

REAPER [LEGENDS] - AELDARI - DRUKHARI

115 PTS

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

INVULNERABLE
SAVE

6+

AUFSTELLUNG

1x Reaper [Legends]

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

KEYWORDS:

Vehicle, Kabal, Fly, Aeldari, Reaper, Frame

FACTION KEYWORDS:

Drukhari

⦿ 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

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 ABILITIES

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).

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KEYWORDS: Vehicle, Kabal, Fly, Aeldari, Reaper, Frame
FACTION KEYWORDS: Drukhari

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.