

DARK REAPERS - AELDARI - CRAFTWORLDS

100–210 PTS

M	T	Sv	W	LD	OC
6"	3	3+	1	6+	1

INVULNERABLE
SAVE



AUFSTELLUNG

4-9x Dark Reaper
1x Dark Reaper Exarch

Equipped with: Shuriken Cannon, Tempest Launcher, ➤ Missile Launcher - Starshot, ➤ Missile Launcher - Sunburst, ➤ Reaper Launcher - Starshot, ➤ Reaper Launcher - Starswarm, Close combat weapon

Wargear Options:
■ Each Dark Reaper Exarch can replace its Reaper Launcher with Shuriken Cannon, Tempest Launcher or Missile Launcher.

KEYWORDS: Dark Reapers, Infantry, Aspect Warrior, Aeldari, Ynnari

FACTION KEYWORDS: Asuryani

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shuriken Cannon IGNORES COVER, LETHAL HITS	24"	3	3+	6	-1	2
Tempest Launcher BLAST, INDIRECT FIRE	36"	2D6	3+	4	-1	1
➤ Missile Launcher - Starshot IGNORES COVER	48"	1	2+	10	-2	D6
➤ Missile Launcher - Sunburst BLAST, IGNORES COVER	48"	D6	2+	4	-1	1
➤ Reaper Launcher - Starshot IGNORES COVER	48"	1	3+	10	-2	3
➤ Reaper Launcher - Starshot IGNORES COVER	48"	1	3+	10	-2	3
➤ Reaper Launcher - Starswarm IGNORES COVER	48"	2	3+	5	-2	1
➤ Reaper Launcher - Starswarm IGNORES COVER	48"	2	3+	5	-2	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Close combat weapon	Melee	2	3+	3	0	1

ABILITIES

Aspect Shrine Token

Once per battle for each Aspect Shrine token this unit has, you can change the result of one Hit roll or one Wound roll made for a model in this unit (excluding CHARACTER models) to an unmodified 6.

Designer's Note: Place an Aspect Shrine token next to the unit for each Aspect Shrine token it has, removing one each time this ability is used.

Inescapable Accuracy

Each time a model in this unit makes a ranged attack, you can ignore any or all modifiers to that attack's Ballistic Skill characteristic and any or all modifiers to the Hit roll.

WEAPON ABILITIES

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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).*

Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Indirect Fire

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

Lethal Hits

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*