

DIRE AVENGERS75–150 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 7" | 3 | 4+ | 1 | 6+ | 1  |

INVULNERABLE  
SAVE



AUFSTELLUNG

4-9x Dire Avenger

1x Dire Avenger Exarch

**Equipped with:** Avenger shuriken catapult, Shuriken Pistol, Close Combat Weapon, Diresword, Power Glaive

Wargear Options:

- Each Dire Avenger Exarch can replace its Diresword and Shuriken Pistol with Power Glaive and Shuriken Pistol, Two Avenger Shuriken Catapults, Diresword and Shimmershield, Power Glaive and Shimmershield or Avenger shuriken catapult.

RANGED WEAPONS

| WEAPON                               | RANGE | A | BS | S | AP | D |
|--------------------------------------|-------|---|----|---|----|---|
| Avenger shuriken catapult<br>ASSAULT | 18"   | 4 | 3+ | 4 | -1 | 1 |
| Shuriken Pistol<br>ASSAULT<br>PISTOL | 12"   | 1 | 3+ | 4 | -1 | 1 |
| Shuriken Pistol<br>ASSAULT<br>PISTOL | 12"   | 1 | 3+ | 4 | -1 | 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 |
| Diresword           | Melee | 4 | 3+ | 4 | -2 | 1 |
| Power Glaive        | Melee | 3 | 3+ | 5 | -3 | 1 |

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.
- Bladestorm**  
Ranged weapons equipped by models in this unit have the [Sustained Hits 1] ability while targeting an enemy unit within half range.
- Shimmershield**  
The bearer has a 4+ invulnerable save.

WEAPON ABILITIES

- Assault**  
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Pistol**  
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.  
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:  
- One or more of its [CLOSE-QUARTERS] weapons.  
- One or more of its other ranged weapons.



**KEYWORDS:** Dire Avengers, Grenades, Infantry, Eldari, Aspect Warrior, Ynnari  
**FACTION KEYWORDS:** Asuryani