

ALSO AVAILABLE

# ASSASSINORUM: EXECUTION FORCE

Can't decide which plastic Imperial Assassin you want the most? Get all four, along with a host of Chaos Space Marines (and their lackeys) in *Assassinorum: Execution Force*, available in store and online at [games-workshop.com](http://games-workshop.com) while stocks last.



Above: *Assassinorum: Execution Force* contains all four Imperial Assassins (Vindicare, Eversor, Callidus and Culexus), three Chaos Space Marines, 15 Chaos Cultists, a Chaos Sorcerer Lord in Terminator armour, a Chaos Familiar, two game boards and all the dice, cards and tokens you need to play.

All the models in the set can be used in *Warhammer 40,000*, too. It doesn't take a *Departmento Munitorum* adept to realise what tremendous value you get with this game.

*Assassinorum: Execution Force* is the board game that recreates the desperate mission to halt a murderous Chaos ritual. Up to four players take the role of an Execution Force in their race against time to defeat the Crimson Slaughter aboard their haunted space station.

The game is great fun, especially for groups of friends, and teamwork is the key to victory. Once you've triumphed over the forces of Chaos, the fun doesn't end there. *Execution Force* includes an achievement list, and accomplishing these adds hours of fun to your games. Each one changes the dynamics of the game, making the enemies more dangerous or reducing the time you have to complete the mission.

To coincide with this issue of *White Dwarf* the Studio rules team have provided some additional game Achievements (we suspect they just wanted a chance to spend the day playing the game). We are delighted to present these here: just cut out the page opposite (or photocopy it for your own use) and keep it in your box with the rest of your *Execution Force* game.

Some of these Achievements require simple adjustments to the rules that will make the mission harder to achieve, even for veteran players. It may even take several games and a lot of skill and luck to achieve the more difficult ones, and only a true master of the *Officio Assassinorum* has any chance of achieving them all. ☠



# ACHIEVEMENTS

**A KNIFE IN THE BACK**  
 Whilst under the effects of her Polymorphine ability move the Callidus Assassin adjacent to Lord Drask and then, in the same turn, inflict the final hit on him using the Phase Sword.

Date Achieved:

**DOUBLE THE GUARD**  
 Complete the mission with eight Chaos Cultists starting the game on the board instead of four (the extra four Cultists have autopistols – place these on the board first then move them as if they were On Patrol, then place the four Cultists with autoguns as normal, then start the game).

Date Achieved:

Callidus:  Eversor:

Culexus:  Vindicare:

**LOW SUPPLIES**  
 Complete the mission with each Assassin only being able to use the Synskin heal action once during the entire game.

Date Achieved:

Callidus:  Eversor:

Culexus:  Vindicare:

**CURSED LUCK**  
 Complete the mission when the following event cards are removed from the event card deck for the duration of the game: False Alarm, An Unforgivable Lapse, The Gods are Fickle and Misdirection.

Date Achieved:

Callidus:  Eversor:

Culexus:  Vindicare:

**PSYCHIC MAELSTROM**  
 Complete the mission when all psychic events last for one extra turn than normal.

Date Achieved:

Callidus:  Eversor:

Culexus:  Vindicare:

**NO ROOM FOR ERROR**  
 Complete the mission with all the Assassins having Stamina 1, instead of Stamina 2.

Date Achieved:

Callidus:  Eversor:

Culexus:  Vindicare:

**WARGEAR DAMAGED**  
 Complete the missions with the following additional rule: each time an Assassin is hit, they lose an unused Tactic counter in addition to suffering a Wound.

Date Achieved:

Callidus:  Eversor:

Culexus:  Vindicare:

**RIGHT BETWEEN THE EYES**  
 Use the Vindicare Assassin's Deadshot ability to inflict the final hit on Lord Drask.

Date Achieved:

**A DEVIIOUS TRAP**  
 Complete the mission when Lord Drask goes On Alert the first time an Assassin uses the teleportarium and all Renegades that enter play on the Temple of Shades do so On Alert.

Date Achieved:

Callidus:  Eversor:

Culexus:  Vindicare:

**FROM BAD TO WORSE**  
 Complete the mission when there is no maximum limit to the number of event cards that can be drawn and resolved each Chaos Phase.

Date Achieved:

Callidus:  Eversor:

Culexus:  Vindicare:

**HEAVY RESISTANCE**  
 Complete the mission with Chaos Space Marines being placed on revealed room cards instead of Chaos Cultists with autoguns (if there are no Chaos Space Marines available, place Chaos Cultists instead).

Date Achieved:

Callidus:  Eversor:

Culexus:  Vindicare:

**A STUNNING BLOW**  
 Complete the missions with the following additional rule: each time an Assassin is hit, they are stunned until the start of the next Chaos phase in addition to suffering a Wound.

Date Achieved:

Callidus:  Eversor:

Culexus:  Vindicare: