

HAND OF THE ARCHON

STRATEGY PLOYS

BLADE ARTISTS

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

MERCILESS SADISTS

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.

FROM DARKNESS, DEATH

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.

DENIZENS OF NIGHT

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.

FIREFIGHT PLOYS

CRUEL DECEPTION

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.

DEVIOUS SCHEME

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.

HEINOUS ARROGANCE

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

PREY ON THE WOUNDED

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.

OPERATIVES

ARCHETYPE: RECON / SEEK AND DESTROY

1 **HAND OF THE ARCHON ARCHSYBARITE** operative equipped with one of the following:

- Blast pistol; venom blade
- Splinter pistol; venom blade
- Splinter pistol; agoniser
- Splinter pistol; power weapon
- Splinter rifle; array of blades

8 **HAND OF THE ARCHON** operatives selected from the following list:

- AGENT
- CRIMSON DUELLIST
- DISCIPLE OF YAEELINDRA
- ELIXICANT
- FLAYER
- GUNNER with an array of blades and one of:
 - Blaster; array of blades
 - Shredder; array of blades
- HEAVY GUNNER with an array of blades and one of:
 - Dark lance; array of blades
 - Splinter cannon; array of blades
- SKYSPPLITTER ASSASSIN

Other than **AGENT** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two darklight weapons (blast pistol, blaster and dark lance are darklight weapons).

FACTION RULES

POWER FROM PAIN

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 invigorations 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.

Invigoration	When	Effect
Dark Animus	During the operative's activation, before or after it performs an action	Until the start of the operative's next activation, add 1 to its APL stat.
Accelerated Rejuvenation	During the operative's activation or counteraction, before or after it performs an action	The operative regains D3+1 lost wounds.
Vitalised Surge	After the operative incapacitates an enemy operative and that enemy operative is removed from the killzone.	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	After rolling your attack or defence dice for the operative.	You can re-roll any of your dice results of one result (e.g. results of 2).

RIFLES

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.

FACTION EQUIPMENT

CHAIN SNARE

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 or counteraction (no AP are spent on it).

WICKED BLADES

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

TOXIN COATING

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.

REFINED POISON

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.

HAND OF THE ARCHON

ARCHSYBARITE	APL 2	MV 7"	SV 4+	W 9
	A	HT	D	WR
⊕ Blast pistol	4	3+	3/4	Rng 8", Piercing 2
⊕ Splinter pistol	4	3+	2/4	Rng 8", Lethal 5+
⊕ Splinter rifle	4	3+	2/4	Lethal 5+
X Agoniser	4	3+	3/5	Brutal, Lethal 5+, Shock
X Array of blades	3	3+	3/4	-
X Power weapon	4	3+	4/6	Lethal 5+
X Venom blade	4	3+	4/5	Lethal 4+

Cunning: In the Gambit step of each Strategy phase, if this operative is in the killzone and you pass at the first opportunity, you gain 1CP. Ignore each **STRATEGIC GAMBIT** from the mission pack (if any) when determining this.

CRIMSON DUELLIST	APL 2	MV 7"	SV 4+	W 8
	A	HT	D	WR
⊕ Splinter pistol	4	3+	2/4	Rng 8", Lethal 5+
X Razorflail	4	2+	4/5	Brutal, Tangle*

***Tangle:** Whenever this operative is fighting or retaliating with this weapon, each of your blocks can be allocated to block two unresolved successes (instead of one).

Brutal Display: Once per turning point, when this operative incapacitates an enemy operative within its control range, you can select one other enemy operative visible to and within 6" of either this operative or the incapacitated enemy operative. Until the start of the next turning point, that other enemy operative cannot control markers or perform the **Pick Up Marker** or mission actions.

Crimson Duellist: This operative can perform two **Fight** actions during its activation.

DISCIPLE OF YAELINDRA	APL 2	MV 7"	SV 4+	W 8
	A	HT	D	WR
⊕ Stinger pistol	4	3+	3/5	Rng 8", Lethal 5+, Stinger*
X Array of blades	3	3+	3/4	-

***Stinger:** Whenever an enemy operative is incapacitated by this weapon, before it's removed from the killzone, inflict D3 damage on each other operative visible to and within 2" of it. Each operative subsequently incapacitated as a result of this weapon rule will cause this to happen again.

TORMENT GRENADE	1AP
● Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a poison test.	
● For an operative to take a poison test, roll one D6, adding 1 to the result if that operative has a Save stat of 4+ or worse: on a 3+, inflict D3 damage on that operative and it gains one of your Poison tokens (if it doesn't already have one). Whenever an operative that has one of your Poison tokens is activated, inflict D3 damage on it.	
● This operative cannot perform this action while within control range of an enemy operative.	

ELIXICANT	APL 2	MV 7"	SV 4+	W 8
	A	HT	D	WR
⊕ Splinter rifle	4	3+	2/4	Lethal 5+
⊕ Stimm-needler	4	3+	0/0	Rng 3", Lethal 3+, Stun
X Array of blades	3	3+	3/4	-

Combat Drugs: At the end of the Select Operatives step, if this operative is selected for deployment, select one of the following **COMBAT DRUG** rules for friendly **HAND OF THE ARCHON** operatives to have for the battle:

- **Painbringer:** Whenever an attack dice inflicts damage of 3 or more on this operative, roll one D6: on a 6, subtract 1 from that inflicted damage.
- **Adrenalight: STRATEGIC GAMBIT.** Select one friendly operative that has this **COMBAT DRUG** to gain one of your Pain tokens.
- **Hypex:** You can ignore any changes to this operative's Move stat from being injured.

FLAYER	APL 2	MV 7"	SV 4+	W 8
	A	HT	D	WR
X Pain sculptors	4	3+	4/5	Ceaseless, Flay*

***Flay:** Whenever this operative is using this weapon, the first time you strike with a critical success during that sequence, you can select one friendly **HAND OF THE ARCHON** operative within 6" of it to gain one of your Pain tokens.

Insensible to Pain: Normal and Critical Dmg of 3 or more inflicts 1 less damage on this operative.

GUNNER	APL 2	MV 7"	SV 4+	W 8
	A	HT	D	WR
⊕ Blaster	4	3+	4/5	Piercing 2
⊕ Shredder	4	3+	4/5	Rending, Torrent 2"
X Array of blades	3	3+	3/4	-

HEAVY GUNNER	APL 2	MV 7"	SV 4+	W 8
	A	HT	D	WR
⊕ Dark lance	4	3+	6/7	Heavy (Dash only), Piercing 2
⊕ Splinter cannon				
- Focused	5	3+	3/5	Heavy (Dash only), Lethal 5+
- Sweeping	4	3+	3/5	Heavy (Dash only), Lethal 5+, Torrent 1"
X Array of blades	3	3+	3/4	-

SKYSPLINTER ASSASSIN	APL 2	MV 7"	SV 4+	W 8
	A	HT	D	WR
⊕ Razorwing	4	4+	1/2	Saturate, Seek, Silent
⊕ Shardcarbine	4	2+	2/2	Devastating 2, Lethal 5+
X Array of blades	3	3+	3/4	-

Omen: In the Select Operatives step, when you're selecting equipment, you can select one enemy operative or one other friendly **HAND OF THE ARCHON** operative (reveal your selection when you reveal equipment). Whenever attack or defence dice are rolled for that operative:

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

Merciless Hunter: If this operative doesn't perform the **Mark** unique action (see right) during its activation, it can perform two **Shoot** actions during its activation, but a razorwing must be selected for one (and only one) of those actions.

MARK	1AP
● Select one enemy operative visible to this operative. Until the end of the turning point, whenever this operative is shooting that enemy operative you can use this effect. If you do:	
● This operative's ranged weapons have the Seek Light weapon rule.	
● That enemy operative cannot be obscured.	
● This operative cannot perform this action while within control range of an enemy operative.	

AGENT	APL 2	MV 7"	SV 4+	W 8
	A	HT	D	WR
⊕ Splinter rifle	4	3+	2/4	Lethal 5+
X Array of blades	3	3+	3/4	-

Sadistic Competition: Once per turning point, when a friendly **HAND OF THE ARCHON** operative gains one of your Pain tokens, one friendly **HAND OF THE ARCHON** AGENT operative that doesn't have one of your Pain tokens can also gain one.

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 for that friendly operative:	
● It regains 2D3 lost wounds.	
● Select a different COMBAT DRUG rule for it to have for the battle (this replaces its previous one).	
● This operative cannot perform this action while within control range of an enemy operative.	