

REAPER'S WAGER

12 Stratagems · 4 Enhancements

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.

Reaper's Cowl

25 pts

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

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.

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 (12/12)

1 CP REAPER'S WAGER – STRATEGIC PLOY STRATAGEM MOVEMENT

Having selected their victims, these killers strive

When: Your Movement phase, just after a Drukhari

Target: That unit.

Effect: Until the end of the turn, your unit is eligible

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The saedath's victims become unwitting partners in

When: Your opponent's Movement phase, just

Target: One friendly unengaged WYCH CULT unit that is within 6" of

Effect: Declare a charge with your unit. When selecting charge targets,

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1 CP REAPER'S WAGER – BATTLE TACTIC STRATAGEM SHOOTING

Jealous competition descends into frenzied carnage

When: Your Shooting phase or the Fight phase.

Target: One Drukhari or Harlequins unit from

Effect: Select [LETHAL HITS] or [SUSTAINED HITS 1].

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Commorrite or Harlequin, these lithe combatants

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Target: That unit.

Effect: Until the end of the turn, enemy units

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1 CP REAPER'S WAGER – BATTLE TACTIC STRATAGEM FIGHT

In bounding leaps and graceful pirouettes, the

When: Fight phase, just after an enemy unit has

Target: One Drukhari or Harlequins unit from

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