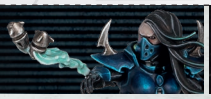
KABALITE DISCIPLE OF YAELINDRA



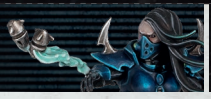
APL	MOVE	SAVE	WOUNDS
2	7"	4+	8

NAME	ATK	HIT	DMG	WR
Stinger pistol	4	3+	3/5	Range 8", Lethal 5+, Stinger*
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 (roll separately for each). Each operative subsequently incapacitated as a result of this weapon rule will cause this to happen again.

RULES CONTINUE ON OTHER SIDE ▶

KABALITE DISCIPLE OF YAELINDRA

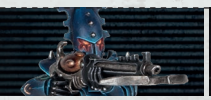


APL	MOVE	SAVE	WOUNDS
2	7"	4+	8

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.

KABALITE AGENT



APL	MOVE	SAVE	WOUNDS
2	7"	4+	8

NAME	ATK	HIT	DMG	WR
Splinter rifle	4	3+	2/4	Lethal 5+
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.

KABALITE CRIMSON DUELLIST



APL	MOVE	SAVE	WOUNDS
2	7"	4+	8

NAME	ATK	HIT	DMG	WR
Splinter pistol	4	3+	2/4	Range 8", Lethal 5+
Razorflail	4	2+	4/5	Brutal, Tangle*

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.

***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).

KABALITE ELIXICANT



APL	MOVE	SAVE	WOUNDS
2	7"	4+	8

	NAME	ATK	HIT	DMG	WR
	Splinter rifle	4	3+	2/4	Lethal 5+
	Stim-needler	4	3+	0/0	Range 3", Lethal 3+, Stun
	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.

RULES CONTINUE ON OTHER SIDE ▶

KABALITE ELIXICANT



APL	MOVE	SAVE	WOUNDS
2	7"	4+	8

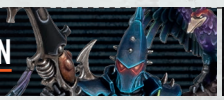
ADMINISTER DRUG 1AP

▶ 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 up to 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.

KABALITE SKYSPLINTER ASSASSIN



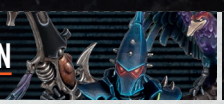
APL	MOVE	SAVE	WOUNDS
2	7"	4+	8

	NAME	ATK	HIT	DMG	WR
	Razorwing	4	4+	1/2	Saturate, Seek, Silent
	Shardcarbine	4	2+	2/2	Devastating 2, Lethal 5+
	Array of blades	3	3+	3/4	-

Merciless Hunter: If this operative doesn't perform the **Mark** unique action (see other side of card) 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.

RULES CONTINUE ON OTHER SIDE ▶

KABALITE SKYSPLINTER ASSASSIN



APL	MOVE	SAVE	WOUNDS
2	7"	4+	8

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.

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.

KABALITE FLAYER



APL	MOVE	SAVE	WOUNDS
2	7"	4+	8

	NAME	ATK	HIT	DMG	WR
	Pain sculptors	4	3+	4/5	Ceaseless, Flay*

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

***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.

HAND OF THE ARCHON, AELDARI, DRUKHARI, FLAYER 25

KABALITE GUNNER

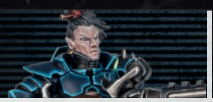


APL	MOVE	SAVE	WOUNDS
2	7"	4+	8

	NAME	ATK	HIT	DMG	WR
	Blaster	4	3+	4/5	Piercing 2
	Shredder	4	3+	4/5	Rending, Torrent 2"
	Array of blades	3	3+	3/4	-

HAND OF THE ARCHON, AELDARI, DRUKHARI, GUNNER 25

KABALITE HEAVY GUNNER



APL	MOVE	SAVE	WOUNDS
2	7"	4+	8

	NAME	ATK	HIT	DMG	WR
	Dark lance	4	3+	6/7	Heavy (Dash only), Piercing 2
	Splinter cannon (focused)	5	3+	3/5	Heavy (Dash only), Lethal 5+
	Splinter cannon (sweeping)	4	3+	3/5	Heavy (Dash only), Lethal 5+, Torrent 1"
	Array of blades	3	3+	3/4	-

HAND OF THE ARCHON, AELDARI, DRUKHARI, HEAVY GUNNER 25

NOTES:

HAND OF THE ARCHON KILL TEAM

ARCHETYPES: RECON, SEEK & DESTROY

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 YAELINDRA**
- **ELIXICANT**
- **FLAYER**
- **GUNNER** with one of the following options:
  - Blaster; array of blades
  - Shredder; array of blades

CONTINUES ON OTHER SIDE ▶

- **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).

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 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.

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).

HAND OF THE ARCHON
FACTION RULE

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

HAND OF THE ARCHON
STRATEGY PLOY

BLADE ARTISTS

The Drukhari have made a macabre art form of melee combat, slaughtering their victims with flensing strikes and heart-piercing thrusts.

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

HAND OF THE ARCHON
STRATEGY PLOY

MERCILESS SADISTS

The Drukhari are sustained by the agony of others and are devoid of pity. There is no act of depraved torture to which they will not stoop.

Whenever a friendly **HAND OF THE ARCHON** operative is shooting against or fighting against an enemy operative that was wounded at the start of the action, that friendly operative's weapons have the Balanced weapon rule.

HAND OF THE ARCHON

STRATEGY PLOY

FROM DARKNESS, DEATH

Honour is an alien concept to the Drukhari. They make use of distraction and misdirection to butcher unsuspecting foes from the shadows.

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.

HAND OF THE ARCHON

STRATEGY PLOY

DENIZENS OF NIGHT

Hailing from Commorragh – the Dark City – the Drukhari are born and raised in shadow, and use it to conceal their movements.

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.

HAND OF THE ARCHON

FIREFIGHT PLOY

CRUEL DECEPTION

The denizens of the Dark City are well versed in deceit and betrayal. In battle, they put these talents to good use, hitting their foes hard before melting away into the shadows.

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.

HAND OF THE ARCHON

FIREFIGHT PLOY

DEVIOUS SCHEME

Schemers all, the Drukhari are used to staying one step ahead of their opponents and confounding their every move.

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.

HAND OF THE ARCHON
FIREFIGHT PLOY

HEINOUS ARROGANCE

To the conceited Drukhari, all opponents are little more than vermin – to be ignored or exterminated.

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

HAND OF THE ARCHON
FIREFIGHT PLOY

PREY ON THE WOUNDED

Drukhari are drawn to agony, seeking out the injured to land a killing blow.

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 an enemy operative that was wounded at the start of the action. You can re-roll any of your attack dice.

HAND OF THE ARCHON
FACTION EQUIPMENT

CHAIN SNARE

Composed of hooked blades attached to a length of chain, this weapon bites into the flesh or armour of the wielder's target, preventing them from fleeing.

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/counteraction (no AP are spent on it), and you cannot use this rule again during this turning point.

HAND OF THE ARCHON
FACTION EQUIPMENT

WICKED BLADES

Light yet deadly, the jagged edge of this blade has been crafted to ensure maximum agony as it's plunged into the flesh of a victim.

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

HAND OF THE ARCHON
FACTION EQUIPMENT

TOXIN COATING

Drukhari raiders are known to coat their blades in venom, ensuring that even the slightest nick of blade against flesh is fatal.

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.

NOTES:

HAND OF THE ARCHON
FACTION EQUIPMENT

REFINED POISON

Splinter rounds are infused with exquisitely lethal concoctions distilled from the potent venoms and toxins of deadly flora and fauna.

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.

NOTES:

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 '26

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.

STRATEGY PLOYS, MERCILESS SADISTS

Relevant part changed to read:
'Whenever a friendly **HAND OF THE ARCHON** operative is shooting against or fighting against an enemy operative that was wounded at the start of the action, [...]'

FIREFIGHT PLOYS, PREY ON THE WOUNDED

Relevant part of first sentence changed to read:
'[...], if it's shooting against or fighting against an enemy operative that was wounded at the start of the action.'

PREVIOUS ERRATAS

ARCHSYBARITE OPERATIVE
'Torturous Vision' additional rule added.

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.'

CRIMSON DUELLIST OPERATIVE, CRIMSON DUELLIST RULE
Changed to read:
'This operative can perform two **Fight** actions during its activation.'

ELIXICANT OPERATIVE, COMBAT DRUGS RULE
Second bullet point changed to read:
'**Adrenalight:** In the Ready step of each Strategy phase, you can select one friendly operative that has this **COMBAT DRUG** to gain one of your Pain tokens.'

SKYSPLINTER ASSASSIN OPERATIVE, RAZORWING WEAPON
Atk stat changed to '4'.

STRATEGY PLOYS, DENIZENS OF NIGHT
Relevant part changed to read:
'[...] if Heavy or Light terrain is intervening, [...]'

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.'

Stimulated Senses
Effect changed to read:
'You can re-roll any of your dice results of one result (e.g. results of 2).'

FACTION EQUIPMENT, CHAIN SNARE
Last sentence changed to read:
'If any result is a 4+, that enemy operative cannot perform that action during that activation/counteraction (no AP are spent on it), and you cannot use this rule again during this turning point.'

HAND OF THE ARCHON OPERATIVES

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 YAELINDRA

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

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 YAELINDRA**
  - **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).

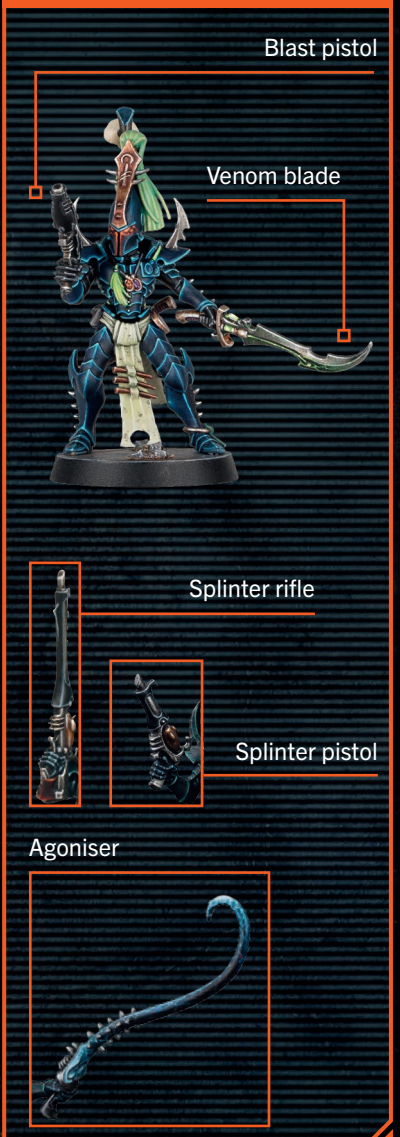
ARCHETYPES

RECON

SEEK & DESTROY

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

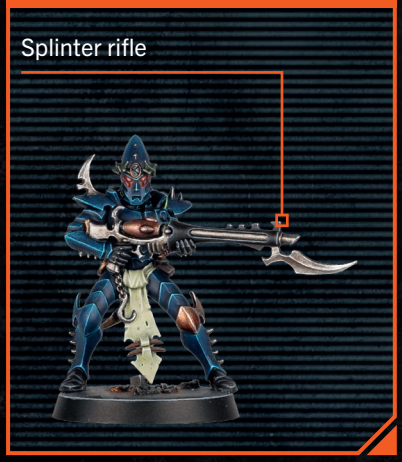
ARCHSYBARITE



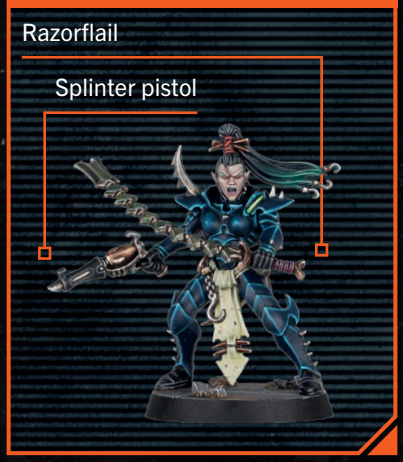
'WE ARE THE BARBS OF MALICIOUS SPITE THAT COIL IN THE EAR; WE ARE THE PATIENT LISTENER OFFERING SAGE COUNSEL.'

- a Hollow Truth of the Kabal of the Poisoned Tongue

AGENT



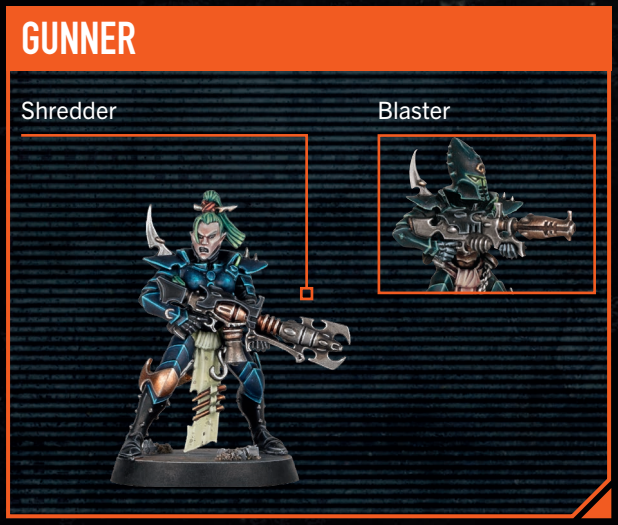
CRIMSON DUELLIST



DISCIPLE OF YAELINDRA



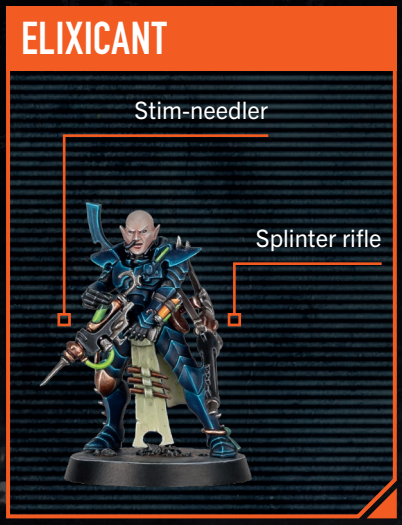
GUNNER



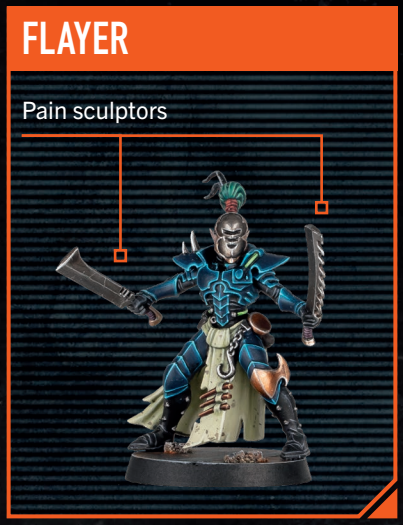
HEAVY GUNNER



ELIXICANT



FLAYER



SKYSPLINTER ASSASSIN

