



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 Elixant, 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 YAELENDRA** gain a Pain token?*

A: Yes, so long as that friendly **DISCIPLE OF YAELENDRA** 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 YAELENDRA**'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.