

REAPER'S WAGER

6 Stratagems · 4 Enhancements



3 DP · PURGE THE FOE

ENHANCEMENTS (4)

Archraider

15 pts

Harlequins or Drukhari model only. In the Declare Battle Formations step, if the bearer starts the battle embarked within a Dedicated Transport, that Dedicated Transport has the Scouts 9" ability.

Webway walker

15 pts

Harlequins or Drukhari model only. Models in the bearer's unit have the Deep Strike ability. Each time the bearer's unit is set up on the battlefield using the Deep Strike ability, if that unit is currently losing the wager, until the end of the turn, you can re-roll Charge rolls made for that unit.

Reaper's Cowl

25 pts

Harlequins model only. Models in the bearer's unit have the Stealth and Infiltrators abilities.

Conductor of Torment

20 pts

Drukhari model only. In your Command phase, you can do one of the following:

- If your Drukhari units are currently losing the wager, you can gain 1 Pain token. If you do, Drukhari units from your army are now winning the wager.
- If your Drukhari units are currently winning the wager, you can discard 1 Pain token. If you do, Harlequins units from your army are now winning the wager.

DETACHMENT RULE

At the start of the battle, Drukhari units from your army are winning the wager.

Each time a Drukhari unit from your army destroys an enemy unit, Drukhari units from your army are winning the wager.

Each time a Harlequins unit from your army destroys an enemy unit, Harlequin units from your army are winning the wager.

While Drukhari units from your army are winning the wager, Harlequin units from your army are losing the wager, and vice versa.

Each time a Drukhari or Harlequins model from your army makes an attack, if that model's unit is winning the wager, re-roll a Hit roll of 1. If that model's unit is losing the wager, re-roll a Hit roll of 1 and re-roll a Wound roll of 1 instead.

STRATAGEMS (6/6)

2 CP REAPER'S WAGER – STRATEGIC PLOY STRATAGEM MOVEMENT

DANCE MACABRE

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Drukhari Infantry or Harlequins Infantry unit from your army that is within 8" of that enemy unit.

Effect: Your unit can make a Normal move of up to D6". If your unit is currently losing the wager, it can make a Normal move of up to 6" instead.

1 CP REAPER'S WAGER – STRATEGIC PLOY STRATAGEM MOVEMENT

SHORTEN THE ODDS

When: Your Movement phase, just after a Drukhari or Harlequins unit from your army has Advanced.

Target: That unit.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced.

1 CP REAPER'S WAGER – BATTLE TACTIC STRATAGEM SHOOTING

MALICIOUS FRENZY

When: Your Shooting phase or the Fight phase.

Target: One Drukhari or Harlequins unit from your army that has not been selected to shoot or fight this phase.

Effect: Select [LETHAL HITS] or [SUSTAINED HITS 1]. Until the end of the phase, weapons equipped by models in your unit have the selected ability.

1 CP REAPER'S WAGER – STRATEGIC PLOY STRATAGEM CHARGE

SCINTILLATING TEMPO

When: Your Movement phase or your Charge phase, just after a Drukhari or Harlequins unit from your army is selected to make a Normal, Advance or Fall Back move, is set up on the battlefield, or declares a charge.

Target: That unit.

Effect: Until the end of the turn, enemy units cannot use the Fire Overwatch Stratagem to shoot at your unit.

1 CP REAPER'S WAGER – STRATEGIC PLOY STRATAGEM FIGHT

FATEFUL ROLE

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Drukhari or Harlequins unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if that unit is losing the wager: on a 4+, do not remove it from play. That destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

1 CP REAPER'S WAGER – BATTLE TACTIC STRATAGEM FIGHT

MURDERER'S CIRCUS

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Drukhari or Harlequins unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.