



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Exitus pistol

DEVASTATING WOUNDS

IGNORES COVER

PISTOL

PRECISION

R

12"

A

3

BS

2+

S

6

AP

-2

D

3

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Exitus rifle

DEVASTATING WOUNDS

HEAVY

IGNORES COVER

PRECISION

R

48"

A

1

BS

2+

S

8

AP

-3

D

D3+3

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Dead-shot

When this unit is selected to shoot, until this unit has shot:

- Enemy units do not have Lone Operative.

- Hidden enemy units have +15" detection range.'

4

ANGRIFF

—

5

NAHKAMPF

Vindicare combat knife

R

Melee

A

4

WS

2+

S

4

AP

-1

D

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

VERTEIDIGUNG

—

∞

IMMER / EINMALIG

Micromelta Rounds

This model's exitus rifle has the

[ANTI-MONSTER 4+] and

[ANTI-VEHICLE 4+] abilities.

Shadow Assignment

This model cannot be selected as your WARLORD. If your army faction is AGENTS OF THE IMPERIUM, then during the Declare Battle Formations step, you can replace this model with a different OFFICIO ASSASSINORUM model, provided that the points value of the new model does not exceed the points value of the model it replaced. Your army cannot include duplicates of the same model (i.e. after replacing this model with this rule, your army cannot have more than 1 VINDICARE ASSASSIN, it cannot have more than 1 CULEXUS ASSASSIN, it cannot have more than 1 EVERSOR ASSASSIN and it cannot have more than 1 CALLIDUS ASSASSIN).

Shieldbreaker

Once per battle, when selecting targets for this model's exitus rifle, it can fire a shieldbreaker round. If it does, until the end of the phase, each time this model makes an attack with that weapon, add 1 to the Wound roll and any successful Wound roll scores a Critical Wound.

GEGEN DIESE EINHEIT

W4 · RW 6+ · 4++ · 4 LP je Modell

WIRD VERWUNDET MIT

<div>2+</div> <div>S8+</div>	<div>3+</div> <div>S5-7</div>	<div>4+</div> <div>S4</div>	<div>5+</div> <div>S3</div>	<div>6+</div> <div>S1-2</div>
RETTUNGSWURF JE DS				
<div>DS 0</div> <div>4++</div>	<div>DS -1</div> <div>4++</div>	<div>DS -2</div> <div>4++</div>	<div>DS -3</div> <div>4++</div>	<div>DS -4</div> <div>4++</div>

REGELN & KEYWORDS KURZ

Assigned Agents If your army Faction is not AGENTS OF THE IMPERIUM, but every model in your army has the IMPERIUM keyword, you can include AGENTS OF THE IMPERIUM units in your army even...

Infiltrators During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deploym...

Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons u...

Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

[ANTI] This ability always takes the form [ANTI-X Y+].

[DEVASTATING WOUNDS] Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

[HEAVY] In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...

[IGNORES COVER] Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

[PISTOL] [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

[PRECISION] While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...

AUFSTELLUNG

1x Vindicare Assassin

Ausrüstung: Exitus pistol, Exitus rifle, Vindicare combat knife