TYRANIDS

MALANTHROPE [LEGENDS]

Leader | Stealth

M	T	SV	W	LD	OC
6"	5	4+	10	7+	3

75 PTS
Base —

1 KOMMANDO	2 BEWEGUNG	3 BESCHUSS	4 ANGRIFF
—	—	—	—

5 NAHKAMPF

Grasping tail

R	A	WS	S	AP	D
Melee	4	4	5	0	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Enhanced Toxic Miasma

While this model is leading a unit, the range of that unit's Foul Spores Aura ability is increased to 9".

Prey Adaptation

Each time this model's unit is selected to fight, select one of the following abilities to apply to all melee weapons equipped by models in that unit until the end of the phase:

- [SUSTAINED HITS 1]
- [LANCE]
- [LETHAL HITS]

GEGEN DIESE EINHEIT

W5 · RW 4+ · 10 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4+	5+	6+	–	–

REGELN & KEYWORDS KURZ

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.

Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

LANCE Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

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.

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1x Malanthrope [Legends]

Ausrüstung: Grasping tail

Anführer

This model can be attached to the following unit:

- Venomthropes

KEYWORDS Infantry, Character, Fly, Great Devourer, Synapse, Leader, Malanthrope · **FRAKTION** Tyranids