

CALLIDUS ASSASSIN

M	T	SV	W	LD	OC	
7"	4	6+	4	6+	1	

AUFSTELLUNG

1x Callidus Assassin (32mm)

Equipped with: Neural shredder, Phase sword and poison blades

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Neural shredder <small>ANTI-INFANTRY 2+, BLAST 2, TORRENT</small>	12"	D6	N/A	5	-2	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Phase sword and poison blades <small>LETHAL HITS, PRECISION</small>	Melee	5	2+	5	-4	2

ABILITIES

RULES - Assigned Agents, Deep Strike, Fights First, Infiltrators, Lone Operative

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).



Decoy Targets

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.

Reign of Confusion

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.

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).



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].



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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Torrent

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

