
























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							