



MALECEPTOR

205
POINTS



The Maleceptor is a living vessel for the Hive Mind. Warp energy spears from its eyeless cranium to vaporise anything in its path, and those with minds strong enough to survive its keening psychic screams are laid low by its powerful talons. Even in defence the creature is a potent foe, for its sixfold mind-nodes generate a psychic barrier that consumes the bullets and energy blasts sent to slay it. These brain-arrays also fulfil another, more sinister role. The ethereal pseudopods that snake out from the Maleceptor's glistening lobes are best described as the Shadow in the Warp made manifest. Should one of these ectoplasmic tendrils so much as brush against an enemy, the psychic immensity of the Hive Mind will invade the victim's brain, overloading it with such catastrophic force that its head explodes.

Maleceptor	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
	3	3	6	6	5	3	3	10	4+	Monstrous Creature	1 Maleceptor

WEAPONS & BIOMORPHS:

- Scything talons

SPECIAL RULES:

- Psyker (Mastery Level 2)
- Shadow in the Warp
- Synapse Creature

Psychic Barrier: A model with this special rule has a 5+ invulnerable save.

PSYCHIC POWERS:
A Maleceptor always knows the *Psychic Overload* psychic power. A Maleceptor generates its remaining powers from the **Powers of the Hive Mind**.

Psychic Overload **Warp Charge 2**
The psyker plunges tendrils of psychic energy into the target's brain, causing it to explode!

Psychic Overload is a **focussed witchfire** power with a range of 24". The target must take a Leadership test on 3D6. Vehicles are treated as having a Leadership of 10. If the test is failed, non-vehicle models suffer D3 Wounds with no armour or cover saves allowed, and vehicle models suffer a single glancing hit with no cover saves allowed.

The Psyker can attempt to manifest this psychic power up to 3 times in each of its Psychic phases. Each attempt is resolved separately. However, an enemy unit cannot be selected as the target of *Psychic Overload* manifested by the same Psyker more than once each Psychic phase.