

# LHYKHIS

135 PTS



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

## 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    |   |

### AUFSTELLUNG

1x Lhykhis

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

## ABILITIES

### CORE - 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.



## CORE RULES

### ◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

### ◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

