OFFICIO ASSASSINORUM ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Officio Assassinorum miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it has. Some rules are common to several Officio Assassinorum units – these are described here and referenced on the datasheets.

ABILITIES

The following abilities are common to Officio Assassinorum units:

Execution Force

So long as your Warlord has the **Imperium** keyword, you can include this unit in your army as part of a Vanguard Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment's Command Benefits are changed to 'None' unless that Detachment contains exactly 1 Vindicare Assassin, 1 Callidus Assassin, 1 Eversor Assassin and 1 Culexus Assassin.

Independent Operative

This model can never have a Warlord Trait. During deployment, you can set this model up in concealment instead of placing it on the battlefield. At the end of any of your Movement phases, this model can reveal its position – set it up anywhere on the battlefield that is more than 9" from any enemy models.

Lightning Reflexes

This model has a 4+ invulnerable save.

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following list to determine the total points cost of your army. Simply add together the points costs of all your models and their wargear to determine your army's total points value.

UNITS		
UNIT	**MODELS PER UNIT**	**POINTS PER MODEL** (Includes wargear)
Vindicare Assassin	1	85
Callidus Assassin	1	85
Eversor Assassin	1	85
Culexus Assassin	1	85

STRATAGEMS

If your army is Battle-forged and includes any **Imperium** Detachments (that is, a Detachment in which every unit has the **Imperium** keyword), you have access to the Stratagems shown here, meaning you can spend Command Points to activate them. These help to reflect the unique tactics used by Assassins on the battlefield.

2CP

OPERATIVE REQUISITION SANCTIONED

Officio Assassinorum Stratagem

The ultimate fusion of stealth and lethality, an operative of the Officio Assassinorum is a great asset to any Imperial commander.

You can only use this Stratagem if your Warlord has the **Imperium** Faction keyword (excluding **Fallen**) and your army does not contain any **Officio Assassinorum** units. Use this Stratagem during deployment. Add 1 **Officio Assassinorum** unit of your choice to your army. Remember that in a matched play game, you must pay reinforcement points for any new unit added to your army. You can only use this Stratagem once per battle.

1CP

PRIORITY THREAT NEUTRALISED

Officio Assassinorum Stratagem

Shorn of their commanders, the enemy's tactical advantages will often crumble.

Use this Stratagem after an enemy **Character** model is slain by an **Officio Assassinorum** unit from your army. You gain 2 Command Points (or 3 Command Points if the **Character** was your opponent's Warlord). You can only use this Stratagem once for each enemy Character model slain.

1CP

DOUBLE KILL

Vindicare Stratagem

Striking from the perfect vantage points, Vindicare Assassins have been known to fell a second foe before the body of the first has even hit the floor.

Use this Stratagem in your Shooting phase, after a **Vindicare Assassin** from your army shoots. That model can shoot one additional time this phase (this must be at a different target).

1CP

TURBO-PENETRATOR ROUND

Vindicare Stratagem

Ripping through even the densest flesh or armour before detonating, this special ammunition is the bane of vehicles and monstrous beasts alike.

Use this Stratagem in your Shooting phase, after an attack made with an exitus pistol or exitus rifle by a **Vindicare Assassin** from your army scores a hit against a target that is either a **Vehicle** or a **Monster**. Do not make a wound roll for that attack; instead that hit inflicts D3 mortal wounds on the target. If this Stratagem is used then the Head Shot ability does not apply to that attack.

1CP

ACROBATIC

Callidus Stratagem

Callidus Assassins strike with such speed and grace that their targets rarely land a single defensive blow.

Use this Stratagem in your Movement phase. Choose one **Callidus Assassin** from your army. That model can Advance and charge this turn. In addition, until the start of the next battle round, subtract 1 from hit rolls for attacks that target the chosen model.

1CP

PARIAH'S GAZE

Culexus Stratagem

The pure negativity of a Culexus Assassin's soulless presence is focused through their wargear.

Use this Stratagem in your Shooting phase, before choosing a **Culexus Assassin** to shoot with. Until the end of the phase, the Damage characteristic of that model's ranged weapons is increased to D3.

2CP

SUPREME DECEPTION

Callidus Stratagem

Operatives of the Callidus Temple are peerless infiltrators able to disrupt any chain of command.

Use this Stratagem at the start of any battle round after the first. Choose one **Callidus Assassin** from your army. That model's Reign of Confusion ability is considered to be in effect until the end of that battle round. You can only use this Stratagem once per battle.

2CP

STIMM OVERLOAD

Eversor Stratagem

Dangerous levels of frenzon flood the Eversor's system, triggering a frenetic killing spree.

Use this Stratagem at the end of the Fight phase. Choose one **Eversor Assassin** from your army to fight with, even if that model has already fought this phase. After that model has fought, roll one D6; on a 1, 2 or 3 it suffers 1 mortal wound.

2CP

SOUL HORROR

Culexus Stratagem

An aura of nameless fear surrounds operatives of the Culexus Temple, freezing the hearts of their foes.

Use this Stratagem at the start of the Fight phase. Choose one **Culexus Assassin** from your army. Enemy units within 3" of that model cannot be chosen to fight this phase until after all other units have done so, even if they charged. If one of those units has an ability that allows them to fight first this phase, they instead fight in this phase as if they do not have that ability.

1CP

HYPERMETABOLISM

Eversor Stratagem

Chemically augmented in the extreme, the bodies of Eversor Assassins can weather injuries that would otherwise prove fatal.

Use this Stratagem at the start of any phase. Choose one **Eversor Assassin** from your army. Until the end of that phase, roll one D6 each time that model loses a wound (excluding those lost as the result of a mortal wound); on a 4+ the wound is not lost.

5 POWER

Vindicare Assassin

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vindicare Assassin	7"	2+	2+	4	4	5	5	9	6+

A Vindicare Assassin is a single model armed with one exitus pistol, one exitus rifle, and blind grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Exitus pistol	12"	Pistol 1	4	-3	D3	Invulnerable saves cannot be taken against attacks made with this weapon. This weapon wounds **Infantry** units on a 2+.
Exitus rifle	72"	Heavy 1	5	-3	D3	Invulnerable saves cannot be taken against attacks made with this weapon. This weapon wounds **Infantry** units on a 2+.
Blind grenade	12"	Grenade D6	*	*	*	This weapon does not inflict any damage (do not make any wound rolls). Instead, if a unit is hit by any blind grenades, subtract 1 from all hit rolls for attacks made by that unit until the end of the turn.

ABILITIES

Execution Force, **Independent Operative**, **Lightning Reflexes** (pg 94)

Deadshot: This model can target a **Character** even if it is not the closest enemy unit. In addition, each time an unmodified wound roll of 6 is made for an attack with a ranged weapon by this model, the Damage for that attack is D6.

Faultless Aim: If this model remained stationary in its previous Movement phase, it always hits on a 2+ when firing a ranged weapon, regardless of modifiers (hit rolls of 6 are still required when firing Overwatch).

Head Shot: After this model has made an attack with a ranged weapon, roll one D6 if a model suffered damage from that attack but has not been slain; on a 3+, that model suffers 1 mortal wound and, if that model is not slain, you can roll one more D6. This time, that model suffers 1 mortal wound on a 4+. Keep rolling one D6, increasing the result required to cause a mortal wound by 1 each time, until the model being rolled for is slain or the roll is failed.

Spymask: Enemy models do not gain the bonus to their saving throws for being in cover against attacks made with ranged weapons by this model.

Stealth Suit: Subtract 1 from hit rolls for attacks made with ranged weapons that target this model. If this model is on or in a terrain feature, subtract 2 instead.

FACTION KEYWORDS Imperium, Officio Assassinorum

KEYWORDS Infantry, Character, Vindicare Assassin

5 POWER

Callidus Assassin

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Callidus Assassin	7"	2+	2+	4	4	5	5	9	6+

A Callidus Assassin is a single model armed with one neural shredder, one phase sword and poison blades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Neural shredder	9"	Assault 1	*	*	*	Roll 3D6 each time this weapon scores a hit; if the roll is equal to or greater than the target unit's highest Leadership characteristic, it suffers D3 mortal wounds.
Phase sword	Melee	Melee	User	-3	2	Invulnerable saves cannot be taken against attacks made with this weapon.
Poison blades	Melee	Melee	*	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon. This weapon wounds on a 3+, unless it is targeting a **Vehicle**, in which case it wounds on a 6+.

ABILITIES

Execution Force, **Independent Operative**, **Lightning Reflexes** (pg 94)

Polymorphine: During deployment, you can set up this model in disguise instead of setting it up on the battlefield. At the end of any of your Movement phases this model can revert to its true form – set it up anywhere on the battlefield that is more than D6+3" away from any enemy models. For example, if you roll a 4, the model can be set up anywhere that is more than 7" from any enemy model.

Hit and Run: This model can Fall Back and still shoot and charge in the same turn.

Reign of Confusion: If you have any models with this ability in your army, then during the first battle round, roll one D6 each time your opponent spends Command Points (CPs) to use a Stratagem. On a 4+, your opponent must spend one extra CP to use that Stratagem, or else it has no effect (the CPs spent so far are lost). This ability cannot affect Stratagems used 'before the battle begins'.

FACTION KEYWORDS Imperium, Officio Assassinorum

KEYWORDS Infantry, Character, Callidus Assassin

Eversor Assassin

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Eversor Assassin	7"	2+	2+	4	4	6	6	9	6+

An Eversor Assassin is a single model armed with one executioner pistol, one neuro-gauntlet, one power sword, and melta bombs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Executioner pistol	12"	Pistol 4	4	-1	1	You can re-roll wound rolls for attacks made with this weapon that target **Infantry** units.
Neuro-gauntlet	Melee	Melee	+1	-1	1	You can re-roll wound rolls for attacks made with this weapon.
Power sword	Melee	Melee	User	-3	1	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll wound rolls for attacks made with this weapon that target **Vehicle** units.

ABILITIES

Execution Force, **Independent Operative**, **Lightning Reflexes** (pg 94)

Bio-meltdown: If this model is reduced to 0 wounds, roll a D6 for each enemy unit that is within 6" of this model before removing it from the battlefield. On a 4+ the enemy unit suffers D3 mortal wounds.

Sentinel Array: Each time an enemy unit Falls Back whilst within 1" of this model, this model can immediately make a shooting attack against that enemy unit as if it were its Shooting phase.

Frenzon: When making a charge roll for this model, roll 3D6 rather than 2D6. In addition, add 2 to this model's Attacks characteristic if it charged in the preceding Charge phase.

Killing Rampage: Each time an enemy model is slain as the result of an attack made with a melee weapon by this model, this model can immediately make one additional attack against the same unit. These additional attacks cannot themselves generate further attacks. In addition, this model can consolidate up to 6" instead of up to 3".

FACTION KEYWORDS Imperium, Officio Assassinorum

KEYWORDS Infantry, Character, Eversor Assassin

Culexus Assassin

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Culexus Assassin	7"	2+	2+	4	4	5	4	9	6+

A Culexus Assassin is a single model armed with one animus speculum and psyk-out grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Animus speculum	18"	Assault D3	5	-4	1	Change this weapon's Type to Assault D6 whilst there are any enemy **Psykers** within 18" of the bearer.
Psyk-out grenade	6"	Grenade D3	2	0	1	Each hit roll of 6+ for an attack made with this weapon inflicts 1 mortal wound on the target instead of the normal damage if the target of the attack is a **Psyker** or **Daemon**.

ABILITIES

Execution Force, **Independent Operative**, **Lightning Reflexes** (pg 94)

Abomination: This model can never be targeted or affected by psychic powers in any way. **Psykers** that are within 18" of any **Culexus Assassins** must subtract 2 from Psychic tests and Deny the Witch tests they take.

Life Drain: Saving throws cannot be made for attacks made with melee weapons by this model unless they are invulnerable saving throws.

Etherium: Attacks that target this model are resolved as if the attacking model had a Weapon Skill and Ballistic Skill characteristic of 6+.

Psychic Assassin: Attacks made by this model can target a **Character** that is a **Psyker** even if it is not the closest enemy unit. In addition, this model can make an attack with its psyk-out grenade in the same phase that it uses its animus speculum.

FACTION KEYWORDS: Imperium, Officio Assassinorum

KEYWORDS: Infantry, Character, Culexus Assassin