

LHYKHIS

M	T	SV	W	LD	OC	
12"	3	2+	5	6+	1	4+

AUFSTELLUNG

1x Lhykhis

Equipped with: Brood Twain, Spider's Fangs, Weaverender

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Brood Twain Ignores Cover, Torrent, Twin-linked	12"	D6+3	N/A	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spider's Fangs Extra Attacks, Lethal Hits	Melee	5	2+	4	-2	1
Weaverender Lethal Hits	Melee	5	2+	6	-2	2

ABILITIES

CORE - Leader

RULES - Deep Strike, Leader

Empyric Ambush

While this model is leading a unit, that unit is eligible to declare a charge in a turn in which it used its Flickerjump ability.

Whispering Web

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly Aeldari model makes an attack that targets that unit, an unmodified Hit roll of 5+ scores a Critical Hit.

Leader

This model can be attached to the following unit:

- Warp Spiders



WEAPON RULES

Extra Attacks

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Torrent

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

