

# CALLIDUS ASSASSIN

M

7"

T

4

SV

6+

W

4

LD

6+

OC

1

RW

4+

100 PTS  
Base 32mm



Assigned Agents

Deep Strike

Fights First

Infiltrators

Lone Operative

3 BESCHUSS

Neural shredder

ANTI-INFANTRY 2+

BLAST 2

TORRENT

|     |    |     |   |    |   |
|-----|----|-----|---|----|---|
| R   | A  | BS  | S | AP | D |
| 12" | D6 | N/A | 5 | -2 | 1 |

VERWUNDET

|      |      |    |      |      |
|------|------|----|------|------|
| 2+   | 3+   | 4+ | 5+   | 6+   |
| T1-2 | T3-4 | T5 | T6-9 | T10+ |

5 NAHKAMPF

Phase sword and poison blades

LETHAL HITS

PRECISION

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 5 | 2+ | 5 | -4 | 2 |

VERWUNDET

|      |      |    |      |      |
|------|------|----|------|------|
| 2+   | 3+   | 4+ | 5+   | 6+   |
| T1-2 | T3-4 | T5 | T6-9 | T10+ |

Acrobatic Escape

- At the end of the Fight phase, if this unit is engaged, this unit can make a fall-back move of up to D6".
- At the end of your opponent's turn, if this unit is more than 3" from all enemy units, you can use this ability. If you do:
  - Place this unit in strategic reserves.
  - This unit must make an ingress move in your next Movement phase (including in your first turn).

GEGEN DIESE EINHEIT

W4 · RW 6+ · 4++ · 4 LP je Modell

WIRD VERWUNDET MIT

|     |      |    |    |      |
|-----|------|----|----|------|
| 2+  | 3+   | 4+ | 5+ | 6+   |
| S8+ | S5-7 | S4 | S3 | S1-2 |

RETTUNGSWURF JE DS

|      |       |       |       |       |
|------|-------|-------|-------|-------|
| DS 0 | DS -1 | DS -2 | DS -3 | DS -4 |
| 4++  | 4++   | 4++   | 4++   | 4++   |

|                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                              |                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|-----------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------|---------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>1</div> <div>KOMMANDO</div> <div>—</div> | <div>2 BEWEGUNG</div> <div>Decoy Targets</div> <div>Twice per battle, in your Movement phase, you can select one other friendly INFANTRY model that is on the battlefield and not within Engagement Range of one or more enemy units. The selected model is destroyed (ignoring any rules that are triggered when a model is destroyed) and this model is removed from the battlefield and set up again as close as possible to where that destroyed model was and not within Engagement Range of one or more enemy units. This ability cannot be used more than once in the same battle round.</div> | <div>4</div> <div>ANGRIFF</div> <div>—</div> | <div>◆</div> <div>VERTEIDIGUNG</div> <div>—</div> | <div>∞ IMMER / EINMALIG</div> <div>Reign of Confusion</div> <div>Once per turn, when your opponent targets a unit from their army within 12" of this model with a stratagem, this model can use this ability. If you do increase the CP cost of that use of that stratagem by 1CP.</div> <div>Shadow Assignment</div> <div>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).</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...

**Deep Strike** Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

**Fights First** While every model in a unit has this ability, that unit is a Fights First unit.

**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...

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

**BLAST** Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

**LETHAL HITS** Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

**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...

**TORRENT** Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Callidus Assassin

**Ausrüstung:** Neural shredder, Phase sword and poison blades