

LELITH HESPERAX

M	T	SV	W	LD	OC	
8"	3	6+	4	6+	1	4+

AUFSTELLUNG

1x Lelith Hesperax (32mm)

Equipped with: Lelith's blades

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lelith's blades ANTI-INFANTRY 2+, PRECISION, SUSTAINED HITS 2	Melee	8	2+	3	-2	1

ABILITIES

CORE - Leader

RULES - Fights First, Leader, Power from Pain

Blur of Blades
While this model is leading a unit, models in that unit have the Fights First ability.

Brides of Death (Pain)
In the Fight phase, when you select this model's unit to fight, you can spend 1 Pain token to Empower that unit. While that unit is Empowered, each time a model in that unit makes a melee attack, improve the Strength and Armour Penetration characteristics of that attack by 1.

Thrilling Spectacle
Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, this model has a 3+ invulnerable save and change the Attacks characteristic of melee weapons equipped by this model to 12.

Leader
This model can be attached to the following unit:

- Wyches



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

