Reaper Cadre

Masters of stealth, Reapers lurk in the shadows, waiting for targets worthy of the kiss of their deadly pulse lances.



UNOFFICIAL RULES

Reaper 6 4 5 3 2 1 4 Infantry (Human)	Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
	Reaper	6	4	5	3	2	1	4	Infantry (Human)

 UNIT SIZE:
 3 Reapers.

 EQUIPMENT:
 Commune Reactor, Pulse Carbine & Pulse Pistol.

 ABILITIES:
 Dug-in (+1) & Scout.

UNIT OPTIONS

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- May add up to 2 more Reapers: +4 pts each.
- Up to 2 models may replace their Pulse Carbine with a Pulse Lance: +2 pts each.

Weapon	RNG SHO PEN DAM Special					
Pulse Lance	36" (48")	2	4	2	Explosive (6+), Heavy, Long Ranged (+12"), Sniper (4+)	

ADDITIONAL UNITS