



KABALITE ARCHSYBARITE

APL
2MOVE
7"SAVE
4+WOUNDS
9

NAME	ATK	HIT	DMG	WR
Blast pistol	4	3+	3/4	Range 8", Piercing 2
Splinter pistol	4	3+	2/4	Range 8", Lethal 5+
Splinter rifle	4	3+	2/4	Lethal 5+
Agoniser	4	3+	3/5	Brutal, Lethal 5+, Shock
Array of blades	3	3+	3/4	-
Power weapon	4	3+	4/6	Lethal 5+
Venom blade	4	3+	4/5	Lethal 4+

Cunning: 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. Ignore each **STRATEGIC GAMBIT** from the mission pack (if any) when determining this.

RULES CONTINUE ON OTHER SIDE ►

HAND OF THE ARCHON®, AELDARI, DRUKHARI, LEADER, ARCHSYBARITE

25

KABALITE ARCHSYBARITE

APL
2MOVE
7"SAVE
4+WOUNDS
9

Torturous Vision: Once during each of this operative's activations, if it doesn't have any of your Pain tokens when it performs either the **Fight** or **Shoot** action, it can gain one of your Pain tokens when you select a valid target or an enemy operative to fight against.

KABALITE AGENT

APL
2MOVE
7"SAVE
4+WOUNDS
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.

HAND OF THE ARCHON®, AELDARI, DRUKHARI, AGENT

25

KABALITE CRIMSON DUELLIST

APL
2MOVE
7"SAVE
4+WOUNDS
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).

HAND OF THE ARCHON®, AELDARI, DRUKHARI, CRIMSON DUELLIST

25



KABALITE DISCIPLE OF YAEINDRA

APL
2MOVE
7"SAVE
4+WOUNDS
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 ►

HAND OF THE ARCHON®, AELDARI, DRUKHARI, DISCIPLE OF YAEINDRA

25

KABALITE DISCIPLE OF YAEINDRA

APL
2MOVE
7"SAVE
4+WOUNDS
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 ELIXICANT

APL
2MOVE
7"SAVE
4+WOUNDS
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:** 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.
- **Hypex:** You can ignore any changes to this operative's Move stat from being injured.

RULES CONTINUE ON OTHER SIDE ►

HAND OF THE ARCHON®, AELDARI, DRUKHARI, ELIXICANT

25

KABALITE ELIXICANT

APL
2MOVE
7"SAVE
4+WOUNDS
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 FLAYER

APL
▼ 2MOVE
➡ 7"SAVE
🛡️ 4+WOUNDS
🔥 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
▼ 2MOVE
➡ 7"SAVE
🛡️ 4+WOUNDS
🔥 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
▼ 2MOVE
➡ 7"SAVE
🛡️ 4+WOUNDS
🔥 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

KABALITE SKYSPLINTER ASSASSIN

APL
▼ 2MOVE
➡ 7"SAVE
🛡️ 4+WOUNDS
🔥 8

NAME	ATK	HIT	DMG	WR
🔪 Razorwing	4	4+	1/2	Saturate, Seek, Silent
🔪 Shardscarbine	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 ►

HAND OF THE ARCHON, AELDARI, DRUKHARI, SKYSPLINTER ASSASSIN

25



KABALITE SKYSPLINTER ASSASSIN



APL
2

MOVE
7"

SAVE
4+

WOUNDS
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.

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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 YAEINDRA**
- **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 invigoration 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 a wounded enemy operative, 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

DEVIIOUS 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 OCP). 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 a wounded enemy operative. 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.

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:

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

NOTES:

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and some minor blemishes or dust specks. A faint vertical crease or fold line is visible near the right edge. The overall tone is light and clean.



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

JANUARY '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**.

ARCHSYBARITE OPERATIVE

'**Torturous Vision**' additional rule added.

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.'

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.**'

PREVIOUS ERRATAS

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.**'

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).**'

HAND OF THE ARCHON OPERATIVES

2

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 YAEINDRA

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

Elixicans 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

4

HAND OF THE ARCHON » KILL TEAM SELECTION



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 YAELENDRA**
 - **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



Blast pistol

Venom blade



Splinter rifle



Splinter pistol

Agoniser



'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

Splinter rifle



CRIMSON DUELLIST

Razorflail

Splinter pistol



DISCIPLE OF YAELINDRA

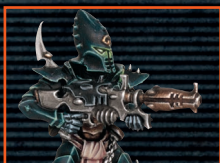
Stinger pistol



GUNNER

Shredder

Blaster



HEAVY GUNNER

Splinter cannon

Dark lance



ELIXICANT

Stim-needler

Splinter rifle



FLAYER

Pain sculptors



SKYSPLINTER ASSASSIN

Razorwing

Shardcarbine

