MALANTHROPE [LEGENDS]

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

AUFSTELLUNG
1x Malanthrope [Legends]
Equipped with: Grasping tail

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Grasping tail	Melee	4	4	5	0	2

ABILITIES

CORE - Leader

RULES - Leader, Stealth

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

KEYWORDS: Infantry, Character, Fly, Great Devourer, Synapse, Leader, Malanthrope

FACTION: Tyranids **75 PTS**

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).*