



HAND OF THE ARCHON

UPDATE 1.2

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.](#)'

***Page 45, Disciple of Yaelindra, Torment Grenade ability**

Change the first sentence to read:

'Select one point [on the killzone floor or a Vantage Point](#) in the killzone within  of this 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.

*Q: If a **DISCIPLE OF Yaelindra** gains any Pain tokens in the Initiative phase as a result of enemy operatives being incapacitated from the **Torment Grenade** action's poison, can I spend them on Vitalised Surge in the same phase?*

A: Yes, but you cannot use Vitalised Surge more than once in that phase.

Q: Does Painbringer from the **ELIXICANT operative's Combat Drug ability allow operatives to ignore lost wounds from mortal wounds as a result of the MWx critical hit rule?*

A: No.

Q: Does the **Hatchway Fight action qualify for the **CRIMSON DUELLIST** operative's **Crimson Assault** action? For example, could it **Fight then Hatchway Fight**, or **Hatchway Fight** twice (if those actions are possible) to fulfil the **Crimson Assault** action?*

A: Yes.