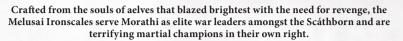


WARSCROLL

MELUSAI IRONSCALE





MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Keldrisaíth	18"	3	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage

DESCRIPTION

A Melusai Ironscale is a single model armed with a Keldrisaíth.

ABILITIES

Blood of the Oracle: The soul of each Melusai Ironscale has been specially experimented upon by Morathi to increase their resistance to hostile magics.

Each time this model is affected by a spell or endless spell, you can roll a dice. If you do so, on a 5+, ignore the effects of that spell or endless spell on this model.

Gory Offering: As a Melusai Ironscale holds the crystallised heart of a slain foe aloft, the power of Khaine pulses through it, empowering any fellow Melusai nearby.

If any enemy models are slain by wounds inflicted by this model's attacks in the combat phase, you can add 1 to the Attacks characteristic of friendly **Melusai** units wholly within 12" of this model until the end of that phase.

Turned to Crystal: The scáth touch of a Melusai Ironscale can permanently transmute an enemy into an immobile – though still fully conscious – crystal statue.

At the end of the combat phase, you can pick 1 enemy unit within 1" of this model and roll a dice. On a 3+, that enemy unit suffers 1 mortal wound.

COMMAND ABILITY

Wrath of the Scáthborn: With a shrieked prayer to Khaine and Morathi, an Ironscale leads her Melusai kin in the swift slaughter of the foe.

You can use this command ability once per turn in your hero phase. If you do so, pick 1 friendly **Melusai** unit wholly within 12" of this model. Until your next hero phase, that unit can run and still shoot and/or charge later in the same turn. In addition, until your next hero phase, you can roll 2D6 instead of D6 when you make a run roll for that unit.