

CULEXUS ASSASSIN

M

7"

T

4

SV

6+

W

4

LD

6+

OC

1

RW

4+

85 PTS
Base 32mm



- Assigned Agents
- Deep Strike
- Lone Operative
- Stealth

3 BESCHUSS

Animus speculum

ANTI-PSYKER 2+

ASSAULT

PRECISION

PSYCHIC ASSASSIN

R	A	BS	S	AP	D
24"	3	2+	5	-2	D3

VERWUNDET

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

5 NAHKAMPF

Life-draining touch

ANTI-PSYKER 2+

DEVASTATING WOUNDS

PRECISION

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

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++

KEYWORDS Infantry, Character, Epic Hero, Grenades, Imperium, Culexus Assassin, Officio Assassinorum · FRAKTION Agents of the Imperium

<div>1KOMMANDO</div> <div>Soulless Horror</div> <div>Once per battle, at the start of any Command phase, this model can use this ability. If it does, each enemy unit within 9" of this model must take a Battle-shock test, subtracting 1 from that test (or subtracting 2 if that unit is a PSYKER).</div>	<div>2BEWEGUNG</div> <div>Etheric Emergence</div> <div>In your Movement phase, when this model is set up on the battlefield using the Deep Strike ability, it can perform an etheric emergence. If it does, this model can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.</div>	<div>4ANGRIFF</div> <div>—</div>	<div>◆VERTEIDIGUNG</div> <div>Abomination</div> <div>This model has the Feel No Pain 2+ ability against Psychic Attacks.</div>	<div>∞IMMER / EINMALIG</div> <div>Esoteric Explosives</div> <div>Each time this model is targeted with the Grenades Stratagem, 1 mortal wound is inflicted for each D6 roll of 3+ instead of for each 4+</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>
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<div>REGELN & KEYWORDS KURZ</div> <div>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...</div> <div>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...</div> <div>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...</div> <div>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).</div> <div>ANTI This ability always takes the form [ANTI-X Y+].</div> <div>ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).</div> <div>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...</div> <div>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...</div>	<div>AUFSTELLUNG</div> <div>1x Culexus Assassin</div> <div>Ausrüstung: Animus speculum, Life-draining touch</div>
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