

CULEXUS ASSASSIN

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

AUFSTELLUNG

1x Culexus Assassin (32mm)

Equipped with: Animus speculum, Life-draining touch

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Animus speculum <small>ANTI-PSYKER 2+, ASSAULT, PRECISION, PSYCHIC ASSASSIN</small>	24"	3	2+	5	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Life-draining touch <small>ANTI-PSYKER 2+, DEVASTATING WOUNDS, PRECISION</small>	Melee	4	2+	4	-2	2

ABILITIES

RULES - Assigned Agents, Deep Strike, Lone Operative, Stealth

Abomination

This model has the Feel No Pain 2+ ability against Psychic Attacks.

Esoteric Explosives

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+

Etheric Emergence

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.



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).

Soulless Horror

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).



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+.

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.



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.

