

WARHAMMER
40,000

KILL TEAM



HAND OF THE ARCHON 

ARCHETYPE: RECON / SECURITY / SEEK AND DESTROY

HAND OF THE ARCHON KILL TEAM

Below you will find a list of the operatives that make up a **HAND OF THE ARCHON** kill team, including, where relevant, any wargear those operatives must be equipped with.

OPERATIVES

- 1 **KABALITE ARCHSYBARITE** operative equipped 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

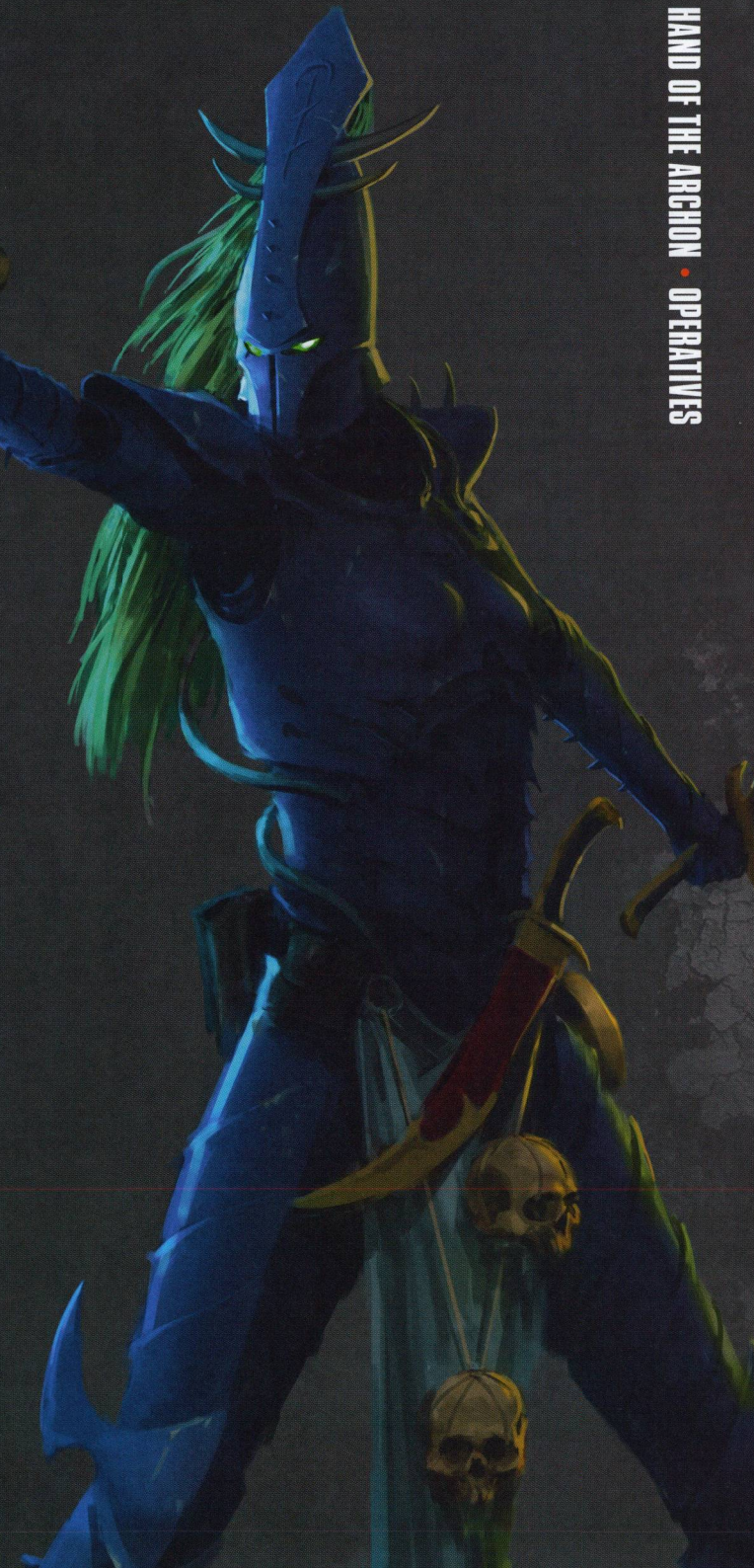
- 8 **HAND OF THE ARCHON** operatives selected from the following list:
 - **KABALITE AGENT**
 - **KABALITE CRIMSON DUELLIST**
 - **KABALITE DISCIPLE OF YAEINDRA**
 - **KABALITE ELIXICANT**
 - **KABALITE FLAYER**
 - **KABALITE GUNNER** equipped with an array of blades and one of the following options:
 - Blaster or shredder
 - **KABALITE HEAVY GUNNER** equipped with an array of blades and one of the following options:
 - Dark lance or splinter cannon
 - **KABALITE SKYSPLINTER ASSASSIN**

Other than **KABALITE AGENT** operatives, your kill team can only include each operative above once.

Your kill team can only include up to two darklight weapons (blast pistol, blaster and dark lance).

'THE MOST DELICIOUS MOMENT IS THE FIRST TREMULOUS STEP OF THE PREY AS THEY CREEP INTO PLACE. ALL THE PLANNING THAT HAS BROUGHT US TOGETHER IN THIS MOMENT, ALL THE PREPARATION TO ENSURE THEY ARE ALREADY TERRIFIED BEFORE THEY EVEN SET EYES UPON US, MESHES LIKE TALONS INTO FLESH. YOU CAN TASTE THE FEAR AS IT SEEPS FROM THEM, NO MORE CONTROLLABLE THAN THEIR BREATH.'

- Nyvarkh Szentar, on the Ecstasies of Entrapment



TAC OPS

HAND OF THE ARCHON

40

HAND OF THE ARCHON • TAC OPS

If your faction is **HAND OF THE ARCHON**, you can use the Hand of the Archon Tac Ops listed below, as specified in the mission sequence.

PAY THE SOUL DEBT


Hand of the Archon - Faction Tac Op 1

Reveal this Tac Op the first time a friendly **HAND OF THE ARCHON** operative gains a Pain token. Start a Soul Debt tally, adding one to the tally each time a friendly **HAND OF THE ARCHON** operative gains a Pain token (including the first time).

- If your Soul Debt tally is seven or more, you score 1VP.
- If your Soul Debt tally is nine or more, you score 1VP.

SLAVE RUN

Hand of the Archon - Faction Tac Op 2

Reveal this Tac Op the first time an enemy operative is incapacitated. Each time an enemy operative is incapacitated, before it is removed from the killzone, place one of your Slave tokens underneath the operative as close as possible to the centre of its base. Friendly **HAND OF THE ARCHON** operatives can perform the **Pick Up** action on that token while not within Engagement Range of an enemy operative. Subtract  from their Movement characteristic while they are carrying it. At the end of the battle:

- If two or more of your Slave tokens are being carried by friendly **HAND OF THE ARCHON** operatives, you score 1VP.
- If four or more of your Slave tokens are being carried by friendly **HAND OF THE ARCHON** operatives, you score 1VP.

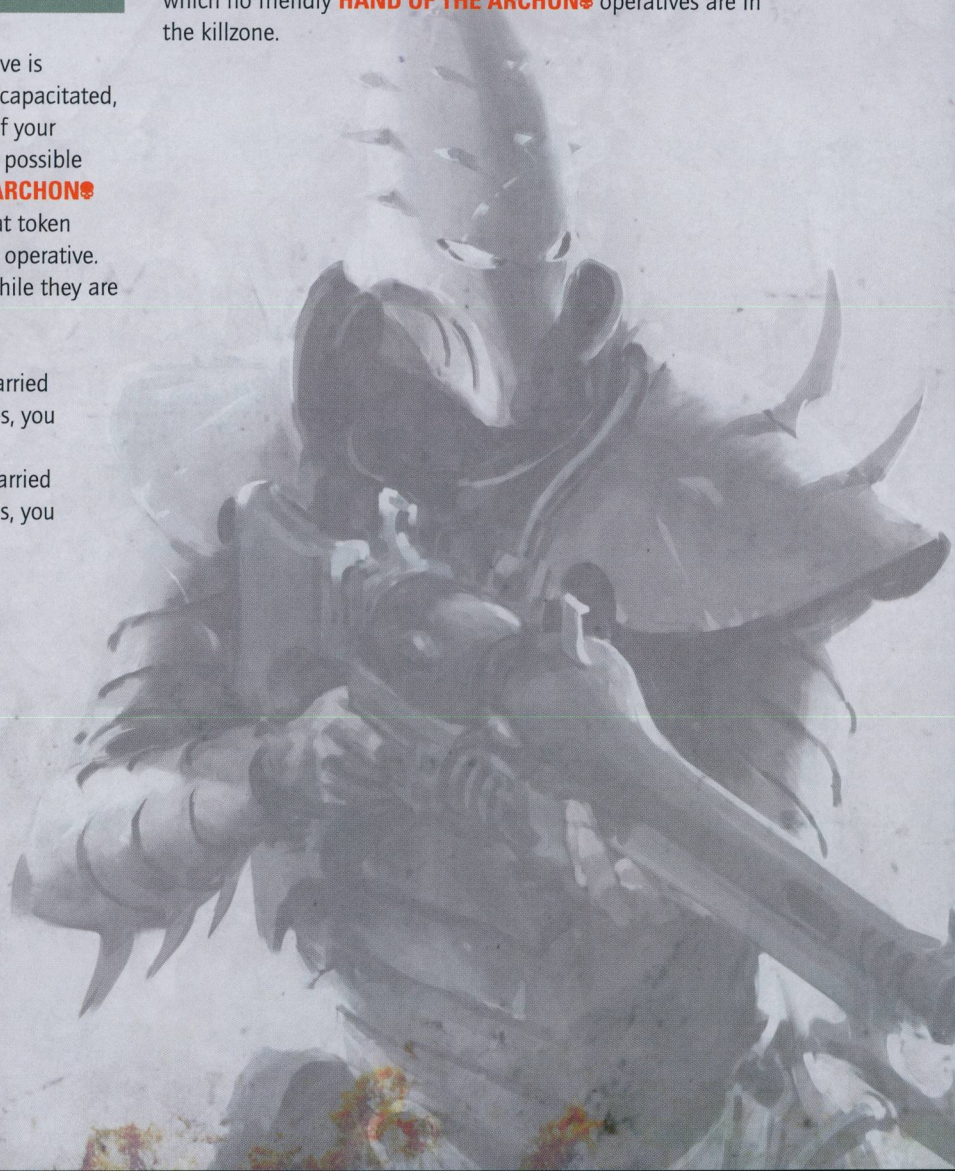
CONTEMPTUOUS SLAUGHTER

Hand of the Archon - Faction Tac Op 3

You can reveal this Tac Op at the end of any Turning Point.

- At the end of any Turning Point, if one or more enemy operatives were incapacitated during that Turning Point and no friendly **HAND OF THE ARCHON** operatives were, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

You cannot score these conditions in a Turning Point in which no friendly **HAND OF THE ARCHON** operatives are in the killzone.



ABILITY

Below, you will find a common ability of the **HAND OF THE ARCHON** kill team.

POWER FROM PAIN

Inflicting physical pain, sowing misery and witnessing the terror in their victims' eyes first hand invigorates the withered soul of a Drukhari. Thus renewed, they are made potent and vital, already hungering for more and filled with a dark energy.

Each time a friendly **HAND OF THE ARCHON** operative incapacitates an enemy operative with a Wounds characteristic of 5 or more, it gains a Pain token. If that enemy operative had a Wounds characteristic of 11 or more, it gains two pain tokens instead.

You can spend friendly operatives' Pain tokens on the Invigorations opposite when the 'When' condition is met. For each Pain token you spend, remove it from the operative. With the exception of Stimulated Senses, each Invigoration can only be used once per activation.

Invigoration	When	Effect
Dark Animus	When the operative is activated.	Add 1 to the operative's APL.
Vitalised Surge	After incapacitating an enemy operative with the operative.	Perform a free Dash action, even if it has performed a Charge action during the activation.
Stimulated Senses	After rolling one of your attack or defence dice for a combat or shooting attack with the operative.	Re-roll that dice.





STRATEGIC PLOYS

If your faction is **HAND OF THE ARCHON**, you can use the following Strategic Ploys during a game.

BLADE ARTISTS 1CP

Until the end of the Turning Point, melee weapons friendly **HAND OF THE ARCHON** operatives are equipped with gain the Rending critical hit rule.

FLEET OF FOOT 1CP

Until the end of the Turning Point, each time a friendly **HAND OF THE ARCHON** operative performs a **Fall Back** or **Normal Move** action, it can immediately perform a free **Dash** action after that action, or vice versa.

FROM DARKNESS, DEATH 1CP

Until the end of the Turning Point, each time a friendly **HAND OF THE ARCHON** operative is activated, you can select one enemy operative that friendly operative is not in Line of Sight of. Until the end of the activation, the first time that friendly operative fights in combat or makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that combat or shooting attack, you can retain one successful normal hit as a critical hit instead.

DENIZENS OF NIGHT 1CP

Until the end of the Turning Point, while a friendly **HAND OF THE ARCHON** operative has a Conceal order, is within ■ of your drop zone and is more than ◆ from the active operative, it's always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

TACTICAL PLOYS

If your faction is **HAND OF THE ARCHON**, you can use the following Tactical Ploys during a game.

CRUEL DECEPTION 1CP

Use this Tactical Ploy when a friendly **HAND OF THE ARCHON** operative is activated. Until the end of its activation, that operative can perform the **Fall Back** action for one less action point (to a minimum of OAP).

DEVIOUS SCHEME 1CP

Use this Tactical Ploy after an opponent uses a Tactical Ploy or Strategic Ploy. The next time they would use that ploy, they must spend 1 additional Command point to do so (at which point this effect ends). You cannot use this Tactical Ploy again during the battle until its effect has ended.

HEINOUS ARROGANCE 1CP

Use this Tactical Ploy when it is your turn to activate a ready friendly operative. You can skip on that activation.

PREY ON THE WOUNDED 1CP

Use this Tactical Ploy after rolling attack dice for a combat or shooting attack made by a friendly **HAND OF THE ARCHON** operative. If the target of that attack has half or fewer of its wounds remaining, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice.

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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
☉ Blast pistol	4	3+	4/5	Rng 🔴, AP2	-
☉ Splinter pistol	4	2+	2/4	Rng 🔴, Lethal 5+	-
☉ Splinter rifle	4	2+	2/4	Lethal 5+	-
✂ Agoniser	4	2+	3/6	Brutal, Lethal 5+	Reap 1
✂ Array of blades	3	2+	3/4	-	-
✂ Power weapon	4	2+	4/6	Lethal 5+	-
✂ Venom blade	4	2+	4/4	Lethal 4+	-

ABILITIES

Cunning: In the Play Strategic Ploys step of each Strategy phase, if you pass at the first opportunity, you gain 1CP.

UNIQUE ACTIONS

Take Aim (1AP): Until the end of the activation, the splinter rifle this operative is equipped with (if any) gains the Balanced special rule. This operative cannot perform this action while within ■ of an enemy operative.

HAND OF THE ARCHON ●, AELDARI, DRUKHARI, LEADER, KABALITE, ARCHSYBARITE



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Splinter rifle	4	3+	2/4	Lethal 5+	-
✂ Array of blades	3	3+	3/4	-	-

ABILITIES

UNIQUE ACTIONS

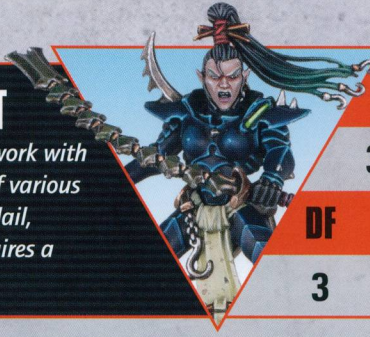
Take Aim (1AP): Until the end of the activation, the splinter rifle this operative is equipped with gains the Balanced special rule. This operative cannot perform this action while within ■ of an enemy operative.

HAND OF THE ARCHON ●, AELDARI, DRUKHARI, KABALITE, AGENT



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.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Splinter pistol	4	3+	2/4	Rng ♥, Lethal 5+	-
✂ Razorflail	4	2+	4/5	Brutal, Flail*	-

ABILITIES

Brutal Display: Each time this operative incapacitates an enemy operative in combat, select one other enemy operative Visible to and within ♥ of this operative or the incapacitated enemy operative. Until the start of the next Turning Point, that other enemy operative cannot perform mission actions or the **Pick Up** action, or control objective markers.

***Flail:** Each time this operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, each time it parries, two of your opponent's successful hits are discarded (instead of one).

UNIQUE ACTIONS

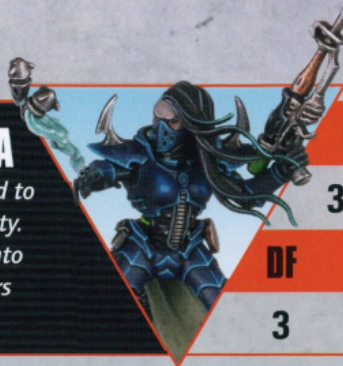
Crimson Assault (1AP): Perform a free **Fight** action with this operative. After completing that action's fight sequence, if this operative is still within Engagement Range of an enemy operative, you can immediately fight in combat with this operative again (you do not have to select the same target).

HAND OF THE ARCHON ●, AELDARI, DRUKHARI, KABALITE, CRIMSON DUELLIST



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Stinger pistol	5	*	0/0	Rng ●, Stinger*	-
✕ Array of blades	3	3+	3/4	-	-

ABILITIES

***Stinger Pistol's BS:** Each time this operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack:

- Attack dice results (excluding 1) that are less than the target's Save characteristic inflict 1 mortal wound on the target.
- Attack dice results of 1 inflict 3 mortal wounds on the target instead.
- At the end of the Roll Attack Dice step, that shooting attack ends (no defence dice are rolled and no further damage is inflicted).

Note that it is the target's Save characteristic, not an invulnerable save.

***Stinger:** Each time an enemy operative is incapacitated by this weapon, before it is removed from the killzone, each operative Visible to and within ● of it suffers D3 mortal wounds. Note that each operative subsequently incapacitated as a result of this special rule will cause this to happen again.

UNIQUE ACTIONS

Torment Grenade (1AP): Select one point in the killzone within ● of this operative. Roll one D6 for each other operative within ● of that point. For each roll:

- Add 1 to the result if that other operative has a Save characteristic of 4+ or worse.
- Subtract 1 from the result if that other operative is not Visible to this operative.

On a 3+, that other operative is poisoned until the end of the battle (operatives can only be poisoned once):

- **At the end of the Ready Operatives step of each Turning Point,** poisoned operatives suffer 2 mortal wounds.
- Poisoned operatives are treated as being injured, regardless of any rules that say they cannot be injured.
- **The effects of being poisoned remain, even if this operative is incapacitated.**

This operative cannot perform this action while within Engagement Range of an enemy operative.



KABALITE ELIXICANT

Elixicans 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.



M **APL** **GA**

3 ● 2 1

DF **SV** **W**

3 4+ 8

NAME	A	BS/WS	D	SR	!
☉ Splinter rifle	4	3+	2/4	Lethal 5+	-
☉ Stimm-needler	4	3+	0/0	Rng ■, Lethal 3+	Stun
✕ Array of blades	3	3+	3/4	-	-

ABILITIES

Combat Drugs: If this operative is selected for deployment, select one of the following abilities for friendly **HAND OF THE ARCHON** operatives to gain until the end of the battle:

- **Painbringer:** Each time this operative would lose a wound as a result of an attack dice that inflicts damage, roll one D6: on a 6, that wound is not lost.
- **Hypex:** Add ▲ to this operative's Movement characteristic.

UNIQUE ACTIONS

Administer Drug (1AP): Select one friendly **HAND OF THE ARCHON** operative Visible to and within ■ of this operative. Then select one of the following:

- That operative regains D3+1 lost wounds.
- Select a different Combat Drugs ability (see left) for that operative to gain until the end of the battle (this replaces its previous Combat Drugs ability).

This operative cannot perform this action while within Engagement Range of an enemy operative.



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
✘ Pain sculptors	4	3+	3/5	Relentless	Flay*

ABILITIES

Insensible to Pain: Each time this operative fights in combat or a shooting attack is made against it, subtract 1 from both Damage characteristics of weapons the enemy operative is equipped with for that combat or shooting attack (to a minimum of 1).

***Flay:** Each time this operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, the first time it strikes with a critical hit, you can select one friendly **HAND OF THE ARCHON** operative within ● of this operative to gain 1 Pain token.

UNIQUE ACTIONS

HAND OF THE ARCHON ●, AELDARI, DRUKHARI, KABALITE, FLAYER



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⊕ Blaster	4	3+	5/6	AP2	-
⊕ Shredder	5	3+	3/4	Blast ●	Rending
✘ Array of blades	3	3+	3/4	-	-

ABILITIES

UNIQUE ACTIONS

HAND OF THE ARCHON ●, AELDARI, DRUKHARI, KABALITE, GUNNER



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 beam that can vaporise foes, while splinter cannons scythe through the enemy with poisoned shards.



M **APL** **GA**

3 ● 2 1

DF **SV** **W**

3 4+ 8

NAME	A	BS/WS	D	SR	!
☉ Dark lance	4	3+	6/7	AP2, Heavy, Unwieldy	-
☉ Splinter cannon	5	3+	3/5	Fusillade, Heavy, Lethal 5+	-
✕ Array of blades	3	3+	3/4	-	-

ABILITIES

UNIQUE ACTIONS

HAND OF THE ARCHON ☉, AELDARI, DRUKHARI, KABALITE, HEAVY GUNNER



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
✪ Razorwing	5	4+	1/2	Indirect, No Cover, Silent	-
✪ Shardcarbine	4	3+	2/2	Ceaseless, Lethal 5+	MW2
✘ Array of blades	3	3+	3/4	-	-

ABILITIES

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

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

Hunter: So long as this operative does not perform a **Mark** action (see right) during its activation, it can perform two **Shoot** actions during its activation if a razorwing is selected for one (and only one) of those shooting attacks.

UNIQUE ACTIONS

Mark (1AP): Select one enemy operative Visible to this operative that is not more than ● higher than them. Until the end of the Turning Point, while that enemy operative is not in Cover from Heavy terrain, this operative treats it as having an Engage order. This operative cannot perform this action while within Engagement Range of an enemy operative, or in an activation in which it makes a shooting attack with a razorwing.



EQUIPMENT

HAND OF THE ARCHON operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

CHAIN SNARE [1EP]

The operative gains the following ability for the battle:

Chain Snare: While only one enemy operative is within Engagement Range of this operative, that enemy operative is snared. Each time a snared enemy operative would perform a **Fall Back** action, roll one D6, subtracting 1 if that enemy operative has a higher Wounds characteristic than this operative, and adding 1 if that enemy operative is injured. On a 4+, that enemy operative cannot perform that action, but no action points are subtracted.

WICKED BLADE [1EP]

Operative equipped with an array of blades only. Add 1 to that weapon's Attacks characteristic for the battle.

TOXIN COATING [1/2EP]

Select one melee weapon the operative is equipped with. That weapon gains the Lethal 5+ special rule for the battle. If you selected array of blades, this equipment costs 1EP; otherwise, it costs 2EP.

REFINED POISON [2/3EP]



Select one shardcarbine, splinter cannon, splinter pistol or splinter rifle the operative is equipped with. Add 1 to the Normal Damage characteristic of that weapon for the battle. If you selected a splinter pistol or splinter rifle, this equipment costs 2EP; otherwise, it costs 3EP.

PLASMA GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Plasma grenade	4	3+	3/4



Special Rules

Rng , Blast , Indirect, Limited

PHANTASM GRENADE LAUNCHER+ [3EP]


The operative can perform the following action during the battle:

PHANTASM GRENADE 1AP

Select one point on the killzone within  of this operative. Roll one D6 for each operative within  of that point, subtracting 1 from the result if that operative is not Visible to this operative. On a 4+, subtract 1 from that operative's APL. This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.

KABALITE BANNER+ [2EP]

This operative gains the following ability for the battle:

Kabalite Banner: While a friendly **HAND OF THE ARCHON** operative is Visible to and within  of this operative, when determining control of an objective marker, treat that friendly operative's APL characteristic as being 1 higher. Note that this is not a modifier.

HAND OF THE ARCHON SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **HAND OF THE ARCHON** as your Faction keyword.

BATTLE HONOURS

Each time a **HAND OF THE ARCHON** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Hand of the Archon Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).



HAND OF THE ARCHON SPECIALIST

D6 Battle Honour

- 1 Epicurean of Suffering:** The first time you would spend a Pain token (pg 41) to re-roll one of your attack or defence dice for this operative in each battle, the effect takes place but that Pain token is not spent.
- 2 Pain Artist:** If this operative incapacitates an enemy operative while fighting in combat, it gains 1 additional Pain token (pg 41).
- 3 Shadow Hunter:** Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover and more than **◆** from the active operative, you can retain one additional dice as a successful normal save as a result of Cover.
- 4 Spire Stalker:** Each time this operative climbs, drops or traverses, you can ignore the first distance of **●** it travels for that climb, drop or traverse.
- 5 Conniving:** Each time this operative is activated, you can use the Cruel Deception Tactical Ploy (pg 42) for it without spending any Command points.
- 6 Patient Predator:** Each time this operative fights in combat or makes a shooting attack against an enemy operative that is not ready, your opponent cannot re-roll their attack or defence dice.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **HAND OF THE ARCHON**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. GHOSTPLATE ARMOUR [2EP]

The operative has a Save characteristic of 3+ for the battle.

2. TORMENTED SOULSTONE [2EP]

The operative gains the following ability for the battle:

Tormented Soulstone: Once during the battle, when this operative is activated, you can use this ability. If you do so, this operative regains D3+3 lost wounds.



3. CLONE FIELD [3EP]

The operative gains the following ability for the battle:

Clone Field: Once during the battle, when this operative is selected as the target of a combat or shooting attack, you can use this ability. If you do so, this operative can immediately perform a free **Dash** action as though it can **FLY** (and can do so even if it is within Engagement Range of an enemy operative). If it is no longer a valid target, that combat or shooting attack immediately ends (the action points subtracted are not refunded).

4. PAIN CASKET [2EP]

The operative gains the following ability for the battle:

Pain Casket: Each time a friendly **HAND OF THE ARCHON** operative within  of this operative would gain a Pain token (pg 41), you can select another friendly **HAND OF THE ARCHON** operative within  of this operative to gain it instead.

5. LIVING TROPHY [3EP]

The operative gains 1 Pain token (pg 41) for the battle.

6. SOUL-SCENT BARB [2EP]

The operative gains the following ability for the battle:

Soul-scent Barb: When you select this item of equipment, also select one enemy operative. Until the end of the battle, each time this operative fights in combat with or makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice.



STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **HAND OF THE ARCHON**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

SHRINE OF SUFFERING

Hands of the Archon may be forced to endure extended missions beyond Commorragh, where prey can be scarce. To revitalise their waning souls, such kill teams may acquire one of these small Engines of Pain. Forced into the embrace of its nest of metal and flesh appendages – tipped with all manner of blades, drills, toxin injectors and psychotropic brain-barbs – even a single captive can provide hours of invigorating suffering.

In the Select a Kill Team step, you can select one friendly **HAND OF THE ARCHON** operative to gain 1 Pain token (pg 41) for the battle.

PAIN-ADEPT LABORATORY

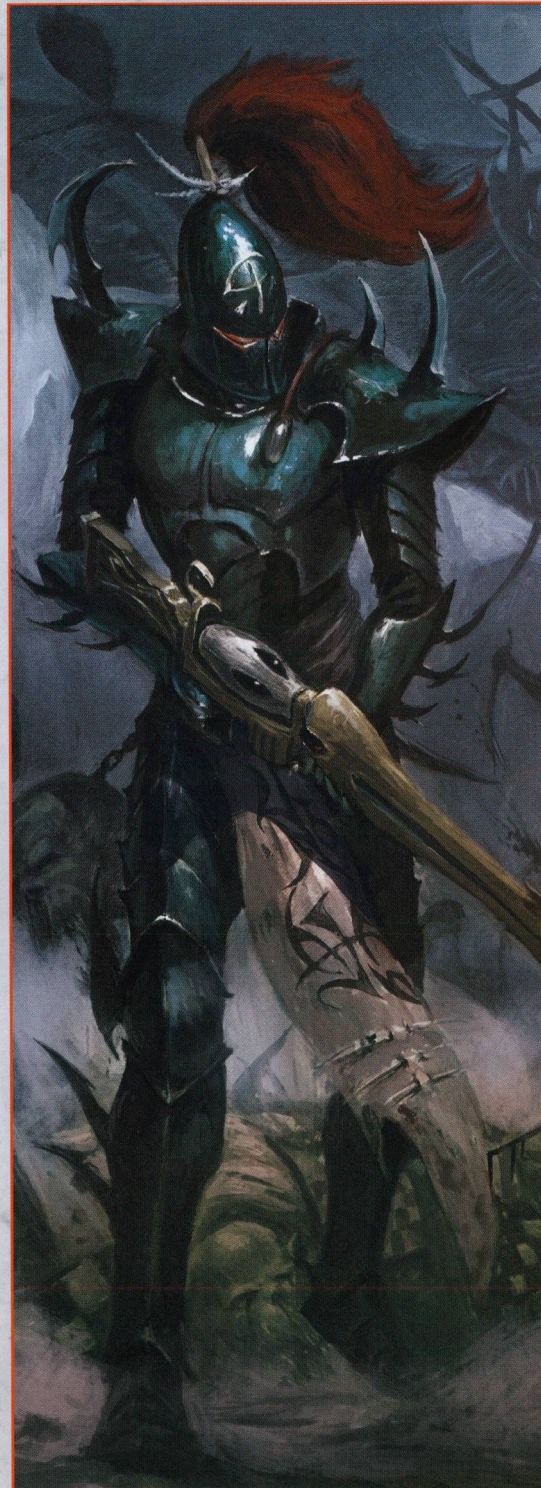
This kill team's patron has negotiated the skills of an agent of a Haemonculus Coven. In exchange for access to specimens taken captive by the Hand, the Haemonculus' ministrations of arcane fleshcraft serve to reknit the Kabalites' wounds and resculpt their damaged forms. Where eldritch surgery ends and experimentation begins, however, is an oft-blurred line...

Once after each battle, you can select one friendly **HAND OF THE ARCHON** operative that has a Battle Scar. Remove one Battle Scar from that operative (you can remove one it gained from that battle), but it must be Rested in your next game.

TOXIN CRYO-DISTILLERY

Though dwarfed in scale by the vast complexes controlled by their Kabal in Commorragh, this kill team operates a compact bio-alchemical facility. Its endothermic lattice converts a variety of lethal venoms into enough crystalline slivers to make the Hand's arsenal of splinter weapons even more potent.

Each time a friendly operative makes a shooting attack with a shardcarbine, splinter cannon, splinter pistol or splinter rifle, at the end of the Roll Attack Dice step of that shooting attack, if you did not retain any critical hits, you can change one of your retained normal hits to a critical hit instead (resolve critical hit rules accordingly).



REQUISITIONS

In a Spec Ops campaign, if your faction is **HAND OF THE ARCHON**, you can use the following Requisitions in addition to those presented in other sources.

RUTHLESS COMPETITION 1RP

Drukhari are self-serving schemers, developing rivalries that many a Kabalite leader is happy to let play out. Such contests not only allow the Archsybarite to assess the ambitions of potential usurpers to their own position, but also serve to elicit greater acts of ruthless violence amongst their underlings.

Purchase this Requisition before or after a game, if your kill team is currently conducting a Spec Op. Select two friendly **HAND OF THE ARCHON** operatives. Until that Spec Op ends:

- You cannot purchase this Requisition again.
- Keep an Ambition tally for each of those operatives, adding 1 to their tally each time they incapacitate an enemy operative.
- At the end of the Select a Kill Team step, if the friendly operative with an Ambition tally lower than the other is selected for deployment, they gain 1 Pain token (pg 41) for the battle.

DARK REGENERATION 2RP

If the fell price can be paid, a Haemonculus can employ its eldritch science to fully regenerate a fallen Drukhari from just a single piece of flesh.

Purchase this Requisition when a friendly **HAND OF THE ARCHON** operative is slain. That operative is not slain, but must be Rested for the next two battles.

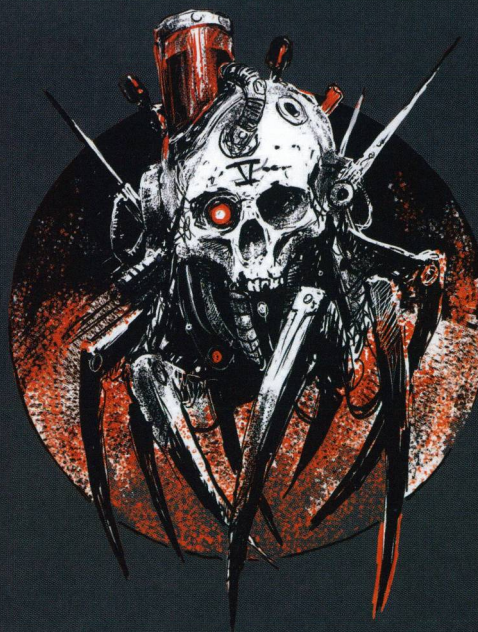
AMBITIOUS ADVANCEMENT 1RP

Power amongst the Kabals is viciously fought for. Once gained, this superiority must be jealously defended.

Purchase this Requisition after a battle. Select one friendly **HAND OF THE ARCHON** operative that earned more experience points than another friendly **HAND OF THE ARCHON** operative of a higher rank from that battle. That selected friendly operative earns a number of experience points equal to the difference between those operatives in ranks. For example, if an operative of Adept rank earned more experience points than an operative of Ace rank, that first operative would earn 2XP.

SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **HAND OF THE ARCHON**, you can select one from those found on the following page instead of selecting one from another source.



SLAVE RAID

Commorragh demands endless slaves for use in its gladiatorial arenas, as ingredients in sickening narcotics or as playthings for the powerful. Securing them is one of a Kabal's key routes to power and wealth. The kill team has been deployed to capture what the Dark City demands and escape with its bounty.

OPERATION 1: CORRAL FLESH-HARVEST

Suitably terrified captives must be secured alive, although they need not be unspoiled.

Complete five games in which you scored victory points from the 'Slave Run', 'Rob and Ransack' and/or 'Capture Hostage & Infiltrate' Tac Op.

OPERATION 2: DELIVERING THE QUARRY

Their living bounty captured, the team must signal the sinister barques that will extract both them and their quarry.

Complete a game in which you scored victory points from the 'Plant Signal Beacon' Tac Op.

COMMENDATION

- You gain three Requisition points.
- After the battle, all friendly operatives pass Casualty and Recovery tests.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Extraction' Spec Op.

REMOVE RIVAL

A rival to one in power is rising to prominence within the Kabal. After ensuring their assignment to a Hand of the Archon, a devious plot is prepared – to take the rival on a daring mission, but ensure they never return.

OPERATION 1: EMBED RIVAL

The premature fall of the rival will invite suspicion. The marked operative must be embedded into the kill team so their eventual demise isn't questioned.

Select one friendly **HAND OF THE ARCHON** operative (excluding a **LEADER** or **SKYSPLINTER ASSASSIN** operative) on your dataslate to be the rival. Complete five games with the rival.

OPERATION 2: 'ACCIDENTAL' ELIMINATION

Through good fortune, courtesy of the enemy and a medical mishap after the battle, the rival is permanently removed.

Complete one game in which the rival is incapacitated.

COMMENDATION

- The rival automatically fails a Casualty test and suffers the Slain Battle Scar (you cannot use the Dark Regeneration Requisition, page 54).
- Your **LEADER** operative earns 5XP.
- You can distribute up to 5XP across the other operatives on your dataslate.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.
- You can use the Operative Assigned Requisition once without spending any Requisition points.

Designer's Note: *A premature death will raise suspicion, therefore if the rival is removed from your dataslate before you complete operation 2 (e.g. if it suffers the Slain Battle Scar during operation 1), the Spec Op is aborted.*

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Honour-Bound' Spec Op.

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Kabalite operatives, the title of your kill team and your cruel band's quirks and background. If you wish to generate any of these randomly, roll the appropriate number of dice as indicated by the table(s). Otherwise, choose whichever are your favourites, or use multiple quirks, names or background ideas if you feel they work for your kill team.

20

OPERATIVE NAMES

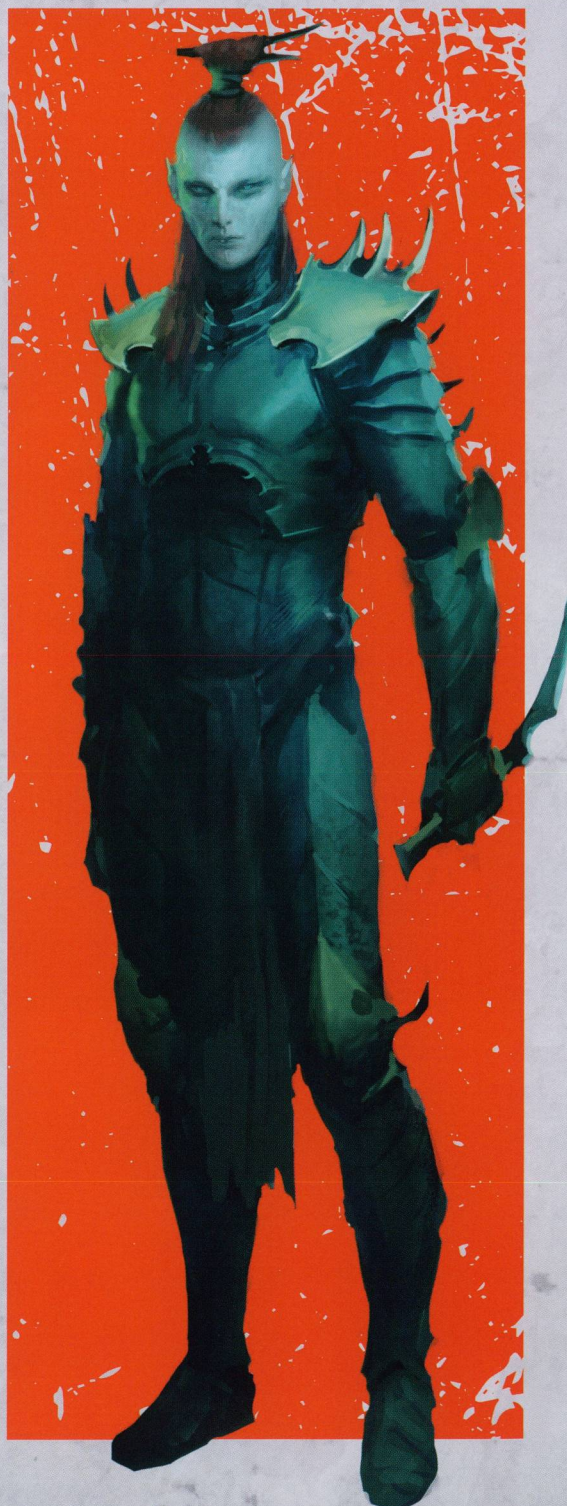
If you wish to randomly generate a name for one of your Hand of the Archon operatives, you can roll a D66 on one or both of the tables below. To roll a D66, simply roll two D6, one after the other - the first represents tens, and the second represents digits, giving you a result between 11 and 66.

D66 TAKEN NAME

11	Anarkyss
12	Veth'va
13	Mayator
14	Quaez
15	Daisan
16	Bekliel
21	Orvak
22	Narlek
23	Monsatos
24	Vivithrax
25	Drevakh
26	Kyzarkh
31	Thresyn
32	Shylas
33	Lythric
34	Kylos
35	Theskriil
36	Skythe
41	Akkhar
42	Kharsac
43	Nyktos
44	Grevyth
45	Thraed
46	Sykil
51	Khaeyl
52	Madrax
53	Akhirion
54	Vypus
55	Ethriliac
56	Kheraes
61	Iyshak
62	Khepres
63	Eldoriac
64	Vrekkus
65	Thayd
66	Xurul

D66 KABALITE NAME

11	Sar'sel
12	Vorpex
13	Kreen
14	the Bloodbreather
15	Maestros
16	Gaarsus
21	Ehthrek
22	Ghorghast
23	Ignyss
24	Mohrkhar
25	Thresk
26	Scaur
31	the Pale
32	Khadylus
33	Phrel
34	Vulkyriax
35	Nul
36	the Flenser
41	Poisonblade
42	Barbtongue
43	Xesh
44	the Ravening
45	Draeven
46	of the Obsidian Needle
51	Vhrex
52	Kaghmyr
53	Thrail
54	Flickerblade
55	Xosh
56	the Bleak
61	Neverbreath
62	Skahyl
63	Verkosian
64	Ulthurian
65	Menesh
66	the Cruel



KILL TEAM NAMES

Hands of the Archon are known by all manner of names. Given the unbridled egos Archsybarites possess, many name their kill team after themselves. This ensures none in Commorragh who hear of their exploits are in any doubt as to who deserves the credit for their successes. Others encourage the few survivors they leave – or rival Hands of the Archon – to afford them sinister cognomens. Such titles sow seeds of terror that can grow over generations amongst the lesser races that are commonly their prey, ready to surface as panic and confusion when they inevitably descend on the survivors' heirs. Many Hands of the Archon kill teams claim titles that speak to their superiority among other Drukhari and evoke their capacity to unleash abominable torment at the whim of their Archon. If you wish to randomly generate one of these kinds of titles, roll a D6 on each of the following tables and feel free to arrange the results in whichever way feels most appropriate. For example, if you rolled a 1 on the Element of Promise table and a 2 on the Element of Conceit table, that could be taken as 'The Splintered Vein' or perhaps 'The Vein Splintered'. Alternatively, use them as inspiration to come up with your own monikers fit for the shadowy terrors of Commorragh.

D6 ELEMENT OF PROMISE

1	Splintered
2	Twisted
3	Inexorable
4	Unsated
5	Void
6	Shadowed

D6 ELEMENT OF CONCEIT

1	Rapture
2	Vein
3	Fang
4	Blade
5	Gauntlet
6	Talon

SQUAD QUIRK

D6 CRUEL PASSION

- 1 Sinful Focus:** This kill team is guided by the example of their chosen Dark Muse.
- 2 Swift and Deadly:** These Kabalites revel in lightning fast kills. Nothing holds as much pleasure for them as rapid slaughter.
- 3 Reckless:** Regardless of their mission, the members of this kill team have their own hedonistic agendas that they pursue with fearless daring.
- 4 Territorial:** These warriors garland killzones with the flayed corpses of their enemies, marking them as the domain of peerless hunters.
- 5 Trophy Hunters:** These Kabalites amass the most aesthetically pleasing heads, limbs, flayed skin or trinkets of their victims.
- 6 Consummate Provocateurs:** Through sabotage and selective butchery, this band bait, lure and deceive enemies into overcommitting in a place of the kill team's choosing.

BACKGROUND

D6 RISE TO POWER

- 1 Trueborn:** This arrogant kill team are all Trueborn, their sneering sense of superiority and entitlement identifying them as among the Dark City's nobility.
- 2 Ascendant Murderers:** Having risen from the ganglands of the Dark City, the members of this kill team now have much greater ambitions.
- 3 Enemies of My Enemy:** Though rivals in Commorragh, the members of this kill team work together to slaughter the lesser races – yet always with a wary eye on their 'allies'.
- 4 Parasitic Compulsion:** This kill team undertake secondary missions for a secret patron – a Haemonculus who implanted foul parasites in their brains, ready to dispense neurochemical rewards... or punishments.
- 5 One Shall Stand:** Only one member of this kill team will return to Commorragh, taking with them the spoils of their dead allies.
- 6 Desolators:** The warriors of this kill team are bound by their shared obsessions for the Dark City's most destructive weaponry.

BASE OF OPERATIONS

D6 TERRITORY

- 1 Blade-prowed Skycraft:** The Kabalites of this kill team store their cruel weapons and wargear upon anti-grav Venoms or Raiders. The swift and mobile transports enable them to reach almost any prey, vaulting from their decks directly into battle.
- 2 Charnel Den:** These Kabalites have created a horrific lair within a seeping grotto or shell-pocked ruin, stringing it with bloody trophies so that it resembles a nest of some monstrous predator.
- 3 Slavebringer:** This kill team have taken possession of one or more assault boats. These sleek and advanced attack craft are capable of evading detection before breaching voidship hulls at vital locations.
- 4 Shadowed Sub-realm:** These haughty Kabalites have managed to acquire a limited sub-realm of Commorragh, where they plot and scheme before striking out through shimmering portals directly onto prey worlds.
- 5 Enslaved Thralls:** Whether gifts from an employer or captives wrested from other Drukhari, a coterie of twisted alien servants attend this kill team, carrying their gear and fearfully obeying their every whim.
- 6 Baited Trap:** This kill team occupies a crippled vessel or vehicle of their prey, its crew butchered but its comms singing a siren song of distress to lure the unwary.

HAND OF THE ARCHON - NARRATIVE DATASLATE

.....
Kill Team Name
.....
.....
Player Name
.....
.....
Faction Keyword
.....
.....
Selectable Keyword
.....
.....
Base of Operations

Requisition Points

Asset Capacity

Spec Ops Log:
.....
.....
.....

Stash

Strategic Assets

History

Quirks

Notes

NARRATIVE DATACARD

Operative

Rested Tally

Experience Points

Operative Type

Specialism



Battle Honours

Battle Scars

Notes



NARRATIVE DATACARD

Operative

Rested Tally

Experience Points

Operative Type

Specialism



Battle Honours

Battle Scars

Notes





HAND OF THE ARCHON

UPDATE 1.0

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in blue.

KILL TEAM: SOULSHACKLE

Page 45, Kabalite Disciple of Yaelindra, Torment Grenade unique action

Add the following:

'This operative cannot perform this action while within Engagement Range of an enemy operative.'

Change the first part of the third bullet point to read:

'At the end of the Ready Operatives step of each Turning Point,'

Add the following bullet point after the fourth:

'The effects of being poisoned remain, even if this operative is incapacitated.'

Page 46, Kabalite Elixiant, Administer Drug

Add the following:

'This operative cannot perform this action while within Engagement Range of an enemy operative.'

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

KILL TEAM: SOULSHACKLE

*Q: If an operative is incapacitated as a result of being poisoned (**Torment Grenade** unique action), does the friendly **DISCIPLE OF YAELINDRA** gain a Pain token?*

A: Yes, so long as that friendly **DISCIPLE OF YAELINDRA** operative hasn't been incapacitated.

*Q: When using the **From Darkness, Death Strategic Ploy**, do you select the enemy operative before determining the friendly operative's order for that activation?*

A: Yes.

*Q: When making a shooting attack with the **DISCIPLE OF YAELINDRA**'s stinger pistol, at what point do you determine the mortal wounds?*

A: After all re-rolls (if any).

*Q: For the **Fleet of Foot Strategic Ploy**, what does vice versa mean?*

A: You can perform the actions in either order – **Normal Move**/**Fall Back** and free **Dash**, or free **Dash** and **Normal Move** (but not **Fall Back** in this order, as the operative wouldn't be within Engagement Range).

*Q: If my opponent can use a ploy for free, but I use the **Devious Scheme Tactical Ploy**, which takes precedence?*

A: The former – it's still free.

THE BALANCE DATASLATE

Q2 2023

This document contains the collected Q2 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (*) bullet point.



CORE RULES

- **New Core Rule:** Some rules allow you to activate operatives in succession before your opponent can activate. Regardless of such rules, you can never activate more than two operatives in the same Turning Point before your opponent has had a turn to activate a ready operative or perform **Overwatch**.
- **New Core Rule:** The Movement characteristic cannot be modified to less than 2 (even if injured).



EQUIPMENT

- You can only select each equipment with the Indirect special rule (e.g. dynamite, krak grenade, fusion grenade) once per battle. If a friendly operative already equipped with such equipment is selected for deployment (e.g. **ASSAULT GRENADIER PATHFINDER**), this counts as your selection.



REPLACED ARMY LISTS

Over time, certain new army lists will be introduced that are designed to replace similar army lists from the Compendium. We recommend the newer army list replaces the older one where balance is concerned, particularly in an organised play setting such as a tournament. These army lists and their replacements are as follows:

FORGE WORLD replaced by **HUNTER CLADE**

THOUSAND SONS replaced by **WARPCOVEN**

TROUPE replaced by **VOID-DANCER TROUPE**



CRITICAL OPERATIONS 2022



- Each player cannot score more than 16 victory points in total from the mission objective during the battle (instead of 12), and a maximum of 24 victory points from the game (instead of 20).
- * **Loot mission action:** Each objective marker can be looted a maximum of four times during the battle (instead of three).





KILL TEAM: SOULSHACKLE



EXACTION SQUAD

- * Add the following to Ruthless Efficiency ability: 'In addition, if the target is within  of another friendly **EXACTION SQUAD**  operative, that ranged weapon has the P1 critical hit rule for that shooting attack.'
- * Add 1 to Wounds characteristic of all operatives.
- * The following weapons gain the Lethal 5+ special rule: **R-VR CYBER-MASTIFF**'s mechanical bite; **MARKSMAN**'s executioner shotgun; **REVELATUM**'s scoped shotpistol.
- * Execution Order Tactical Ploy: 0+CP (costing 1 additional Command point for each previous time you've used it during the battle), and you can use it more than once.



KILL TEAM: GALLOWFALL

HEARTHKYN SALVAGER

- * Change Steady Advance ability: 'While a friendly **HEARTHKYN SALVAGER**  operative is performing a **Normal Move** action, add  to its Movement characteristic.'



KILL TEAM: ASHES OF FAITH

CHAOS CULT

- * **ICONARCH**'s Ruinous Invigoration ability: To a minimum of 3 (instead of 2).