
























AELDARI				HELLIONS - Viperfang Assassins													132 Pts	
Drukhari																		
5																		
14"				3+	3+	3	4				2	4	6	6+	1	5+	4++/5++	
Unit Aptitudes																		
Hit and Run		This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.																
Combat Drogues		Before the battle, select one combat drug the unit is using for the battle on the table below.																
		1	Adrenalight: +1 to Attacks characteristic															
		2	Grave Lotus: +1 to Strength characteristic															
		3	Hypex: +2 to Move characteristic															
		4	Painbringer: +1 to Toughness characteristic															
		5	Serpentin: +1 to Initiative characteristic															
		6	Splintermind: +2 to Leadership characteristic.															
Unit Special Rules																		
Fleet / Night Vision / Hit & Run / Plasma Grenades / Deep Strike / Bulky																		
Weapons														Nb	Pts			
Splinter pistol				12"	1	2	0	1	Pistol - Assault - Anti-Infantry - Poisoned (4+)					1				
Stunclaw				Melee	User	+1	0	1	Melee - Snatched					1				
Hellglaive				Melee	User	+1	-1	2	Melee - Two Handed - Sustained Hits 1					4	32			
Splinter pods				18"	2	2	0	1	Assault - Anti-Infantry - Poisoned (4+) - Twin					5				
Faction Aptitudes															Unit type			
Power from Pain		The Serpent's Kiss			The Speed of the Kill			Distillers of Fear							Jetbike			