

MALECEPTOR

M	T	SV	W	LD	OC	
8"	11	3+	14	7+	4	4+

AUFSTELLUNG

1x Maleceptor (120x92mm Oval Base)

Equipped with: Psychic overload, ► Massive scything talons - strike, ► Massive scything talons - sweep

⚡ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Psychic overload BLAST, PSYCHIC	18"	D6+3	3+	10	-2	3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Massive scything talons - strike	Melee	3	3+	9	-2	D6+1
► Massive scything talons - sweep	Melee	6	3+	7	-1	2

ABILITIES

RULES - Deadly Demise D3, Shadow in the Warp, Synapse

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Encephalic Diffusion (Aura, Psychic)

While an enemy unit is within 6" of this model, each time a model in that unit makes an attack, subtract 1 from the Hit roll, and, if that enemy unit is Below Half-strength, subtract 1 from the Wound roll as well.



WEAPON RULES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Psychic

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).