

DIRE AVENGER EXARCH



APL

▼ 3

MOVE

7"

SAVE

3+

WOUNDS

9

NAME	ATK	HIT	DMG	WR
☰ Shuriken catapult	4	3+	3/4	Rending
☰ Shuriken pistol	4	3+	3/4	Range 8", Rending
☰ Twin shuriken catapult	4	3+	3/4	Ceaseless, Rending
━ Diresword	5	3+	4/5	Lethal 5+, Rending
━ Fists	4	3+	2/4	-
━ Gun butts	3	4+	2/3	-
━ Power weapon	5	3+	4/6	Lethal 5+

RULES CONTINUE ON OTHER SIDE ►

DIRE AVENGER EXARCH



APL

▼ 3

MOVE

7"

SAVE

3+

WOUNDS

9

Defence Tactics: Whenever this operative contests an objective marker or one of your mission markers, or whenever it's shooting an enemy operative that does, this operative's weapons have the Balanced weapon rule.

Exarch: This operative can perform two **Shoot** or two **Fight** actions during its activation.

Shimmershield: Whenever an operative is shooting a friendly **BLADES OF KHAINE** operative that's visible to and within 2" of this operative, ignore the Piercing weapon rule. This operative only has this rule if you select the shimmershield weapon option.

DIRE AVENGER WARRIOR



APL

▼ 3

MOVE

7"

SAVE

4+

WOUNDS

8

NAME	ATK	HIT	DMG	WR
Shuriken catapult	4	3+	3/4	Rending
Fists	4	3+	2/4	-

Defence Tactics: Whenever this operative contests an objective marker or one of your mission markers, or whenever it's shooting an enemy operative that does, this operative's weapons have the Balanced weapon rule.

HOWLING BANSHEE EXARCH



APL

▼ 3

MOVE

7"

SAVE

3+

WOUNDS

9

NAME	ATK	HIT	DMG	WR
Shuriken pistol	4	3+	3/4	Range 8", Rending
Triskele (throw)	4	3+	2/3	Range 8", Rending, Torrent 2"
Executioner	5	3+	3/7	Lethal 5+
Mirrorswords	5	3+	4/6	Ceaseless, Lethal 5+
Power weapon	5	3+	4/6	Lethal 5+
Triskele (slice)	5	3+	4/5	Rending

Banshee Mask: Whenever this operative is fighting, worsen the Hit stat of the enemy operative's melee weapons by 1. This isn't cumulative with being injured.

Exarch: This operative can perform two **Shoot** or two **Fight** actions during its activation.

HOWLING BANSHEE WARRIOR



APL

▼ 3

MOVE

7"

SAVE

4+

WOUNDS

8

NAME	ATK	HIT	DMG	WR
Shuriken pistol	4	3+	3/4	Range 8", Rending
Power weapon	4	3+	4/6	Lethal 5+

Banshee Mask: Whenever this operative is fighting, worsen the Hit stat of the enemy operative's melee weapons by 1. This isn't cumulative with being injured.

STRIKING SCORPION EXARCH

APL
▼ 3MOVE
7"SAVE
3+WOUNDS
9

NAME	ATK	HIT	DMG	WR	
Shuriken pistol	4	3+	3/4	Range 8", Rending	
Twin shuriken pistols	4	4+	3/4	Range 8", Ceaseless, Rending	
Biting blade	5	3+	5/6	Rending	
Scorpion's claw and chainsword	5	3+	4/6	Brutal, Lethal 5+	
Twin chainswords	5	3+	4/5	Ceaseless, Rending	

Mandiblasters: Whenever this operative performs the **Fight** action, at the start of the Roll Attack Dice step, you can use this rule. If you do, inflict 2 damage on the enemy operative in that sequence.

Exarch: This operative can perform two **Shoot** or two **Fight** actions during its activation.

STRIKING SCORPION WARRIOR

APL
▼ 3MOVE
► 7"SAVE
4+WOUNDS
8

NAME	ATK	HIT	DMG	WR
Shuriken pistol	4	3+	3/4	Range 8", Rending
Chainsword	4	3+	4/5	Rending

Mandiblers: Whenever this operative performs the **Fight** action, at the start of the Roll Attack Dice step, you can use this rule. If you do, inflict 2 damage on the enemy operative in that sequence.