

# DARK REAPERS

100–210 PTS

M6"

T3

SV3+

W1

LD6+

OC1

5+

## RANGED WEAPONS

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

## 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.

## 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 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).*

### 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].*

