.

Effect: The operative regains up to D3+1 lost wounds.

Vitalised Surge

When: After the operative incapacitates an enemy operative and that enemy operative is removed from the killzone.

Effect: The operative can immediately perform a free **Dash** action, even if it's performed an action that prevents it from performing the **Dash** action.

Stimulated Senses

When: After rolling your attack or defence dice for the operative.

Effect: You can re-roll any of your dice results of one result (e.g. results of 2).

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RIFLES

The long-barrelled splinter rifles carried by Kabalite Warriors are incredibly accurate in the hands of a skilled user.

Whenever a friendly **HAND OF THE ARCHON** operative is shooting with a splinter rifle during an activation in which it hasn't performed the **Charge**, **Fall Back** or **Reposition** action, that weapon has the Accurate 1 weapon rule. Note that operative isn't restricted from performing those actions after shooting.

HAND OF THE ARCHON MARKER/TOKEN GUIDE



Pain tokens
(Values 1 & 2)



Brutal Display
token



Poison token



Omen token



Hypex token



Painbringer
token



Toxin Coating
token



Refined Poison
token



Sadistic
Competition
token