

Drukhari

HELLIONS - Viperfang Assassins

132 Pts

5



14"

3+

3+

3

4

2

4

6

6+

1

5+

 $4_{++}/5_{++}$

Unit Aptitudes

This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

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.

Combat Drogues

Unit Special Rules

Fleet / Night Vision / Hit & Run / Plasma Grenades / Deep Strike / Bulky

Psychic Domains

[illegible]