



HAND OF THE ARCHON

UPDATE 1.1

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.

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.