

# GRIMGHAST REAPERS

Arch plotters and schemers in life, Grimghast Reapers are cursed in their undeath to kill indiscriminately. Those foolish enough to stand before a Grimghast Reaper usually end their lives hacked apart into bleeding chunks of meat.



| MELEE WEAPONS  | Range | Attacks | To Hit | To Wound | Rend | Damage |
|----------------|-------|---------|--------|----------|------|--------|
| Slasher Scythe | 2"    | 2       | 4+     | 3+       | -1   | 1      |
| Death Knell    | 2"    | 1       | 3+     | 3+       | -1   | 2      |

## DESCRIPTION

A unit of Grimghast Reapers has any number of models. Each Grimghast Reaper attacks with a two-handed Slasher Scythe.

**EXTOLLER OF SHYISH:** The leader of this unit is an Extoller of Shyish. The Extoller of Shyish is armed with a Death Knell instead of a Slasher Scythe.

**FLY:** Grimghast Reapers can fly.

## ABILITIES

**For Whom the Bell Tolls:** A Death Knell steals the life-force of those that it batters to death, and redirects it to harm any enemy creatures that are nearby.

Allocate wounds inflicted by this unit's Death Knell after allocating wounds inflicted by this unit's Slasher Scythes. For each enemy model that is slain by wounds inflicted by a Death Knell, you can inflict 1 mortal wound on an enemy unit within 3" of the model carrying the Death Knell.

**Ethereal:** There are creatures whose bodies have long since rotted away, making them difficult to harm with mundane weapons.

Ignore modifiers (positive or negative) when making save rolls for this unit.

**Reaped Like Corn:** The scythes wielded by these ghostly warriors can be swung in great sweeping arcs, cutting down whole ranks of enemy warriors.

If the target unit has 5 or more models, you can re-roll failed hit rolls for this unit's Slasher Scythes.