

# EVERSOR ASSASSIN

|    |   |    |   |    |    |                                                                                   |
|----|---|----|---|----|----|-----------------------------------------------------------------------------------|
| M  | T | SV | W | LD | OC |  |
| 9" | 4 | 6+ | 4 | 6+ | 1  |                                                                                   |

## AUFSTELLUNG

1x Eversor Assassin

**Equipped with:** Executioner pistol, Power sword and neuro gauntlet

## ⦿ RANGED WEAPONS

| WEAPON                                                                                     | RANGE | A | BS | S | AP | D |
|--------------------------------------------------------------------------------------------|-------|---|----|---|----|---|
| Executioner pistol<br><small>ANTI-INFANTRY 3+, PISTOL, PRECISION, SUSTAINED HITS 3</small> | 12"   | 4 | 2+ | 4 | 0  | 1 |

## ✂ MELEE WEAPONS

| WEAPON                                                                                         | RANGE | A | WS | S | AP | D |
|------------------------------------------------------------------------------------------------|-------|---|----|---|----|---|
| Power sword and neuro gauntlet<br><small>ANTI-INFANTRY 3+, PRECISION, SUSTAINED HITS 3</small> | Melee | 6 | 2+ | 5 | -2 | 2 |

## ABILITIES

**RULES** - Assigned Agents, Deadly Demise D3, Lone Operative, Scouts 9"

### Frenzon

This model is eligible to shoot and declare a charge in a turn in which it Advanced.

### Intra-neural Biotech

Once per battle round, you can target this model with the Heroic Intervention or Counter-offensive Stratagem for OCP, and can do so even if you have already used that Stratagem on a different unit this phase.

### Overkill

Once per battle, in your Movement phase, this model can use this ability before it makes a Normal move. If it does, until the end of the turn, add 6" to this model's Movement characteristic and add 3 to the Attacks characteristic of this model's melee weapons.



### 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+.*

### Pistol

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

### 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.



### Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).*