

DIRE AVENGERS KILL TEAMS

The Dire Avengers are first amongst the Aspect Warriors of the Asuryani. They represent the War God's unending thirst for vengeance upon a galaxy of woe, and as such they are merciless to their foes and unstinting in their devotion to their people.

DIRE AVENGERS SPECIAL RULES

The following special rule applies to all members of a Dire Avengers kill team.

Battle Focus: If a fighter with this rule does not move in the movement phase, they may choose to make a normal move immediately after firing in the shooting phase. This may not be a run or charge move.

USING A DIRE AVENGERS KILL TEAM

A Dire Avengers kill team follows all of the normal rules, with the following exceptions:

- If your Dire Avengers kill team contains a Heavy Weapon Platform, it must be allocated to a Guardian Defender Gunner at the start of each mission. If the Gunner moves in any way, place the platform anywhere within 2" of the Gunner at the end of the move. The Gunner may fire the weapon instead of any other weapons they carry, drawing a line of sight from the platform itself. The platform does not count as a fighter for any rules purposes, and may not otherwise be interacted with in any way, though it does block line of sight. If the platform would get in the way of any other models (e.g., charging fighters), simply move it out of the way. If the Gunner is taken out of action, or otherwise removed from play, the Heavy Weapon Platform is also removed, but is not permanently removed from your kill team if that Gunner subsequently dies.

- Each time a Guardian Defender earns their third Mission Completed mark and is promoted to a Trooper, they must miss the next mission, but their mesh armor is replaced with Aspect armor and their ranged weapons are replaced with a single Avenger catapult at no cost.

DIRE AVENGER EXARCH	Kill Team Leader							Cost to recruit: 240 points		
	M	WS	BS	S	T	W	I	A	Ld	
Warlock	5"	5	5	3	3	2	6	2	9	

Dire Avenger Exarchs are consummate leaders, having devoted themselves wholly to the Path of the Warrior

Wargear: A Dire Avenger Exarch has a combat blade and Aspect armor. In addition, a Dire Avenger Exarch can be armed with items chosen from the Dire Avengers Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades, and Miscellaneous Equipment lists.

DIRE AVENGER	Trooper							Cost to recruit: 100 points		
	M	WS	BS	S	T	W	I	A	Ld	
Dire Avenger	5"	4	4	3	3	1	5	1	9	

Dire Avengers are the most tactically flexible of the craftworlds' Aspect Warriors, and are as deadly on the offensive as they are stalwart on defense.

Wargear: All Dire Avengers have a combat blade and Aspect armor. In addition, a Dire Avenger can be armed with items chosen from the Dire Avengers Basic Weapons, Grenades, and Miscellaneous Equipment lists.

GUARDIAN DEFENDER	New Recruit							Cost to recruit: 80 points		
	M	WS	BS	S	T	W	I	A	Ld	
Guardian Defender	5"	4	4	3	3	1	5	1	8	

Guardian Defenders are taken from the citizenry of the craftworlds, and though a militia force, they are a match for the dedicated soldiers of other races.

Wargear: A Guardian Defender has a combat blade and mesh armor. In addition, a Guardian Defender can be armed with items chosen from the Dire Avengers Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades, and Miscellaneous Equipment lists.

GUARDIAN DEFENDER GUNNER	Specialist							Cost to recruit: 90 points		
	M	WS	BS	S	T	W	I	A	Ld	
Guardian Defender Gunner	5"	4	4	3	3	1	5	1	8	

Guardian Defenders who show a particular aptitude for battle may be called upon to provide fire support with anti-grav heavy weapon platforms or special weapons.

Wargear: A Guardian Defender Gunner has a combat blade and mesh armor. In addition, a Guardian Defender Gunner can be armed with items chosen from the Dire Avengers Basic Weapons, Pistols, Special Weapons, Grenades, and Miscellaneous Equipment lists.

DIRE AVENGERS WEAPON AND EQUIPMENT LISTS**Grenades**

Plasma grenades.....25 points

Miscellaneous

Photo-visor.....15 points

Shimmershield*.....50 points

Weapon reload.....Half cost of weapon in points

* Dire Avenger Exarch only

Hand-to-Hand Weapons

Combat blade (knife).....5 points

Diresword*.....60 points

Power glaive*.....50 points

* Dire Avenger Exarch only

Pistols

Shuriken pistol.....35 points

Basic Weapons

Avenger shuriken catapult*.....45 points

Shuriken catapult**.....40 points

Twin Avenger shuriken catapult***.....70 points

* Dire Avenger and Dire Avenger Exarch only

** Guardian Defender and Guardian Defender Gunner only

*** Dire Avenger Exarch only

Heavy Weapon Platform Weapons

Heavy Weapon Platform:

.....with scatter laser.....160 points

.....with shuriken cannon.....180 points

.....with Aeldari missile launcher with plasma missiles and starshot missiles.....200 points

.....with starcannon.....200 points

.....with bright lance.....250 points

WEAPONS AND EQUIPMENT

BASIC WEAPONS

AVENGER SHURIKEN CATAPULT

These weapons are masterwork examples of their kind.

Range		To Hit		Save			Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-9"	9-18"	-	-	4	1	-1	4+

Sustained Fire: 1 die.

SHURIKEN CATAPULT

The long-barreled shuriken catapult fires its razor-edged ammunition at a greater distance than the shuriken pistol.

Range		To Hit		Save			Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-8"	8-16"	+1	-	4	1	-1	4+

Sustained Fire: 1 die.

TWIN AVENGER SHURIKEN CATAPULT

Twin Avenger shuriken catapults have a frightening rate of fire and can blanket an area with blade-discs in seconds.

Range		To Hit		Save			Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-9"	9-19"	-	-	4	1	-1	4+

Sustained Fire: 1 die.

Independent Fire: A fighter armed with this weapon may fire twice using the profile above. These shots may be made against different targets.

HAND-TO-HAND WEAPONS

COMBAT BLADESee Knife on pg. 55 in the *Shadow War: Armageddon Rulebook*.**DIRESWORD**

With a vengeful spirit stone set into their hilt, these swords can separate a victim's soul from their body

Range	Strength	Damage	Save Mod.
Close Combat	as user	1	-3

Parry: Fighters with swords are able to parry.**Soulrazor:** A fighter wounded by this weapon must pass a Leadership test or be immediately taken out of action.**MIRRORSWORDS**

Used in an ambidextrous sword-form by some Howling Banshee Exarchs, mirrorswords create a swirling web of steel.

Range	Strength	Damage	Save Mod.
Close Combat	as user	1	-2

Parry: A fighter with a pair of mirrorswords may parry twice.**Paired:** A fighter using a pair of mirrorswords may re-roll failed To Wound rolls in hand-to-hand combat.**POWER GLAIVE**

Power glaives are polearms with energy-wreathed blades.

Range	Strength	Damage	Save Mod.
Close Combat	as user +2	1	-3

POWER SWORDSee Power Sword on pg. 56 in the *Shadow War: Armageddon Rulebook*.

GRENADES

PLASMA GRENADES

The Aeldari have perfected the generation of plasma energy, and can unleash it on their foes with ease.

Strength		Damage		Save Mod.	
4		1		-2	

Blast: Plasma grenades release focused, but potent, energies; they use the small blast template.

HEAVY WEAPON PLATFORM WEAPONS AND HEAVY WEAPONS

BRIGHT LANCE

A bright lance uses las energy that is refined and amplified by psychically grown crystals.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-18"	18-36"	-	-	8	D3	-5	5+

AELDARI MISSILE LAUNCHER

Aeldari missile launchers are exquisitely crafted and can be loaded with different types of explosive pods.

Missile Ammunition: An Aeldari missile launcher can be supplied with multiple ammunition types. The missile launcher can only use the types of missile that have been purchased for it. If an Ammo roll is failed, then the missile launcher and any ammunition it has cannot be used for the rest of the mission.

Plasma Missile

When a plasma missile detonates, it creates a super-heated vortex of vaporizing energy.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-24"	24-48"	-	-	4	1	-2	5+

Blast: Plasma missiles release focused, but potent, energies; they use the small blast template.

Starshot Missile

Starshot missiles release a channeled blast upon impact to bore a burning hole through the target.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-24"	24-48"	-	-	8	1	-4	5+

REAPER MISSILE LAUNCHER

Used to deadly effect by Dark Reaper Aspect Warriors, reaper launchers fire a fusillade of starswarm missiles or the more powerful starshot missiles.

Missile Ammunition: A reaper missile launcher can be supplied with multiple ammunition types. The missile launcher can only use the types of missile that have been purchased for it. If an Ammo roll is failed, then the missile launcher and any ammunition it has cannot be used for the rest of the mission.

Starshot Missile

Starshot missiles release a channeled blast upon impact to bore a burning hole through the target.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-24"	24-48"	-	-	8	3	-3	5+

Starswarm Missile

Starshot missiles release a channeled blast upon impact to bore a burning hole through the target.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-24"	24-48"	-	-	5	2	-3	5+

SCATTER LASER

Through fractal resonance, a scatter laser is able to emit blistering salvos of las-bursts.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-18"	18-36"	+1	-	6	1	-	5+

Sustained Fire: 2 dice.

SHURIKEN CANNON

Shuriken cannons are the largest of the Aeldari shuriken weapons, and propel their blades with tremendous force.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-24"	+1	-	6	1	-2	4+

Sustained Fire: 2 dice.

STARCANNON

The plasm core of a star cannon produces beams of light that deliver the heat of a raging star.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-18"	18-36"	+1	-	6	1	-3	6+

Sustained Fire: 1 die.

TEMPEST LAUNCHER

Dark Reaper Exarchs sometimes employ tempest launchers that hurl explosives high into the air and then land amongst the foe, allowing these merciless Aeldari to obliterate several targets at once.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-18"	18-36"	-	-	4	1	-2	5+

Blast: Tempest launchers send a barrage of explosives; they use the large blast template.

PISTOLS

FUSION PISTOL

Using beams of concentrated energy, a fusion pistol causes the molecules of its target to hyper-vibrate and combust.

Range		To Hit		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-4"	4-8"	+1	-	8	D6	-5	5+

SHURIKEN PISTOL

These elegant sidearms fire barrages of monomolecular-edged discs that slice through their targets.

Range		To Hit		Save Ammo			
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-6"	6-12"	+2	-	4	1	-1	4+

Sustained Fire: 1 die.

ARMOR

ASPECT ARMOR

Aspect armor is made of psycho-reactive material that reacts to its wearer's movements.

Armor Save: A fighter wearing Aspect armor has a basic armor save of 4+.

HEAVY ASPECT ARMOR

Heavy Aspect armor is similar to Aspect armor, but incorporates thick armored plates.

Armor Save: A fighter wearing heavy Aspect armor has a basic armor save of 3+.

MESH ARMOR

Mesh armor is comprised of thousands of thermoplas pieces that harden upon impact.

Armor Save: A fighter wearing mesh armor has a basic armor save of 5+.

SPECIALIZED EQUIPMENT

BANSHEE MASK

This mask amplifies the Aeldari's battle cry, inflicting psychic paralysis.

A fighter equipped with a Banshee mask may use it during the movement phase. Enemy fighters cannot fire Overwatch at a fighter using a Banshee mask.

Noisy: This item emits a loud and distinctive sound, so must test to see if the alarm is raised when used during missions such as The Raid.

MANDIBLASTERS

Mandiblasters use laser blasts to spit needle shards at close range into an enemy.

At the start of the hand-to-hand phase, you may inflict a single Strength 3 hit on a fighter in base-to-base contact. This attack inflicts 1 damage and armor saves may be taken as normal.

SWOOPING HAWK WINGS

Jet propulsion motors and anti-grav lifters hidden within the metal feathers of these wings allow the wearer to fly.

A fighter may use its Swooping Hawk wings in the movement phase instead of moving normally. The fighter may move up to 12" in any direction, ignoring the normal restrictions for terrain, however you may not end this move in impassable ground. The fighter may use this move to charge an enemy fighter, but does not double its movement distance when doing so.

SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific tables depending upon their sub-faction and whether they are a trooper, specialist, or kill team leader.

The different characters of the sub-factions mean that they each have contrasting areas of strength and weakness. For example, Dire Avengers are agile warriors possessed of superlative skill, while Orks are ferocious and physically imposing.

Similarly, a fighter's role counts a great deal in terms of what skills they are able to learn. Kill team leaders and specialists have access to

different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

Skill Types available								
SUB-FACTION	ROLE	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Black Guardians	Trooper				☞		☞	☞
	Specialist			☞	☞		☞	☞
	Leader	☞	☞	☞	☞		☞	☞



DIRE AVENGERS SPECIAL OPERATIVES

AUTARCH

	M	WS	BS	S	T	W	I	A	Ld
Autarch	5"	6	6	3	3	3	6	3	10

Autarchs are peerless commanders and have a consummate understanding of the art of war. Though deadly in combat, they are most dangerous when implementing stratagems to ensnare their foes.

Wargear: An Autarch has a power sword, fusion pistol, mandiblasters, swooping hawk wings, and heavy Aspect armor.

Superb Strategy: At the start of the game, when rolling to determine who gets the first turn, you may choose to re-roll. In scenarios which specify which side goes first you may roll a die. On a 4+ you may choose who goes first for this game.

Bounty: If an Autarch is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

HOWLING BANSHEE EXARCH

	M	WS	BS	S	T	W	I	A	Ld
Howling Banshee Exarch	6"	5	5	3	3	2	6	2	9

Howling Banshee Exarchs use speed, agility, and a terrifying presence to stun and confound their foes as they charge in to close combat.

Wargear: A Howling Banshee Exarch has a power sword, shuriken pistol, Banshee mask, and Aspect armor. She may also do any of the following:
 Exchange her power sword for a power glaive.
 Exchange her shuriken pistol and power sword for mirrorswords.

War Shout: Enemy fighters subtract 1 from hit rolls in the Fight phase for attacks that target this fighter. This war shout is a loud and distinctive sound, so must test to see if the alarm is raised when used during missions such as The Raid.

DARK REAPER EXARCH

	M	WS	BS	S	T	W	I	A	Ld
Dark Reaper Exarch	5"	5	5	3	3	2	6	2	9

Dark Reaper Exarchs are masters of slaughtering the foe from afar.

Wargear: A Dark Reaper Exarch has a reaper launcher with starswarm and starshot missiles, and heavy Aspect armor. He may also do any of the following:
 Exchange his reaper launcher with starswarm missiles for a shuriken cannon, Aeldari missile launcher, or tempest launcher.

Crack Shot: A fighter with this ability may re-roll to hit rolls of 1 when shooting ranged weapons.

Inescapable Accuracy: A fighter with this ability always hits on a 3+ when firing a ranged weapon in the Shooting phase, regardless of any modifiers.