



Hand of the Archon

KABALITE ARCHSYBARITE					
M	APL	GA			
3	2	1			
DF	SV	W			
3	4+	9			

Blast Pistol	4	3+	4/5
Rng AP2			
Venom Blade	4	2+	4/4
Lethal 4+			

**Power From Pain**  
**Cunning:** In the Play Strategic Plays steps of each Strategy phase, if you pass at the first opportunity, you gain 1 CP.



Hand of the Archon

Operative

Dataset: Q3 2023  
FAQ: 1.8, DECK:4.1

KABALITE ARCHSYBARITE					
M	APL	GA			
3	2	1			
DF	SV	W			
3	4+	9			

Splinter Pistol	4	2+	2/4
Rng Lethal 5+			
Agoniser	4	2+	3/6
Lethal 5+ Brutal			1 Reap 1

**Power From Pain**  
**Cunning:** In the Play Strategic Plays steps of each Strategy phase, if you pass at the first opportunity, you gain 1 CP.

KABALITE ARCHSYBARITE					
M	APL	GA			
3	2	1			
DF	SV	W			
3	4+	9			

Splinter Pistol	4	2+	2/4
Rng Lethal 5+			
Power Weapon	4	2+	4/6
Lethal 5+			

**Power From Pain**  
**Cunning:** In the Play Strategic Plays steps of each Strategy phase, if you pass at the first opportunity, you gain 1 CP.

Operative

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Operative

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KABALITE ARCHSYBARITE

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	9

Splinter Rifle	4	2+	2/4
Lethal 5+			
Array of Blades	3	2+	3/4

Power From Pain

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

KABALITE AGENT

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Splinter Rifle	4	3+	2/4
Lethal 5+			
Array of Blades	3	3+	3/4

Power From Pain

**Take Aim (1 AP):** Until the end of this operative's activation, the Splinter Rifle this operative is equipped with (if any) gains the Balanced special rule. This operative cannot perform this action while within 3 of an enemy operative.

KABALITE AGENT

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Splinter Rifle	4	3+	2/4
Lethal 5+			
Array of Blades	3	3+	3/4

Power From Pain

**Take Aim (1 AP):** Until the end of this operative's activation, the Splinter Rifle this operative is equipped with (if any) gains the Balanced special rule. This operative cannot perform this action while within 3 of an enemy operative.

CRIMSON DUELLIST

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Splinter Pistol	4	3+	2/4
Rng ⑥ Lethal 5+			
Razorflail	4	2+	4/5

Brutal Flail

Power From Pain, Crimson Assault (1AP)

**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.

**Brutal display:** Each time this operative incapacitates an enemy operative in combat, select one other enemy operative Visible To and within ⑥ 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.

Operative  
Hand of the Archon

FAQ : 1.8, DECK:4.1  
Date: Q3 2023

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Hand of the Archon

FAQ : 1.8, DECK:4.1  
Date: Q3 2023

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FAQ : 1.8, DECK:4.1  
Date: Q3 2023

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FAQ : 1.8, DECK:4.1  
Date: Q3 2023

DISCIPLE OF YAELINDRA

M

APL

GA

3 2 1

DF

SV

W

3 4+ 8

Splinter Pistol	5	*	0/0
Rng Stinger			
Array of Blades	3	3+	3/4

Power From Pain  
Stinger  
Torment Grenade

ELIXICANT

M

APL

GA

3 2 1

DF

SV

W

3 4+ 8

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

Power From Pain  
Administer drug (1 AP): Select one friendly HAND OF THE ARCHON operative Visible To and within 3 of this operative. Then select one of the following:

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

FLAYER

M

APL

GA

3 2 1

DF

SV

W

3 4+ 8

Pain Sculptors	4	3+	3/5
Relentless			

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

KABALITE GUNNER

M

APL

GA

3 2 1

DF

SV

W

3 4+ 8

Blaster	4	3+	5/6
AP2			
Array of Blades	3	3+	3/4

Power From Pain

Hand of the Archon  
Operative

Hand of the Archon  
Operative

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Operative

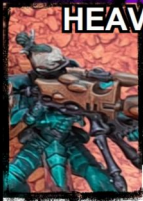


### KABALITE GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Shredder	5	3+	3/4
Blast ②			! Rending
Array of Blades	3	3+	3/4

Power From Pain



### HEAVY GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Dark Lance	4	3+	6/7
AP2 Heavy Unwieldy			
Array of Blades	3	3+	3/4

Power From Pain



### HEAVY GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Splinter Cannon	5	3+	3/5
Heavy Fusillade Lethal 5+			
Array of Blades	3	3+	3/4

Power From Pain



### SKYSPLINTER ASSASSIN

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

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

#### Power From Pain

**Hunter:** So long as this operative does not perform a Mark action (see Unique Actions) 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.

**Mark (1 AP):** Select one enemy operative Visible To this operative that is not more than ② 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. Cannot shoot Razorwing.

Operative  
Hand of the Archon

FAQ : 1.8, DECK:4.1  
Datalsite: Q3 2023

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Datalsite: Q3 2023

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FAQ : 1.8, DECK:4.1  
Datalsite: Q3 2023

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FAQ : 1.8, DECK:4.1  
Datalsite: Q3 2023

## PAY THE SOUL DEBT

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

7/9 Pain Tokens

## SLAVE RUN

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

Keep enemy near DZ

## CONTEMPTUOUS SLAUGHTER

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 and no friendly HAND OF THE ARCHON operatives were you score 1 VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1 VP

Action on point and live

## BLADE ARTISTS

Strategic

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.

Melee Rending

Hand of the Archon  
Tac Op

FAQ : 1.8, DECK:4.1  
Datefile: Q3 2023

Hand of the Archon  
Tac Op

FAQ : 1.8, DECK:4.1  
Datefile: Q3 2023

Hand of the Archon  
Tac Op

FAQ : 1.8, DECK:4.1  
Datefile: Q3 2023

Hand of the Archon  
Strategic

FAQ : 1.8, DECK:4.1  
Datefile: Q3 2023



## DENIZENS OF NIGHT

**Strategic**

**1CP**

Until the end of the Turning Point, while a friendly HAND OF THE ARCHON operative has a Conceal order, is within 5 of your drop zone, and is more than 6 from the active operative, it is always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

Super Conceal

## FROM DARKNESS, DEATH

**Strategic**

**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.

Hit to Crit

## FLEET OF FOOT

**Strategic**

**1CP**

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

Dash after Fall Back

## CRUEL DECEPTION

**Tactical**

**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 0 AP).

Fall back for -1AP

Strategic  
Hand of the Archon

FAQ : 1.8, DECK:4.1  
Date: Q3 2023

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Hand of the Archon

FAQ : 1.8, DECK:4.1  
Date: Q3 2023

Strategic  
Hand of the Archon

FAQ : 1.8, DECK:4.1  
Date: Q3 2023

Tactical  
Hand of the Archon

FAQ : 1.8, DECK:4.1  
Date: Q3 2023

## DEVOUS SCHEME

### Tactical

1CP

Use this Tactical Ploy after an opponent uses a Tactical Ploy or Strategic Ploy that requires 1 or more Command Points to use. 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.

Enemy scheme +1 CP

## HEINOUS ARROGANCE

### Tactical

1CP

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

Skip Activation

## PREY ON THE WOUNDED

### Tactical

1 CP

Use this Tactical Ploy after rolling Attack dice for a combat of 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.

Relentless vs Wounded

## CRIMSON ASSAULT

### Ability

**Crimson assault (1 AP):** 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).

DUELLIST

Hand of the Archon  
Tactical

FAQ : 1.8, DECK:4.1  
Date: Q3 2023

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Tactical

FAQ : 1.8, DECK:4.1  
Date: Q3 2023

Hand of the Archon  
Tactical

FAQ : 1.8, DECK:4.1  
Date: Q3 2023

Hand of the Archon  
Ability

FAQ : 1.8, DECK:4.1  
Date: Q3 2023

## STINGER

### Ability

**Stinger:** Each time this operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, after all rerolls:

- 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. Each time an enemy operative is incapacitated by this weapon, before it is removed from the killzone, each operative Visible To and within ② of it suffers 1D3 Mortal Wounds. Note that each operative subsequently incapacitated as a result of this special rule will cause this to happen.

**DISCIPLE**

## TORMENT GRENADE

### Ability

While not engaged, select one point in the killzone within ① of this operative. Roll 1D6 for each other operative within ② 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 beginning of the Ready Operatives step, poisoned operatives suffer 2 Mortal Wounds
- Poisoned operatives are treated as being injured, regardless of any rules that say they cannot be injured

Casualties from this generate Pain tokens as normal. Effect continues even if the Disciple operative is incapacitated

**DISCIPLE**

## COMBAT DRUGS

### Ability

**Combat Drugs:** If a KABALITE ELIXICANT 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 Die that inflicts damage, roll 1D6: on a 6, that wound is not lost
- Hypex: Add ▲ to this operative's Movement characteristic

**Team Wide 6+++**

## COMBAT DRUGS

### Ability

**Combat Drugs:** If a KABALITE ELIXICANT 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 Die that inflicts damage, roll 1D6: on a 6, that wound is not lost
- Hypex: Add ▲ to this operative's Movement characteristic

**Team Wide M +1**

Ability  
Hand of the Archon

FAQ : 1.8, DECK:4.1  
Date: Q3 2023

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FAQ : 1.8, DECK:4.1  
Date: Q3 2023

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FAQ : 1.8, DECK:4.1  
Date: Q3 2023

Ability  
Hand of the Archon

FAQ : 1.8, DECK:4.1  
Date: Q3 2023



ADMINISTER DRUG

Ability

This replaces the current Drug effect.

- Painbringer: Each time this operative would lose a wound as a result of an Attack Die that inflicts damage, roll 1D6: on a 6, that wound is not lost
- Hypex: Add ▲ to this operative's Movement characteristic

M +1

ADMINISTER DRUG

Ability

This replaces the current Drug effect.

- Painbringer: Each time this operative would lose a wound as a result of an Attack Die that inflicts damage, roll 1D6: on a 6, that wound is not lost
- Hypex: Add ▲ to this operative's Movement characteristic

6+++

ADMINISTER DRUG

Ability

This replaces the current Drug effect.

- Painbringer: Each time this operative would lose a wound as a result of an Attack Die that inflicts damage, roll 1D6: on a 6, that wound is not lost
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M +1

ADMINISTER DRUG

Ability

This replaces the current Drug effect.

- Painbringer: Each time this operative would lose a wound as a result of an Attack Die that inflicts damage, roll 1D6: on a 6, that wound is not lost
- Hypex: Add ▲ to this operative's Movement characteristic

6+++

Hand of the Archon  
Ability

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Ability

## OMEN

### Ability

**Omen:** If a KABALITE SKYSPLINTER ASSASSIN operative is selected for deployment, 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, you opponent must re-roll dice results of 6
- If it is a friendly operative, you can re-roll dice results of 1

Reroll All 1's

## OMEN

### Ability

**Omen:** If a KABALITE SKYSPLINTER ASSASSIN operative is selected for deployment, 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, you opponent must re-roll dice results of 6
- If it is a friendly operative, you can re-roll dice results of 1

Reroll All 6's

## DARK ANIMUS INVIGORATION

### Invigor

**Invigoration:** Dark Animus  
**When:** When the operative is activated  
**Effect:** Add 1 to the operative's APL

+1 APL

## VITALISED SURGE INVIGORATION

### Invigor

**Invigoration:** Vitalised Surge  
**When:** After incapacitating an enemy operative with the operative  
**Effect:** Perform a free Dash action, even if it has performed a Charge action during this activation.

Dash after Kill

Hand of the Archon  
Ability

FAQ : 1.8, DECK:4.1  
Date: Q3 2023

Hand of the Archon  
Ability

FAQ : 1.8, DECK:4.1  
Date: Q3 2023

Hand of the Archon  
Invigor

FAQ : 1.8, DECK:4.1  
Date: Q3 2023

Hand of the Archon  
Invigor

FAQ : 1.8, DECK:4.1  
Date: Q3 2023

## STIMULATED SENSES INVIGORATION

### Invigor

**Invigoration:** Stimulated Senses

**When:** After rolling one of your attack dice in shooting or melee

**Effect:** Reroll that dice

1 Reroll

## WICKED BLADE

1EP

Operative is equipped with Array of Blades only. Add 1 to that weapon's Attacks characteristic for the battle.

Blades +1A

## WICKED BLADE

1EP

Operative is equipped with Array of Blades only. Add 1 to that weapon's Attacks characteristic for the battle.

Blades +1A

## TOXIC 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 1 EP. Otherwise, it costs 2 EP.

Melee Lethal 5+

Hand of the Archon  
Invigor

FAQ : 1.8, DECK:4.1  
Date: Q3 2023

Hand of the Archon  
Equipment

FAQ : 1.8, DECK:4.1  
Date: Q3 2023

Hand of the Archon  
Equipment

FAQ : 1.8, DECK:4.1  
Date: Q3 2023

Hand of the Archon  
Equipment

FAQ : 1.8, DECK:4.1  
Date: Q3 2023

## TOXIC 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 1 EP. Otherwise, it costs 2 EP.

Melee Lethal 5+

## TOXIC 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 1 EP. Otherwise, it costs 2 EP.

Melee Lethal 5+

## TOXIC 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 1 EP. Otherwise, it costs 2 EP.

Melee Lethal 5+

## TOXIC 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 1 EP. Otherwise, it costs 2 EP.

Melee Lethal 5+

Equipment  
Hand of the Archon

FAQ : 1.8, DECK:4.1  
Datafile: Q3 2023

Equipment  
Hand of the Archon

FAQ : 1.8, DECK:4.1  
Datafile: Q3 2023

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FAQ : 1.8, DECK:4.1  
Datafile: Q3 2023

Equipment  
Hand of the Archon

FAQ : 1.8, DECK:4.1  
Datafile: Q3 2023

## 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 2 EP. Otherwise, if costs 3 EP.

Shooting + 1/0 D

## 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 2 EP. Otherwise, if costs 3 EP.

Shooting + 1/0 D

## PHANTASM GRENADE

Max: 1

3EP

The operative can perform the following action during the battle:  
**Phantasm Grenade (1 AP):** Select one point on the killzone within 6 of this operative. Roll 1D6 for each operative within 3 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.

-1 APL Area

## KABALITE BANNER

Max: 1

2EP

The operative gains the following ability for the battle:  
**Kabalite Banner:** While a friendly HAND OF THE ARCHON operative is Visible To and within 3 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.

+1 Control Aura

Hand of the Archon  
Equipment

FAQ : 1.8, DECK:4.1  
Datafile: Q3 2023

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FAQ : 1.8, DECK:4.1  
Datafile: Q3 2023

Hand of the Archon  
Equipment

FAQ : 1.8, DECK:4.1  
Datafile: Q3 2023

Hand of the Archon  
Equipment

FAQ : 1.8, DECK:4.1  
Datafile: Q3 2023



## PLASMA GRENADE

Max: 1

3EP

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

Plasma grenade	4	3+	3/4
Rng	Blast	Indirect	Limited

## WICKED BLADE

1EP

Operative is equipped with Array of Blades only. Add 1 to that weapon's Attacks characteristic for the battle.

Blades +1A

## HAND OF THE ARCHON

**Security, Seek and Destroy, Recon**

1 leader and 8 operatives

Max 2 of Blast Pistol, Blaster and Dark Lance

ARCHSYBARITE  
KABALITE AGENT  
CRIMSON DUELLIST  
DISCIPLE  
ELIXICANT  
KABALITE GUNNER  
HEAVY GUNNER  
ASSASSIN

## POWER FROM PAIN

### Faction Ability

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 Invigorations 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

Hand of the Archon  
Equipment

FAQ : 1.8, DECK:4.1  
Datalsite: Q3 2023

Hand of the Archon  
Equipment

FAQ : 1.8, DECK:4.1  
Datalsite: Q3 2023

Hand of the Archon  
Team

FAQ : 1.8, DECK:4.1  
Datalsite: Q3 2023

Hand of the Archon  
Abilities

FAQ : 1.8, DECK:4.1  
Datalsite: Q3 2023

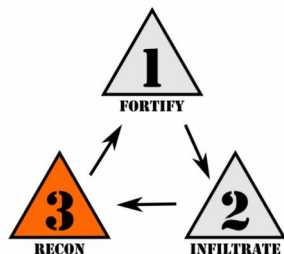
## RECON

### Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone

### Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



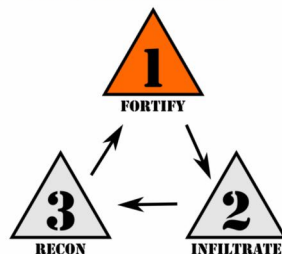
## FORTIFY

### Matched Play

Set up one additional barricade within 🏠 of your drop zone

### Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



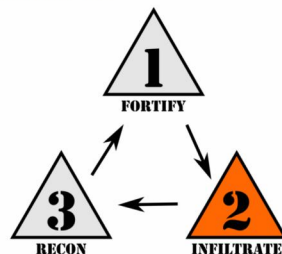
## INFILTRATE

### Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

### Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



## MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

Hand of the Archon  
Scouting

Date: Q3 2023  
FAQ: 1.8, DECK:4.1

Hand of the Archon  
Scouting

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Scouting

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Hand of the Archon  
Matched

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## TURN SEQUENCE

- INITIATIVE PHASE  
READY OPERATIVES  
DETERMINE  
INITIATIVE
- STRATEGY PHASE  
GENERATE  
COMMAND POINTS  
PLAY STRATEGIC  
PLOYS  
TARGET REVEAL
- FIREFIGHT PHASE  
PERFORM ACTIONS

## SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY			
				1	
			1	2	
				3	
				2	
			3	4	

## PHIL TEAM

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Give this card away

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Give this card away

Hand of the Archon  
Matched

Date: Q3 2023  
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Hand of the Archon  
Scorecard

Date: Q3 2023  
FAQ: 1.8, DECK: 4.1

Hand of the Archon  
Credits

Date: Q3 2023  
FAQ: 1.8, DECK: 4.1

Hand of the Archon  
Credits

Date: Q3 2023  
FAQ: 1.8, DECK: 4.1