



HAND OF THE ARCHON: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

OCTOBER '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

FACTION RULES, POWER FROM PAIN, STIMULATED SENSES

Effect changed to read:

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

STRATEGY PLOYS, DENIZENS OF NIGHT

Relevant part changed to read:

'[...] if Heavy **or Light** terrain is intervening, [...]'

CRIMSON DUELLIST OPERATIVE, CRIMSON DUELLIST RULE

Changed to read:

'**This operative can perform two Fight actions during its activation.**'

ARCHSYBARITE OPERATIVE, CUNNING RULE

First sentence changed to read:

'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.'

Additional text added to end:

'**Ignore each STRATEGIC GAMBIT from the mission pack (if any) when determining this.**'

SKYSPLINTER ASSASSIN OPERATIVE, RAZORWING WEAPON

Atk stat changed to **'4'**.

FIREFIGHT PLOYS, CRUEL DECEPTION

First sentence changed to read:

'Use this firefight ploy during a friendly **HAND OF THE ARCHON** operative's activation, **before or after it performs an action.**'

FACTION RULES, POWER FROM PAIN

Second sentence of second paragraph changed to read:

'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.'

PREVIOUS ERRATAS

HAND OF THE ARCHON OPERATIVES

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The Archons of the Drukhari Kabals are forever plotting to expand their sprawling criminal empires. Should their schemes require a subtle touch, they may turn to Hand of the Archon kill teams. These bands of assassins, thieves, torturers and worse wield an array of esoteric and macabre weapons to aid them in their diabolical missions.

KABALITE ARCHSYBARITE

Those who wield superiority among their Archon's elite have risen to power through ruthlessness and manipulative scheming. They are also dread combatants, for expert bladework and athletic strength are required to maintain authority.

KABALITE AGENT

Well equipped and with murderous talents honed by survival in Commorragh, Agents of Hand of the Archon kill teams are malevolent enforcers. Any prey they cannot painfully cut down with their splinter rifles, they slice apart with graceful sweeps of their numerous blades.

KABALITE CRIMSON DUELLIST

Crimson Duellists are vicious murder-artists who work with a gory palette of their enemies' viscera. Masters of various weapons, many hunt with the ostentatious razorflail, performing signature kills when their Archon requires a highly visible display of power.

'CROSS THE LADY MALYS, HOWEVER SLIGHT, AND YOU WOULD BE ADVISED TO SLIT YOUR OWN THROAT WITH A BLUNT BLADE. IT IS MORE PREFERABLE – AND FAR, FAR QUICKER – THAN THE REPRISALS SHE CAN DREAM UP.'

- A whisper heard in the slums of Commorragh





KABALITE DISCIPLE OF YAEINDRA

Yaelindra founded an infamous cult of poisoners, said to concoct the most potent toxins known to the Dark City. Her adepts weaponise deadly venoms, lacing them into torment grenades or delivering them via hollow slivers fired by stinger pistols with horrific results.

KABALITE ELIXICANT

Elixicants are expert applicators of the various products of their Kabal's biochemical industries. Such stimulants, virulent narcotics and arcane synthetic hormones invigorate their fellow Kabalites in varying ways. To the enemy, however, they offer only slow and painful death.

KABALITE FLAYER

Drukhari hunger for others' pain, and Flayers are gruesomely adept at generating it in their victims. Their murders are neither swift nor clean, and with every pleasing scream they elicit from their foes, they unleash waves of empowering agony.

KABALITE GUNNER

From the darklight caress of blasters to the mesh of monofilament barbs unleashed by shredders, specialist Gunners of the Kabals revel in unleashing torment on the move. Such warriors may earn these potent weapons through skill, or kill their way to the position.

KABALITE HEAVY GUNNER

Drukhari weapons technology is far in advance of most races' capabilities, and Kabalite Heavy Gunners wield armaments of hellish power. Dark lances fire midnight beams that can vaporise foes, while splinter cannons scythe through the enemy with poisoned shards.

KABALITE SKYSPLINTER ASSASSIN

Used to scouting ahead, these operatives stand apart from their comrades and are seen as harbouring secret agendas. Such paranoia is a tool they know how to use in their favour, and the ominous sight of their razorwings haunts both foes and so-called 'allies' alike.

HAND OF THE ARCHON KILL TEAM

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HAND OF THE ARCHON » KILL TEAM SELECTION



Below you will find a list of the operatives that make up a **HAND OF THE ARCHON** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- 1 **HAND OF THE ARCHON** **ARCHSYBARITE** operative with one of the following options:
 - 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 YAEINDRA**
 - **ELIXICANT**
 - **FLAYER**
 - **GUNNER** with one of the following options:
 - Blaster; array of blades
 - Shredder; array of blades
 - **HEAVY GUNNER** with one of the following options:
 - Dark lance; array of blades
 - Splinter cannon; array of blades
 - **SKYSPLINTER 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).

ARCHETYPES



RECON



SEEK &
DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

ARCHSYBARITE



'WE ARE THE BARBS OF MALICIOUS SPITE THAT COIL IN THE EAR; WE ARE THE PATIENT LISTENER OFFERING SAGE COUNSEL.'

- a Hollow Truth of the Kabal of the Poisoned Tongue

AGENT

Splinter rifle



CRIMSON DUELLIST

Razorflail

Splinter pistol



DISCIPLE OF YAELINDRA

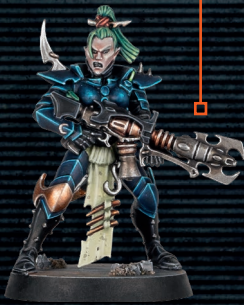
Stinger pistol



GUNNER

Shredder

Blaster



HEAVY GUNNER

Splinter cannon

Dark lance



ELIXICANT

Stim-needler

Splinter rifle



FLAYER

Pain sculptors



SKYSPLINTER ASSASSIN

Razorwing

Shardcarbine

