



# MALANTHROPE [LEGENDS]

75 PTS

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

| ⚔ MELEE WEAPONS |       |   |    |   |    |   |
|-----------------|-------|---|----|---|----|---|
| WEAPON          | RANGE | A | WS | S | AP | D |
| Grasping tail   | Melee | 4 | 4  | 5 | 0  | 2 |

## AUFSTELLUNG

1x Malanthrope [Legends]

Equipped with: Grasping tail

## ABILITIES

CORE - Leader

### 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]

### Leader

This model can be attached to the following unit:

- Venomthropes

## WEAPON RULES

### 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.

*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].*

### 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).*

## RULES

### 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.

### 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).