



VINDICARE ASSASSIN

'In the darkness I wait'

by Andy Hall

Of all the weapons an Inquisitor can bring to bear, an agent of the Officio Assassinorum is one of the most deadly. Unfortunately, as prone to infighting as the Inquisition is, it has not been unknown for an Inquisitor to become a target himself.

Officio Assassinorum killers are death machines trained in the hidden temples scattered throughout the Imperium. The Vindicare Temple teaches the art of the sniper, and all Vindicare Assassins are expert marksmen who can shoot the eye out of a target from more than a mile away.

Once assigned a target the Vindicare are meticulous planners and researcher. Depending on whether a mission is time-sensitive or not, the Assassin will choose his sniper's roost carefully, often lying still for days or even weeks waiting for the target to appear. To keep hidden Vindicare Assassins will often wear cameoline cloaks which take on the colour and appearance of their surroundings. All Vindicares are armed with custom sniper rifles, which are personalised and modified making each one quite unique. Whilst a Vindicare will rarely carry a close combat weapon, he will also be armed with any number of short range weaponry in the unlikely event he is discovered before the target is eliminated.

Vindicare Assassins in Games

Vindicare Assassins use the stat line or random generator, Equipment and Special Abilities given on page 141 of the Inquisitor Rulebook.

In addition to the rules in the Inquisitor Rulebook I've included some recommendations that will tailor the Assassin to the Vindicare Temple. Note that the following are not 'official rules', it's just my take on creating a Vindicare Assassin for a campaign or warband.

Equipment: Long rifle (Customised - 2D10 Damage at ranges over 35 yards only) with range finder and laser sight; autopistol, Advanced Auto Senses with built in infrascopes in enclosed helmet; Cameoline cloak, Assassin bodysuit (Armour Value 4); conversion field.

Additional Special Abilities: When on *Overwatch* (see page 34 of the Inquisitor Rulebook) the Vindicare does not treat the shot as a snap shot, so gains all positive modifiers if he aimed as normal; *Ambidextrous*; *Deadeye Shot*; *Nerves of Steel*; *Quickload*.

Gamesmasters

An Assassin from one of the Officio Assassinorum temples is a very powerful character that could greatly unbalance the game if not treated correctly. As shown in the scenario accompanying this article, they are best used as a GM-controlled character either to hinder or help the players. However, it is realistic to expect that players will want them in their warbands either temporarily or on a more permanent basis. This is well within the realms of the background since the two organisations have a history of working together and their remits often cross over. In such a case the Gamesmaster should be aware that the Assassin may well have a large impact on the game (much the same way as a Space Marine does) and this can be counted by upping the Power Level of the rival warband or whatever foe the Gamesmaster has prepared!



The Scenario

The scenario is an example of how the Assassins can be used in your campaigns. The setting is very generic and so, with a little bit of modification, can be fitted into your existing campaigns. The scenario is also a great 'one-off' game whether it's to test out new characters or you're just in-between campaigns. As always the GM should reward clever thinking for disposing of the Assassin rather than the obvious 'shooting in his direction and hoping for the best'.

Author

As well as the constant grind of monthly publication Andy is currently working on a series of online campaigns for Inquisitor, which he hopes will get updated monthly.



Further Information

The new Assassin model is now available to buy. Contact your nearest Games Workshop or visit the website for details. (See the How to Order pages on page 94). Expect to see the Eversor model next issue.

More Inq Website

Turn to page 47.
www.Exterminatus.com

SCENARIO – KILL ZONE

Threat Level 4

The Inquisitors are led into the sights of a Vindicare sniper.

Setting: A shanty town or derelict industrial zone with plenty of cover. One end of the board should have a raised area which is the highest part of the gaming board. This can be a hill, either natural or man-made, or some kind of structure, such as a crane or tower. The Vindicare is located here, waiting for his target, but do not place the figure on the table yet as he is hidden.

The warbands (if more than one) should enter at opposite ends of the table (although not on the same side as the sniper's nest). How they enter will depend on your current campaign, so they could come on guns blazing or have met for an uneasy parley; it's up to the GM how he has engineered this meeting.

Objective: To survive and/or incapacitate the Assassin.

Special Rules: After the second turn the Assassin will start firing at a random character each turn. The GM should make a big deal about randomly deciding which character is the target just to wind the players up! Characters can make Initiative tests to determine the direction of the shots, although this is at a -50% due to the silencer on the Assassin's rifle. The chances of determining the direction increase by 5% every time the Assassin fires. Cover will work as normal. Do not place the Assassin figure on the table until he has been detected.

Alternatives: Instead of a deserted area you can use the new Citizens models and create a more public area, such as a settlement plaza. Maybe the Assassin has gone a little 'crazed' (which is why the Inquisitors are tracking him) and is shooting into the citizenry, as well as the warbands, creating mass panic and hindering the Inquisitors even further.



"Psss... here... I'm here... psss... no, here... it's your last chance... here... well, I had enough of playing now..."