

REAPER [LEGENDS]

M	T	SV	W	LD	OC	
14"	9	4+	11	7+	3	

AUFSTELLUNG

1x Reaper [Legends]

Equipped with: ► Storm vortex projector - beam, ► Storm vortex projector - blast, Bladevanes, Prow blade

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Storm vortex projector - beam	36"	3	3+	12	-3	D6
► Storm vortex projector - blast BLAST	24"	D6+3	3+	6	-2	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladevanes	Melee	3	4+	6	-1	1
Prow blade EXTRA ATTACKS, LANCE, SUSTAINED HITS 3	Melee	1	4+	8	-2	2

ABILITIES

RULES - Deadly Demise D3, Deep Strike, Power from Pain

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Electromagnetic Cascade (Pain)

In your Shooting phase, when you select this model to shoot, you can spend 1 Pain token to Empower this model. While Empowered:

- Each time this model makes a ranged attack that targets a Vehicle unit, that attack has the **[SUSTAINED HITS 2]** ability.
- Each time this model makes a ranged attack that targets a non-Vehicle unit, that attack has the **[SUSTAINED HITS 1]** ability.

Eradicate the Foe

Each time this model makes an attack that targets an enemy unit that is at its Starting Strength, re-roll a Hit roll of 1. If the target unit has a Starting Strength of 1, this ability only applies if that unit has its starting number of wounds.



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).*

Extra Attacks

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

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.

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).