

# 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

Slasher Scythe  
Death Knell

Range

2"  
2"

Attacks

2  
1

To Hit

4+  
3+

To Wound

3+  
3+

Rend

-1  
-1

Damage

1  
2

## DESCRIPTION

A unit of Grimghast Reapers has any number of models, each armed with a Slasher Scythe.

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

**FLY:** This unit can fly.

## ABILITIES

**Ethereal:** *Creatures whose bodies have rotted away are difficult to harm with ordinary weapons.*

Ignore modifiers (positive or negative) when making save rolls for attacks that target 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.*

You can re-roll failed hit rolls for attacks made with this unit's Slasher Scythes if the target unit has 5 or more models.

**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 a Death Knell after allocating wounds inflicted by 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 armed with the Death Knell.

## KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, SUMMONABLE, GRIMGHAST REAPERS