

DIRE AVENGERS - AELDARI - AELDARI

LIBRARY

75–150 PTS

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

INVULNERABLE
SAVE

5+

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.

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

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Avenger shuriken catapult ASSAULT	18"	4	3+	4	-1	1
Shuriken Pistol ASSAULT, PISTOL	12"	1	3+	4	-1	1
Shuriken Pistol ASSAULT, 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.