

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 Accurate 1 weapon rule.

Exarch: This operative can perform two **Fight** or two **Shoot** 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 Accurate 1 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 **Fight** or two **Shoot** 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
▼ 3

MOVE
➡ 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 **Fight** or two **Shoot** actions during its activation.

STRIKING SCORPION WARRIOR



APL
▼ 3

MOVE
➡ 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

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.