AELDARI
Drukhari

HELLIONS - Bloodclaw Aerialists

132 Pts

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