

CALLIDUS ASSASSIN

100 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Neural shredder ANTI-INFANTRY 2+ PRECISION TORRENT	12"	D6	N/A	5	-2	1

MELEE WEAPONS

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

AUFSTELLUNG

1x Callidus Assassin

Equipped with: Neural shredder, Phase sword and poison blades

ABILITIES

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+.

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.

CORE RULES

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 if they do not have the Faction keyword you selected in the Select Army Faction step. In this case, the maximum number of AGENTS OF THE IMPERIUM units you can include in your army depends on the battle size, as shown below.

Incursion: 1 RETINUE, 1 CHARACTER, 1 REQUISITIONED

Strike Force: 2 RETINUE, 2 CHARACTER, 1 REQUISITIONED

Onslaught: 3 RETINUE, 3 CHARACTER, 2 REQUISITIONED

Note that you can include AGENTS OF THE IMPERIUM DEDICATED TRANSPORT units in such an army as normal, but each unit must start the battle with one or more units embarked within it, or it cannot be deployed for that battle and will count as having been destroyed during the first battle round.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Fights First

While every model in a unit has this ability, that unit is a Fights First unit. See the Resolve Fights First Combats step in the Fight phase (12.04).

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 deployment zone and all enemy units.

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 unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

