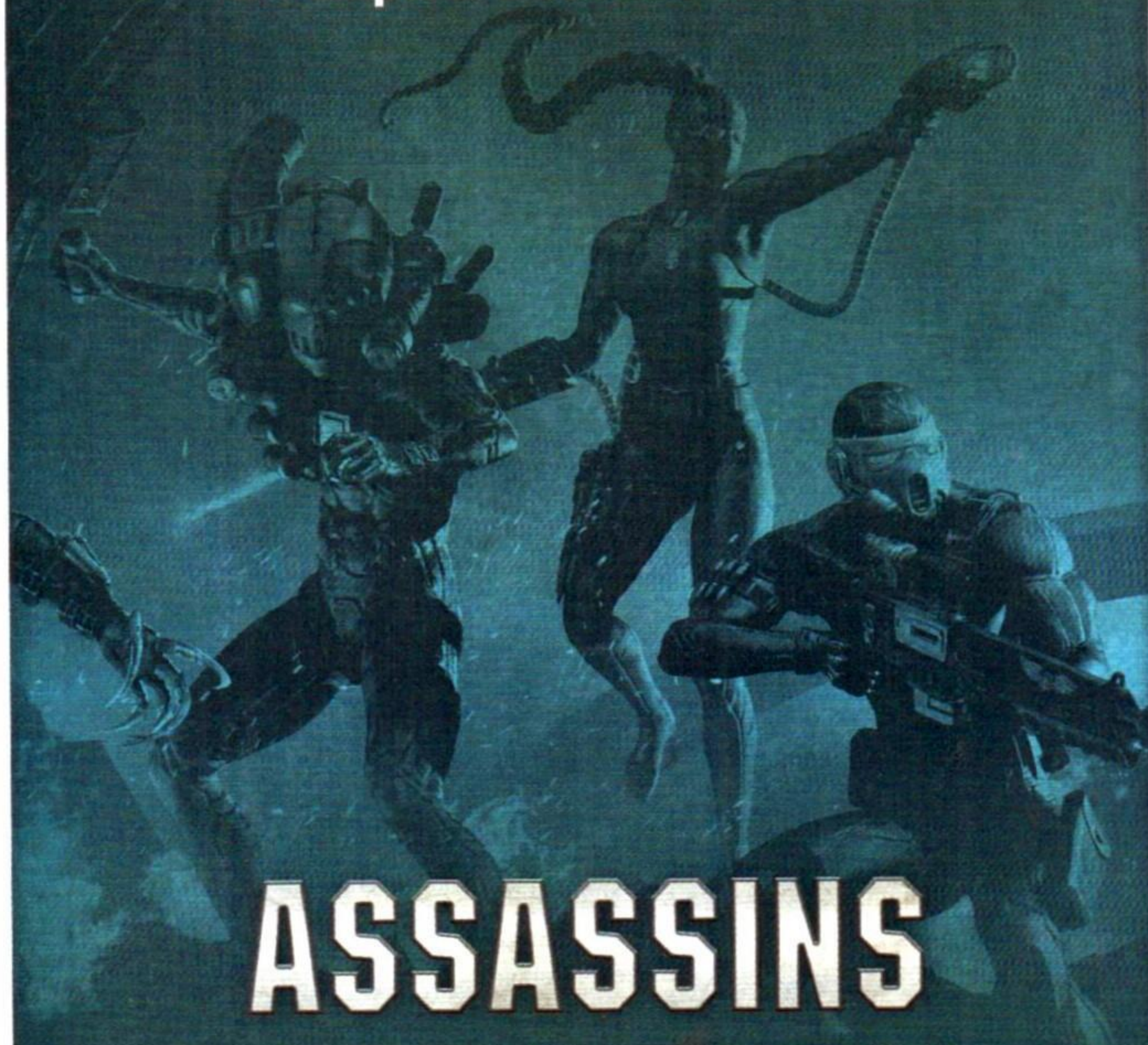




INDEX IMPERIALIS

The Imperial Assassins are the hidden blades wielded by the High Lords of Terra. They are the slayers of kings and false messiahs, the bane of traitors and rebels across the stars. Once an agent has been dispatched, they are as relentless and inescapable as the march of time itself. Though the temples of the Officio Assassinorum are shrouded in the utmost secrecy, all men and women of influence fear the shadows they cast, for their operatives are the Emperor's Justice made real.



ASSASSINS

THE OFFICIO ASSASSINORUM

By Phil Kelly

In a realm the size and scope of the Imperium, it is all too common for planets to escape the vigil of the High Lords. With communication and travel at the mercy of the warp's shifting tides, a populace can go for ten, twenty, even a hundred years without being contacted by the wider Imperium. It is a fragile system indeed, and given the crushing grind of Imperial life, one that has seen many worlds fall into the thrall of heresy.

Left to fend for themselves against a hostile galaxy, it is easy for a planet's citizenry to harbour the seeds of heresy. A world may fail to pay its tithes, allow its psyker containment routines to slip, or come under the rule of an unsanctioned government. Some simply crave independence from the dictates of the Administratum, the Ecclesiarchy and an empire ruled by twelve faceless figures in the name of a distant sovereign.

**'Thought begets Heresy;
Heresy begets Retribution.'**

- Anon

Regardless of whether the new order is benevolent or tyrannical, its orchestrators make themselves targets for the most violent of retributions. Though their government may thrive in the short term, word will eventually reach the Adepts of the Imperium of their disobedience. Sometimes the resultant confrontation leads to open war, but it is just as often resolved by covert means. Coercion, bribery, threats, blackmail and murder are all weapons in the armoury of those whose iron grip defines the realms of Man. To this end, the Imperium has developed several institutions to exploit these weapons to their fullest; ancient organisations that trace their history back to the Great Crusade and the very birth of the Imperium. One such body is the Officio Assassinorum.

The Assassins of the Imperium are able to change the fate of worlds with the pull of a single trigger. Where the length of the Emperor's reach needs to be made abundantly clear, a Vindicare sniper will put a bullet in the target's head whilst the errant individual is surrounded by his followers. If the traitorous creed has spread to an entire organisation or military force, an Eversor will instead be set loose, a biomechanical berserker that will slaughter dozens if not hundreds of rebels alongside the key individual he has been sent to slay. Should the deed require more subtlety, an operative from the Callidus Temple will instead be dispatched; in such cases it is all but impossible to detect the presence of these shape-shifting Assassins until the deed is done. Should the target

be a psyker, one of the rare and fearsome Culexus will be sent to hunt them down – beings with a strange void in place of their soul that makes them the bane of all who treat with the warp.

The weapons of the Assassins range from simple knives and garrotes, to exotic neural shredders and phase swords that can cut through armour and force field alike. Even barehanded these operatives are lethal foes; each is trained extensively in unarmed combat and is more than capable of fighting their way free of the mayhem that ensues from their kill. Returning to their masters, they are extensively debriefed and examined before being given a new mark and mission to accomplish. In this way, each Assassin is locked into a constant cycle of headhunting that spans the breadth of the Imperium, reforging the fragile chains of Imperial rule even as the Time of Ending breaks them apart.

THE EMPEROR'S KNIVES

The forging of an Assassin is a long and arduous business. Almost every recruit is an orphan, taken from the wreckage of his or her former life on a death world, feral society or hive city and transported to the Schola Progenium for tutelage. There they train alongside the youths who will become the foremost agents of the Imperium.

Life in the Scholas is extremely hard, a relentless grind of physical and mental challenge where only the strongest thrive. Taught to strive for excellence and obedience in all things, the minds and bodies of the recruits are sharpened to a killing edge

THE WARS OF VINDICATION

A few months after the death of the traitorous High Lord Goge Vandire and the end of the Wars of Apostasy, the Imperial Palace was once again rocked by the violence of all-out war. This time a far more sinister element was involved: the Officio Assassinorum. Somehow entrance to and from the palace had been barred, despite no order coming from the High Lords. Trapped within its confines, many had barricaded themselves in their chambers as the palace echoed to the sound of gunfire and shook with the force of devastating explosions. Vandire had managed to corrupt many within the Officio Assassinorum, just as he had bribed and blackmailed his way to influence within the Administratum, Adeptus Astra Telepathica, Astra Militarum and Ecclesiarchy. Foremost amongst his agents was one Tziz Jarek of the Callidus Temple. Using polymorphine, Jarek had assassinated the true Grand Master of the Officio Assassinorum and assumed his identity. However, unbeknownst to Jarek, the Grand Master had expected such a plot and had a loyal Callidus Assassin take his place in his chambers. So it was that Jarek had not killed the true Grand Master, who secretly mustered those Assassins still loyal to him to fight against this usurper. A heinous battle raged within the Imperial Palace itself, with many innocents dying as the Assassins brought their terrible skills to the war. The ancient arsenal of the Officio Assassinorum was opened and terrifying weapons used once more, weapons whose use had been banned by the Senatorum Imperialis since their discovery. Gene-sympathetic nerve gases polluted the corridors, while neutronic warheads destroyed whole wings of the palace. In the end, the true Grand Master assassinated Jarek and then disappeared in self-imposed exile. It was this chain of events that led to the formation of the Ordo Sicarius, that branch of the Inquisition that is specifically tasked with ensuring the Officio Assassinorum remains as true to the goals of the High Lords as humanly possible.



HIDDEN BLADES

There exist two major temples of the Officio Assassinorum that specialise in untraceable kills. The Vanus Temple engineers their mark's doom via their consummate command of information. The Venenum Temple, whose mastery of poisons and toxins is unparalleled outside the Dark City of Commorragh, sew the deaths of their targets with a delayed kill that affords them ample time to escape suspicion. Though they have not the pedigree of Vindicare, Callidus, Eversor or Culexus, these temples are just as ferocious in their pursuance of the Imperial cause.



whilst their spirit learns to embrace the Emperor as master and immortal father. Most of these intense young men and women go on to train as Militarum Tempestus troopers, Commissars or, in the most unusual cases, Inquisitors. Those of their number that are born killers, however, are instead appropriated by the shadowy figures that haunt each Selection Day. Those recruits are never seen again by their fellows. From that day onwards, their only true friend is death itself.

'A single death can prevent a war that would claim a billion lives.'

- Assassin's Maxim

Training starts even as the Assassinorum ships return to Terra, with the Officio instructors testing their prospective pupils mercilessly. The recruits must survive on limited food or air for days at a time. They must constantly fight each other in armed and unarmed combat, in conditions of total darkness or blinding light, zero-G or crushing weight, stifling heat or freezing cold. By the time of their arrival, there may be only a tenth of the prospective Assassins left, or sometimes – if the instructors deem every recruit to be unworthy – none at all.

Upon arrival at Terra the surviving initiates begin the next stage of their training. Sailing past the

space-borne basilicas, immense queues of pilgrim craft and military cordons that congest Terra's outer orbit, they are carried down into the Temples Assassinorum under the most advanced of shrouding protocols. In subterranean safehouses these new recruits are divided amongst the hidden temples of the Officio Assassinorum. Each temple has its own ancient ways and mysteries; each specialises in a different aspect of the art of murder. There are many such temples, some of which are known and others that remain completely secret. There the initiates train for a full decade, labouring under the auspices of Lord Assassins so harsh they make the drill abbots of the Schola Progenium look like kindly uncles by comparison.

The training procedure becomes ever more rigorous over the years as the temples test each candidate to his or her utmost limits. Days are spent battling with bone-wrenching exercise engines, fighting in deadly bouts or mastering their tolerance for pain. Initiates must survive lengthy courses of psycho-indoctrination and aggressive hypnosis, undergo physical tests of ever-escalating severity, and digest vast quantities of information about the Imperium that will soon be their hunting ground. They must train in the most esoteric of weaponry and steel their bodies against the ravages of endless steroids and stimms. Even then, they have only scratched the surface of their temple's potential arsenal. The hidden orders of the Assassinorum



THE HERO'S SHADOW

The Adeptus Astartes and the agents of the Officio Assassinorum have never seen eye to eye, despite the fact their ultimate goal is essentially the same. Because of the long-standing warrior traditions and codes of honour by which the Space Marines operate, the vast majority of Chapters see the Assassin's trade as distasteful at best. Some have even gone so far as to brand the Officio Assassinorum a despicable blight on the Imperium's honour, little realising that in doing so, they are courting the crosshairs themselves.

Though the Officio's operatives have fought alongside the Space Marines on countless battlefields across the Imperium, there are several incidences in the history of the Adeptus Astartes where Assassins have been implicated as enemies rather than allies. There is evidence to suggest their presence in shipyard reports prior to the abortive warp translation that led to the disappearance of the Fire Hawks Chapter. A strangely

empty set of early-model power armour was discovered near the site of the ambush at Alantor X, where the Angels of Retribution fell to a man. It is widely rumoured amongst the Adeptus Astartes present on Armageddon that the snipers that picked off the Celestial Lions' Apothecaries, and therefore doomed the Chapter to a slow death without geneseed, were in the employ of the Vindicare Temple. Some amongst the Crimson Fists blame the Officio Assassinorum for the disaster at Rynn's World, where a faulty missile ignited the very arsenal from which it was launched, killing over half of the Chapter and ruining its fortress monastery in a single apocalyptic explosion.

The truth, as is usually the case when the Officio Assassinorum is involved, remains shrouded in mystery. Suspicion thrives nonetheless. It is a rare day indeed when the Imperial Assassins and the Adeptus Astartes will work together in harmony, for each institution is convinced that the other is a wayward perversion of the Emperor's Will.

house masterpieces of destruction, some of which were devised by the Primarchs, the Sigilite Malcador, and even the Emperor himself. Truly it is said that each temple houses a thousand deaths and more besides.

AN ARMY OF ONE

Unlike other warriors of the Imperium who are able to focus on war and war alone, the Assassin must be truly autonomous. Once the operative is in the field, they must be able to cross the galaxy from one side to the other, by means fair or foul. They must not only master their own lethal calling, but also be proficient in a dozen others. They must know how to drive and sanctify everything from an armoured bike to a small spacecraft, must be able to convince truculent machine spirits to do their bidding, and clean, disassemble and reconsecrate their wargear whenever necessary. They must have a professorial knowledge of the Imperium's history, organisation, and common languages. Their understanding of human anatomy must be complete, and every fact the Imperium has uncovered about the physicality of the xenos is bequeathed to them under oaths of secrecy.

Few human minds can process such vast quantities of information, let alone master them. Not all survive the rigours of their training with their spirits intact, and many have fallen into madness at the sheer quantity of the trials they face. Yet an initiate that joins the ranks of their temple's operatives will have all these skills at their command and more besides.

Key to the uncanny might of the Assassin is the surgery they must undergo during their ten years of tutelage. Augmentative nodes are stitched into their brain, and sub-muscular acoustic surgery

prepares their body for the punishment that will be visited upon them in the line of duty. The level of arcane technology necessary is perhaps the most advanced the Imperium can provide – for good reason, it is constrained to Holy Terra to minimise the chance of it being captured by the enemies of Humanity. It is well that such ancient technomagicks are revered so, and maintained with painstaking care. Without them, the polymorphic drugs and reality-shifting devices used by the more esoteric temples would literally tear their operatives apart.

'A dagger in the dark is worth a thousand swords at dawn.'

- Anon

Even should an Assassin complete their training, their leash is still held suffocatingly tight. Only by a successful petition to the High Lords of Terra themselves and a two-thirds majority in the subsequent vote can an Assassin be sanctioned and released into the galaxy to complete the task they were born to do.

The fact that the ultimate luminaries of the Imperium give their direct attention to the deployment of a single individual shows just how exceptional these killers are. The records of the Officio's temples are as detailed as they are scrupulous, a source of great pride to the masters that watch over them. Across the millennia, occasions where the dispatch of an operative has not resulted in the desired outcome are extraordinarily few and far between. Be the target man, witch, beast or Daemon, the result is the same, for an Imperial Assassin is death incarnate.

SYNSKIN

One of the exotic pieces of equipment used by the Assassins is synthetic skin or synskin. This is a rubbery black layer that the Assassins spray onto their bodies, forming a close-fitting suit that enhances the function of the muscles below. Even items of equipment can be sealed in place by successive layers. Synskin acts like a flexible form of armour, absorbing blows and dissipating the energy of a hit. Synskin also feeds the body with oxygen and metabolic booster chemicals. An Assassin wearing synskin can survive burning heat, freezing cold, or even the hard vacuum of space for a limited time.



VINDICARE

'Exitus Acta Probat: the outcome justifies the deed.'
- Dictatus Vindicare

Vindicare Assassins are cold, calculating killers that eliminate their targets with contemptuous ease. They aim to bring inglorious death to the enemies of the Emperor with a sniper's bullet, and have elevated the skills of the marksman to an art form. It is said that a Vindicare can pick out a target's jugular vein or pupil from extreme range, even should the distance be traced through the ruins and smoke-stacks of an underhive sprawl.

To complement their superhuman accuracy, the Vindicare Temple emphasises stealth and evasion techniques. One of the temple's maxims is that a clean kill can only be made from an excellent firing position, and Vindicare Assassins have been known to occupy a given location for weeks, waiting for their quarry to reveal itself before finally taking the perfect shot. By meditating on the

immortal glory of the Emperor, these superb marksmen can slow down their metabolism to an almost hibernatory state. Though an operative's heart beats perhaps once per minute when in this state, subliminal triggers ensure they are roused into total focus the instant their target shows itself. In this way, the Vindicare can be likened to a spider or mantis, waiting motionless as stone before springing into action at the critical moment.

The skills of the Vindicare Temple are commonly used to slay those who use mob rule and rousing oratory to inspire wars against the Imperium. Their reply to sedition is the unstoppable retribution of an invisible, untraceable sniper. When such charismatic figures meet their sudden death at the hands of a faceless servant of the Emperor, their followers are easily subdued once more by the weight of Imperial rule. Many false prophets have fallen mid-sermon with large-calibre bullet holes through their foreheads. So it is that revolutionaries, hive city demagogues and battlefield commanders alike live in fear of being gunned down without warning. Even the suspicion that such Assassins exist is enough to lend uncertainty to the words of these would-be leaders, robbing their credo of conviction. In this way, the shadow of the Vindicare has undermined a thousand would-be rebels without their presence even being required.

Vindicare Assassins are always in great demand to support Imperial forces on the battlefields of the war-torn galaxy. Successful alien commanders and dangerous visionaries often fall beneath the crosshairs of the Vindicare. In one incident, a massed Eldar assault in the Lammas campaign was halted by a lone Vindicare

Assassin hiding in a ruined hab-tower. The tower enjoyed a commanding view of the surrounding terrain, and time and again the Eldar advance was stalled by a sequence of pinpoint shots that slew Exarchs, Warlocks and support weapon crews in quick succession. The Eldar called in their Rangers to clear

the tower, but when they entered the sniper's nest, they found only a string of grenade traps ready to meet them.

THE WEAPONS OF THE UNSEEN

Vindicare Assassins are pragmatic in the extreme. Of all the temples, they rely on the tools of their trade the most – if their exitus rifle is not in peak condition when the trigger is pulled, the entire mission can be compromised and the opportunity lost. For this reason a Vindicare lavishes an obscene degree of care and attention upon his gun. All of the human affection and protective instincts that a normal man would show towards his family is instead transferred to the machine spirit of that most deadly instrument.



The exitus rifle is no ordinary sniper's tool. Each of these magnificent weapons is purpose-built for its wielder, its large bore barrel balanced so perfectly and stock so cunningly wrought that once aimed it becomes an extension of the Assassin's body. Its breech is capacious and advanced enough to house a variety of extremely advanced ammunition types selectable at the press of a rune, each geared towards a certain kind of kill.

The ammunition types used by the Vindicare Temple are marvels of occult science, for the targets of these Assassins are usually sequestered behind all manner of protective measures, both physical and metaphysical. Shield-breaker shells, for instance, include destabiliser cores that collapse Imperial force shields, Ork bubble fields and even the protective rune-magicks used by the Eldar. Due to the hexagrammatic runes and exorcisms that the Assassin inscribes in tight spirals upon each shell casing, they are even able to render Daemons and their ilk vulnerable a microsecond before impact. In this way they can destroy even aetheric foes, blasting through their semi-corporeal forms in an explosion of dissipating ectoplasm.



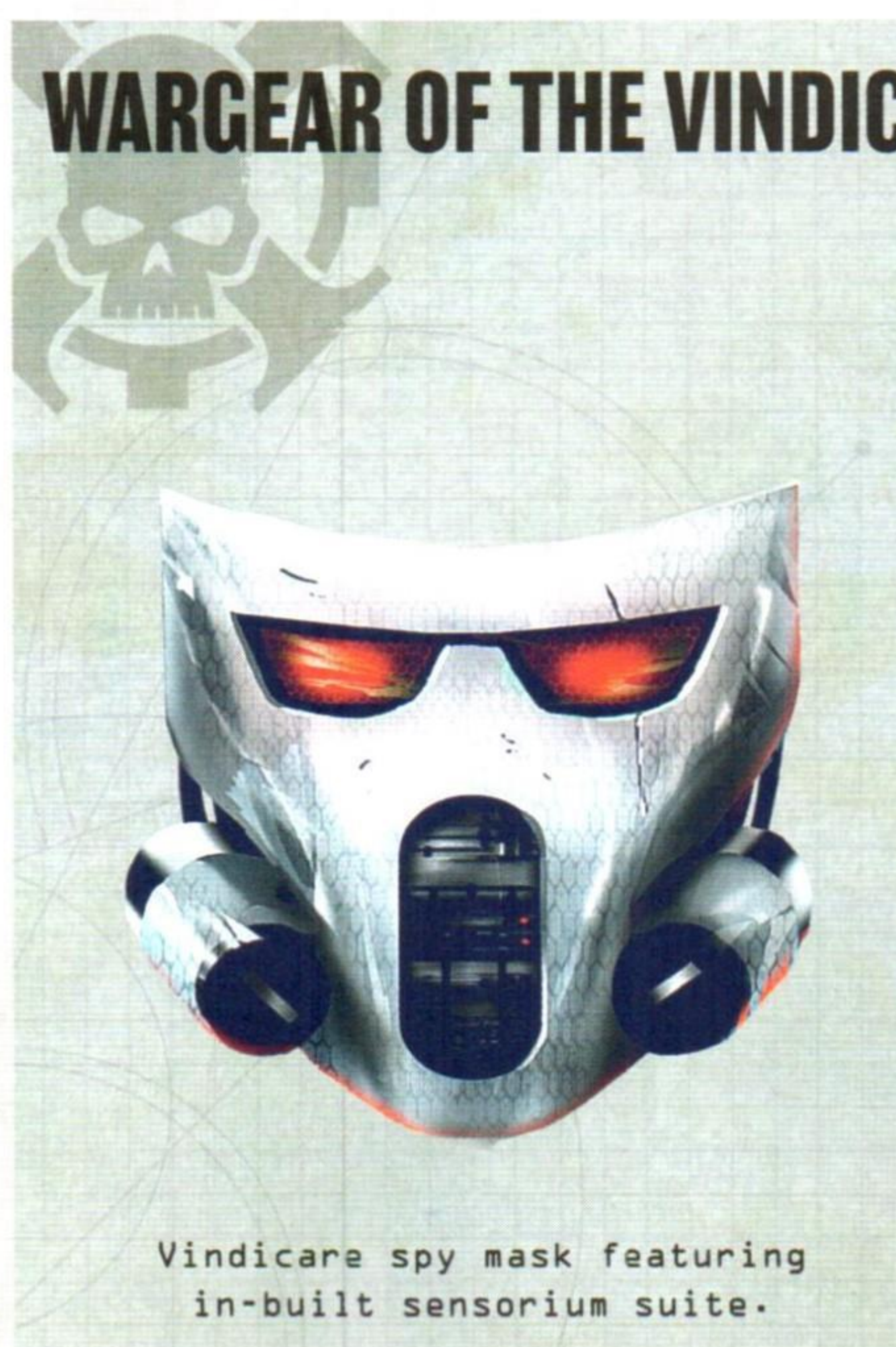
Hellfire shells are loaded with a wide cocktail of acids, each keyed to maximum lethality against the Imperium's corporeal foes. More potent even than the equivalents used by the superhuman warriors of the Adeptus Astartes, these horrible concoctions can chew away the chitin of even a Tyranid commander-organism until there is nothing left but smoking black gunk.

It is not only the Assassin's rifle that holds these murderous charges, but also the sidearm known as the exitus pistol. Used primarily in circumstances where the Vindicare must engage the foe at close quarters, this bulky weapon is as versatile as its long range equivalent. Some Vindicares only use their exitus pistols in the direst of circumstances – when fighting their way through the baying throngs that attempt to block their escape, they break their foes with blunt trauma and broken necks rather than expend their precious ammunition on such low priority kills.

**'Pain is an illusion of the senses,
despair an illusion of the mind.'**
- Officio proverb

Turbo-penetrator shells are segmented cylinders, each portion tipped with a concentrated melta charge that activates with a staggered detonation. This allows a single bullet to blast through successive layers of armour, no matter its thickness or composition. With just such a shell, the Vindicare Jutos Markov famously shot the noted paranoiac Velvian Thrisp with a bullet that penetrated not only the hull of his flagship, but also the adamantium hide of the personalised Land Raider the renegade was hiding inside.

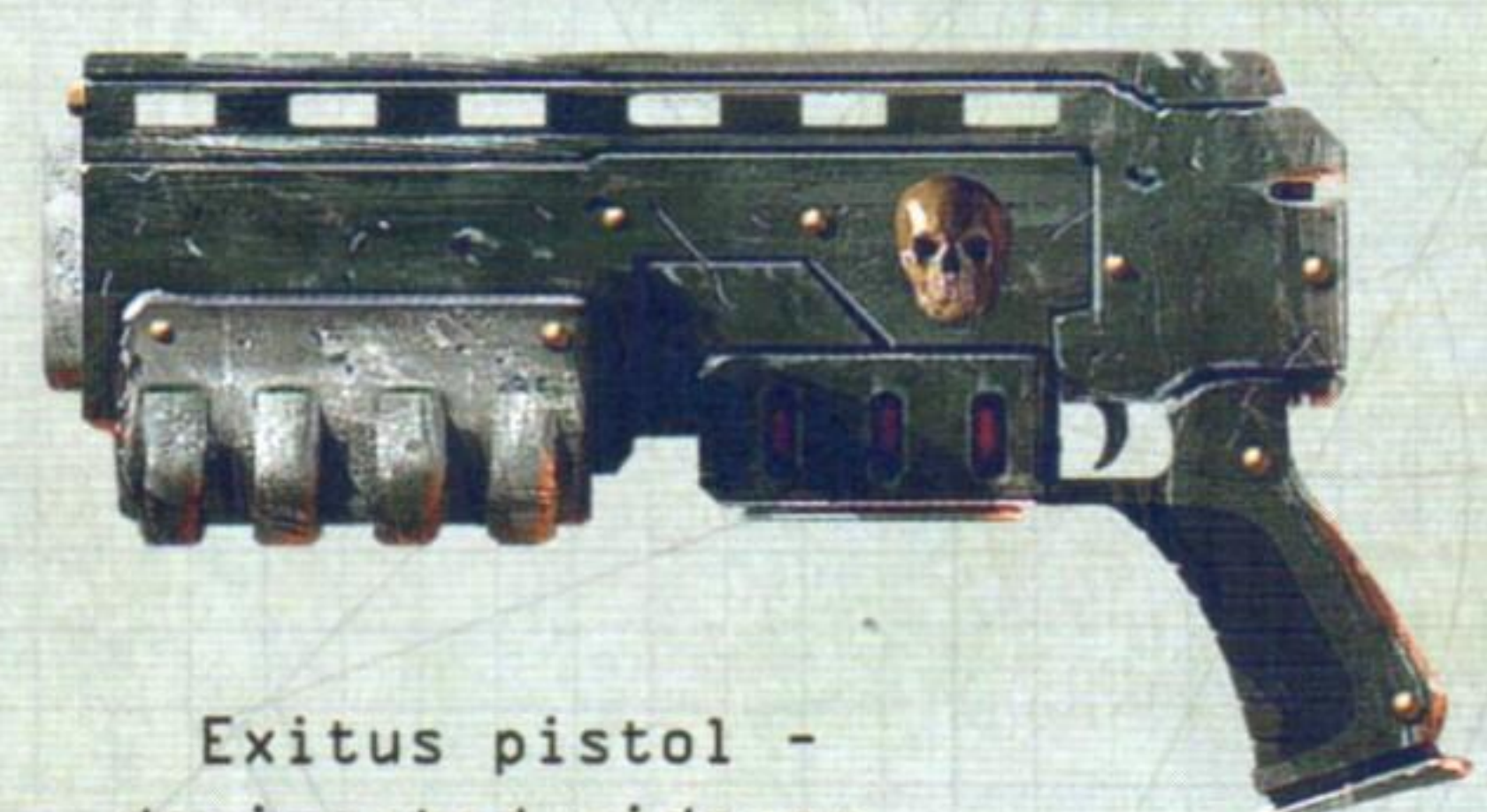
WARGEAR OF THE VINDICARE TEMPLE



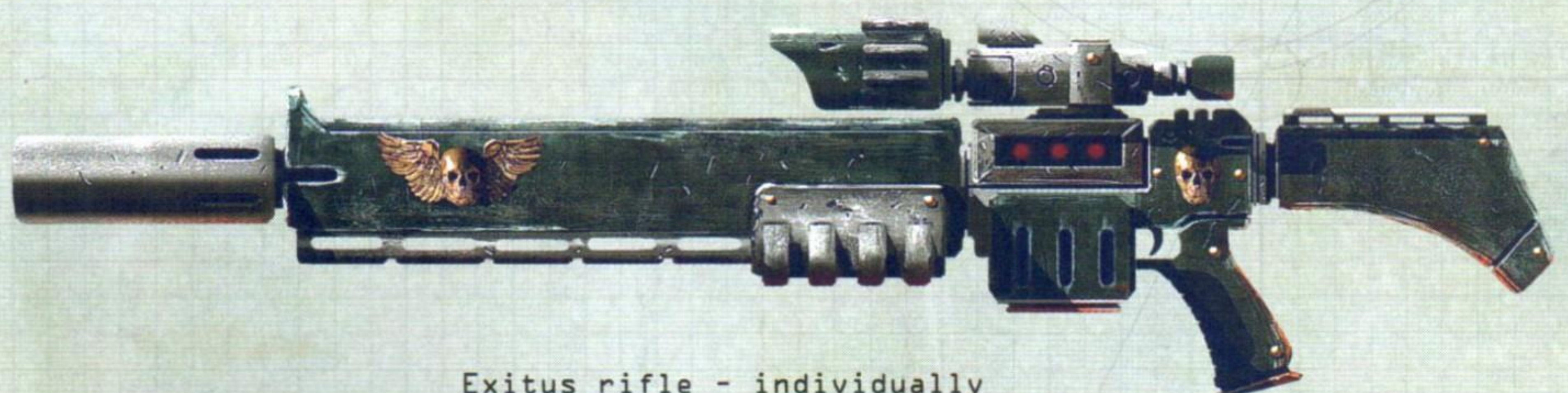
Vindicare spy mask featuring in-built sensorium suite.



Exitus special issue ammunition.



Exitus pistol - designated sidearm.



Exitus rifle - individually crafted for each Assassin.

CALLIDUS

'To assume the shape of the accursed, and deliver death from the purity within you.'

- Dictatus Callidus

The Callidus Temple is the subtlest of the ancient temples of the Officio Assassinorum, specialising in the artful deception of the enemies of the Imperium. The methods of the Callidus Assassin are those of utmost cunning and duplicity. They are sometimes used on missions where overt interference by the Imperium would upset the intricate balance of power maintained by the High Lords of Terra. It is quite possible for a Callidus operative to complete their task without the enemy force in question knowing they have been there at all. However, as the tumultuous times of the 41st Millennium draw to a close, the Callidus Temple is making its presence felt upon the fields of battle more than ever.



The techniques that the Callidus Temple use to bring down their targets are many and diverse, and go far beyond that of simply killing the perpetrator. The temple undertakes many covert operations that may involve an Assassin infiltrating an enemy civilisation for weeks, months or even years. Specialists in infiltration, deceit and impersonation, these human chameleons will often take the place of a trusted aide or adjutant through their utmost mastery of disguise. Using this technique the Callidus Assassin can get close to enemy commanders or powerful warlords, influencing their strategy and finally killing them when the opportunity arises. On the battlefield, they get as close to the chosen target as possible before making the kill at a critical time, often at the crux point of a conflict already in full flow. With the commander of an enemy force suddenly slain, the balance of the battle can be skewed dramatically in favour of the Imperium.

Should their target be dispatched without alerting his acolytes, the Callidus might then assume their identity. By disguising themselves with the recently deceased's clothes, armour and wargear, and using specialised elixirs to change their appearance, the Callidus Assassin can assume the identity of almost anyone in the enemy force. Using their newly appropriated persona, they will either countermand the organisation's standing agenda with a few well-chosen commands, or sow as much disruption as possible before disappearing altogether. In this way the Callidus assassinates not only the individual, but any contagious beliefs or policies they have spread to their fellows. As the Lord Assassins of the temple like to point out, although other temples may be able to slay their targets in a faster or more dramatic fashion, only the Callidus can kill their ideology as well.

THE CREATURE WITHIN

To achieve their exacting tasks, the Callidus Temple specialises in the use of the shape-altering drug polymorphine. Whilst using polymorphine, an Assassin must have complete control of their body, as well as a total understanding of the subject they are attempting to replicate. The high level of discipline required by the temple's gymnastic martial arts also helps the Assassin achieve the total calm and concentration required for shape-shifting. Over the centuries, the masters of the Callidus Temple have learnt that the female body and psyche is better able to implement these changes, and that women make for better chameleons than men. For this reason the Callidus Temple is almost exclusively female.

An injection of polymorphine allows a trained Callidus Assassin to change their appearance dramatically. Under the influence of the drug, the user's body undergoes startling changes that only a fully trained individual can keep under control. Essentially the bonds that hold together flesh, bone and nervous system are broken down, allowing the user a brief period to rearrange their physicality through sheer

willpower. Whilst under its influence they can lengthen bones, stretch skin, change the size and shape of their internal organs, convert muscle to fat and vice versa. Even sanctums thought sealed and safe can be penetrated by one skilled in the use of polymorphine, its metamorphic properties allowing the user to extend, wriggle and squeeze like a hunting snake through vents and pipelines that lead to the Assassin's quarry before reverting to humanoid shape in time for the kill. Only once the polymorphine drug has done its work does the Assassin release her body from its agonising ordeal. The operative will now be set in her new form until another injection of polymorphine allows her to re-assume her original shape – or change to another.

With polymorphine alone, a Callidus may masquerade as any human being they may choose, from a fresh-faced officer to a crippled Ministorum priest. Stranger still, the Medicus Adepts of the Imperium have developed a range of surgical implants to allow Callidus Assassins to mimic members of abhuman cultures or xenos races, even those with morphologies as extreme as Orks and Eldar. These implants consist of flexi-cartilage and hardened synskin, substances similar to those used in the black carapace of Space Marines. When the Assassin is in their normal form, these implants lie dormant under their flesh and within their bones. It is only when polymorphine is injected that these implants react to stimulants within the drug and transform. Genetically encoded shapes push through the Assassin's muscular form, allowing her to restructure her body into the grotesque form of an Ork, or the lithe and graceful body of an Eldar. There are even temple legends of a revered operative who underwent extreme surgery in order to transform herself into the totally alien form of a Genestealer Hybrid. From that point on the Assassin could only take the shape of the monster lurking within her, a sign of her true devotion to the arts that has never been bettered.

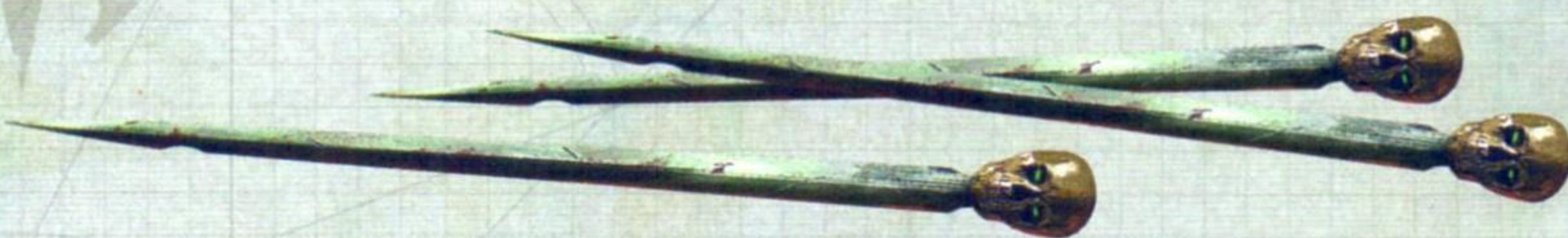
Callidus Assassins undergo years of rigorous training to become one of the living weapons of the Imperium. As part of this training, the Callidus Temple practises innumerable ancient and secret martial arts. These operatives must move among the enemy as one of them, so choice of weaponry is



always limited – in some cases the Assassin may be forced to fight bare-handed. A Callidus Assassin is a deadly foe unarmed, but when carrying the powerful signature weaponry of their temple, they are all but unstoppable.

Though Callidus Assassins usually bear a variety of poisoned knives and hidden garrotes around their person, the distinctive weapons of their temple are the phase sword and the neural shredder. Phase swords are extremely advanced artefacts rumoured to be of xenos origin. Some of the temple's scholars believe they were originally forged from inert splinters of C'tan necrodermis, the same material used by the Necron race to bind their former masters into service. Regardless of their provenance, these blades are all able to cut through physical armour and metaphysical protection alike. The neural shredder, a weapon originally devised by the Adeptus Astra Telepathica, is able to kill a man's mind in a single ray of disruptive psychic power. All must fear the Callidus, for there is truly no protection against her strike – even by the act of seeking allies, her target invites death into their house.

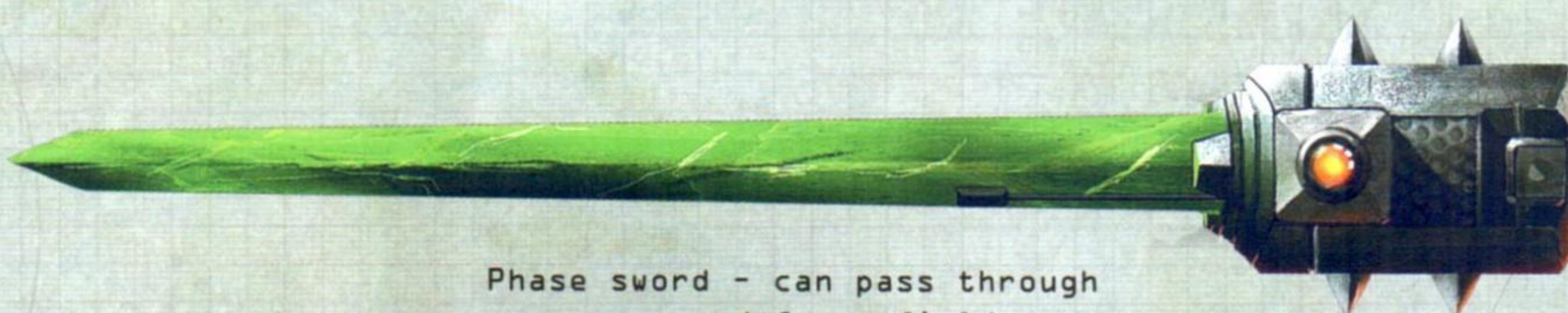
WARGEAR OF THE CALLIDUS TEMPLE



Every Callidus Assassin carries an array of poisoned blades.



The neural shredder uses psionic disruption to kill its target.



Phase sword – can pass through armour and force fields.

EVERSOR

'Fear me, for I am your
apocalypse.'

- Dictatus Eversor

The Eversor is possibly the most gruesome weapon of the Officio Assassinorum. The temple specialises in shock and terror tactics, instilling fear of Imperial retribution into the hearts and minds of all who hold positions of power. Eversor Assassins are primarily used against rebels who have plans to move against the Imperium with a large armed force. When the long, grinding war of attrition that is the Astra Militarum's forte is ruled out – perhaps because it is likely to leave a valuable planet ravaged – the High Lords will sometimes sanction the use of an Eversor Assassin.

An Eversor distils the brute force of an entire strike team into a single human body, and hence rarely has just a single target. His mission will be to rip the heart out of the rebel operation, wreaking havoc and destruction. Such brutality ensures that the renegade leaders are destroyed in one fell swoop, and that no would-be successors may take over.

In order to better enact these one-man killing sprees, the Eversor Temple trains its operatives to be utterly ruthless and completely dedicated to the Imperium. The temple engineers its inductees to be superhuman killing machines, their bodies driven far beyond normal human capabilities. Once this process is complete, the temple introduces a range of stimms and implants to alter the Assassin's state of mind into a boiling cauldron of murderous intent.

The only way an Eversor Assassin can be kept from constantly committing grievous acts of carnage is to keep them in cryo-suspension until they are required for a mission. Each Eversor Assassin is stored in a cryo-crypt on board one of the many hidden ships that the temple has scattered across the Imperium. These ships maintain a constant state of alert, waiting only for orders from the High Lords of Terra to unleash their deadly cargoes.

When an Eversor is selected for a mission they are transferred from the cryo-crypt to a special drop pod, where neuro links feed the details of the mission to them during their cryo-suspension. The pod is launched at the target planet, as remote links with the spaceship reanimate the Assassin and ready their finely-tuned body with all they need to complete the mission. When the pod impacts, the Assassin will be fully awake and ready to begin their grim task. They will be totally unaware of the time spent in cryo-suspension – they might have spent years or even centuries in a frozen state, but to the Assassin the time gap between the end of the last mission and the start of the next will be mere moments. They will be psyched up and ready to satiate their desire to slaughter the enemies of the Imperium. To do this they use bolt shells and toxin needles from their executioner pistol, stabbing thrusts of their power sword, hypodermic incisors and shock generators built into their neuro-gauntlet, melta bomb blasts, throat-crushing punches, and whatever else is to hand. The Eversor's assault is so swift and ruthless that their foes are rarely aware that they are under attack – that is until the doors of their sanctuary are torn off their hinges and the skull-like mask of the Assassin is looming out of the darkness towards them.

CREATING A MONSTER

Recruits for the Eversor Temple are invariably chosen from the youngest of the available novitiates. This is because only a body yet to fully develop is able to accept the many genetic alterations that the novitiate will undergo. The process of becoming an Eversor is arduous and long, the extensive testing, genetic manipulation and drugs turning each Assassin into a living, breathing weapon of war. At first, results from training exercises are assessed to determine

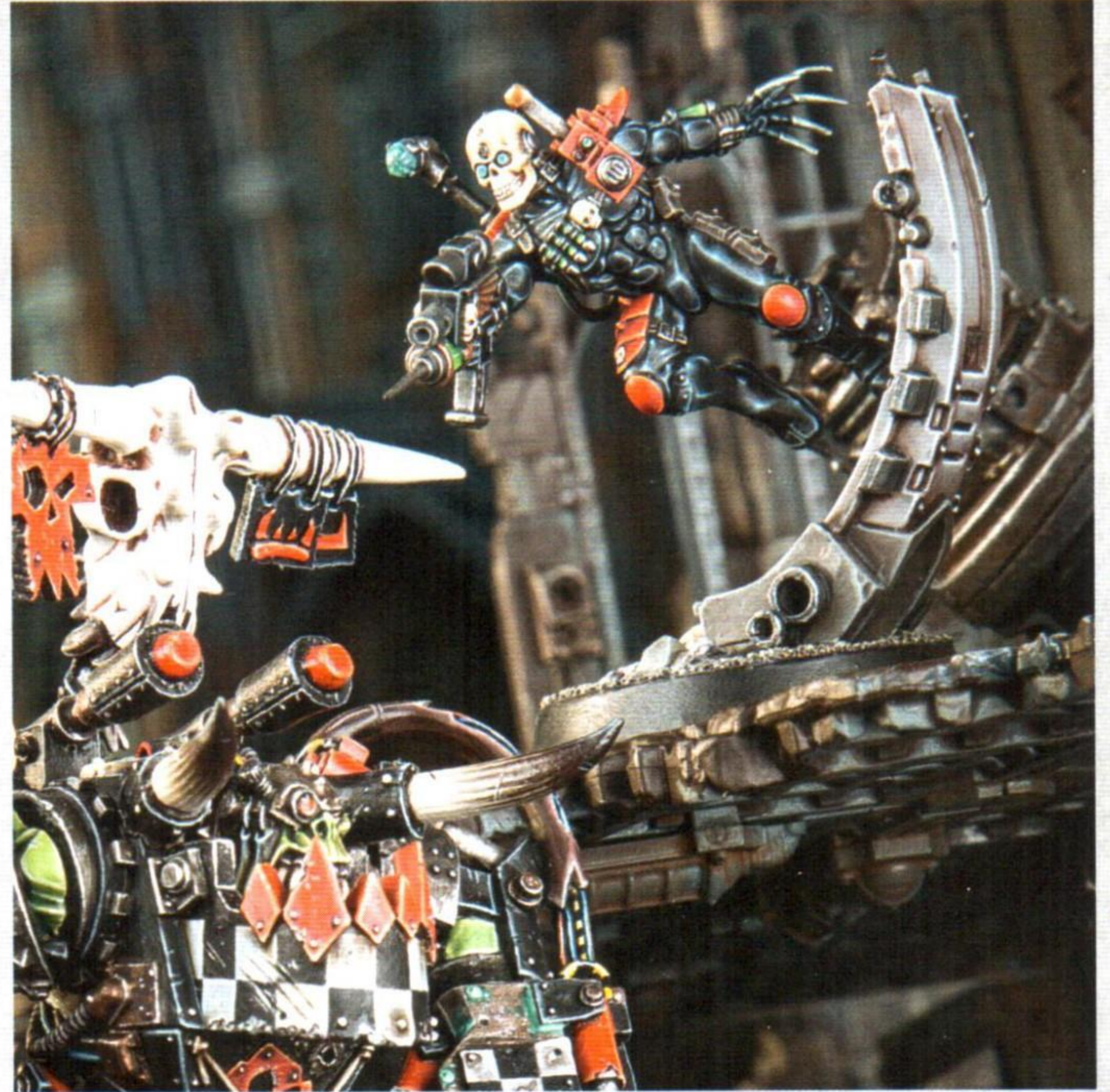


which alterations would be most suitable. After that, the real experiments begin.

The masters of the Eversor Temple and the Medicus Adepts are constantly developing and adapting a special programme of genetics, bio-implants and chemical boosters to enhance the Assassin's body far beyond what a normal human could achieve. The Medicus Adepts make the most of these adaptations when an Assassin is chosen for the Eversor Temple. The novitiate Assassin undergoes endoskeletal restructuring, increasing their stamina and aerobic performance and allowing them to fight for days without tiring. Muscular hypertrophy enables the Assassin to explode into a fury of activity that lasts for hours at a time. In order to cope with these changes the Assassin is given a second heart. Not only does this give the Assassin extra survivability should one heart be damaged in combat, it also ensures that when they are really driving their body to the limits, both hearts can kick in, maintaining the excessively high heart rate demanded by their frantic killing frenzy.

If the trainee's body survives all of the implants and modifications, their cerebral cortex is also enhanced by genetically coded lobo-chips. These chips amplify the Assassin's state of mind, turning a mere dislike for the enemy into raging hatred, or the wish to serve the Imperium into determination to complete their mission at any cost. Adrenal ducts are implanted and electro-elixirs injected, speeding up the brain's higher functions and allowing the Assassin to make complex calculations and tactical decisions in seconds.

The process of turning a normal human being into a bio-enhanced killing machine is not without its dangers. Many Assassins have died on the operating table or, more often, from some unforeseen side effect of their many complex bio-enhancements. Many of the side effects are known to the Medicus Adepts and can be countered by glandular implants that constantly feed the necessary counter-active agents into the Assassin. However, every Eversor Assassin's body is in a state of constant agitation and conflict. Whilst the Eversor lives, they can keep



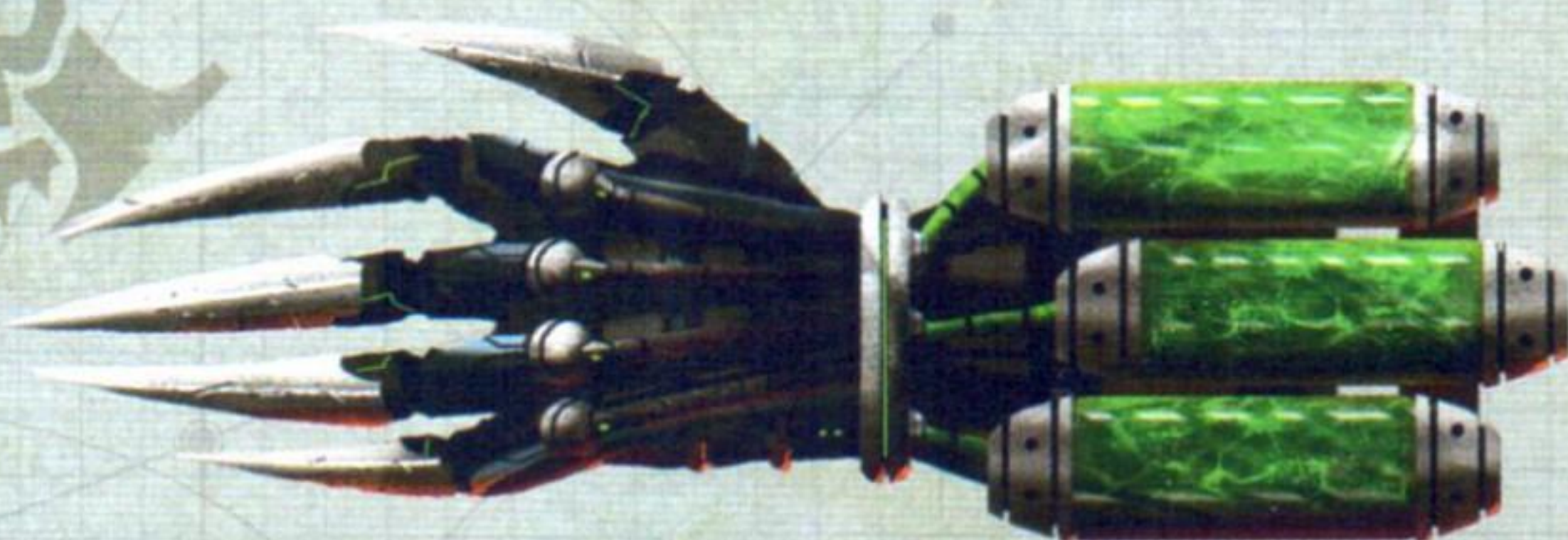
everything under control using their hyper-immuno system and an advanced cortex that maintains safe combinations of chemicals within their body.

However, should the Assassin's hearts stop or their brain fail, the concoctions inside them will react at a rapidly accelerating rate. As the dying Assassin's control over their body deteriorates, they spontaneously combust with such explosive force that their bio-meltdown can kill those standing nearby. This is not something that the Assassins resent, for they will use any weapon they can to fulfil their violent quest. Even in death they will slaughter and destroy, for they are true killers, and relish every murder they can commit.

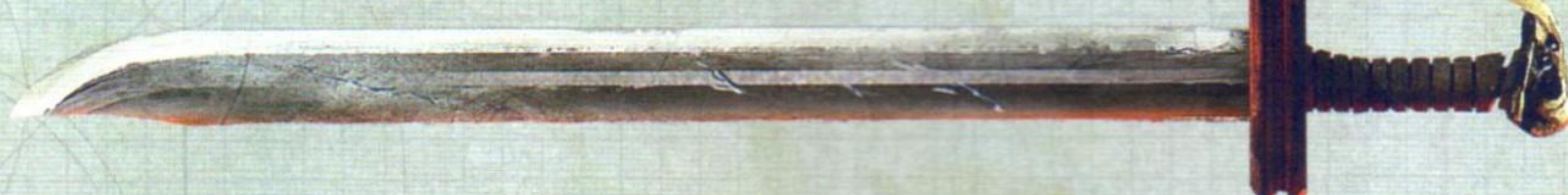
'For those that defy the Imperium, only the Emperor can judge your crimes. Only in death can you receive the Emperor's Judgement.'

- Motto of the Officio Assassinorum

WARGEAR OF THE EVERSOR TEMPLE



The neuro-gauntlet delivers a payload of deadly toxins to the Eversor's victims.



Power sword, for dispatching armoured foes.



Executioner pistol
- a bolt pistol/
needle pistol
combi-weapon.

CULEXUS

'That which is unknown and unseen commands the greatest fear'

- Dictatus Culexus

The Culexus Temple is in all likelihood the most sinister of all the Assassin temples. Even amongst the upper echelons of the Officio Assassinorum, this temple is always viewed with extreme caution. This is not because of the way that the Culexus operate, nor even any particularly hideous methods of killing their targets. It is because of the Assassins themselves.

The Assassins that form the Culexus Temple are not chosen because of their savagery, cunning or combat skills, although these are most definitely required qualities. First and foremost, a potential Culexus Assassin is chosen because they possess a very rare genetic defect, something that is totally unique and yet utterly abhorrent to the Imperium.

THE PARIAH GENE

Every living being has some sort of presence in the warp, where the soul is reflected through from the real universe. For non-psykers this will usually be little more than a minute spark. For psykers, however, their soul blazes, a shining beacon that can be seen by other psykers and creatures that live within the warp. The more powerful the psyker, the brighter their soul burns within the warp. Culexus Assassins are true terrors because they have, or appear to have, no presence in the warp – there is just a void. They are, to all intents and purposes, soulless.

This extremely rare defect occurs in less than one in a billion individuals. Those who have this defect are known by the name of Pariah, or untouchable, and meeting one is something that no normal human being can ever forget. Their cold, calculating stare draws attention to their eyes; pools of blackness that seem to suck their prey into a void of nothingness. It is hardly surprising that Pariahs are usually treated like outcasts or lepers, rejected by their parents and banished from settlements. The Inquisition often finds Pariahs that have become hermits, or have been reduced to scraping a squalid life in the depths of a hive city.

The name of this genetic anomaly – or perhaps abomination – has seen the esoteric mineral known as blackstone, or in High Gothic as Noctilith, sometimes erroneously called Pariah Stone. Blackstone has a peculiar property that can see it charged either to attract the energy of the warp, as with Abaddon's Blackstone Fortresses in the Gothic War, or to repel it, as with the pylons of Cadia. The null zone blackstone can create is analogous to the soul-void projected by a Culexus Assassin – but only the Culexus truly understand how to wield that strange aura as a weapon.

In the early years of the Imperium's founding, Pariahs were transported back to Terra aboard the Black Ships with other untamed psykers. Once they reached their destination they would be handed over for experimentation by the Magos Biologis of the Adeptus Mechanicus. As the years slid past, a growing number of Pariahs were sent to languish in the cells of the Omnissiah's priests. Such a large number of Pariahs began to create a hole in the warp. Their psychic blankness interfered with the Astronomican, that most vital of psychic beacons used to guide spaceships to far reaches of the Imperium. Other branches of the Administratum, especially those that relied upon psykers, were horrified by this discovery. Soon several of the High Lords of Terra were making moves towards having Pariahs outlawed, and the Inquisition was given the task of ruthlessly eliminating any more that were found. A number of the High Lords, including the Paternoval Envoy of the Navigators, the Master of the Adeptus Astra Telepathica and the Master of the Astronomican, pushed for an official decree so that they could rid the Imperium of these troublesome freaks.



This was most unfortunate for the Officio Assassinorum, who had been working closely with the Magos Biologis and Genetors of the Adeptus Mechanicus. Their work was almost complete, and many years had been spent developing specialist wargear and training techniques. All of this was about to be ruined by the short-sightedness of a few power-hungry individuals. But the decree from the Master of the Administratum never came. The Adeptus Mechanicus announced that it was ending the Pariah project, and made a great show of closing down the laboratories and executing the lab specimens. Satisfied that no further action was needed, the High Lords turned their attentions to other matters. However, closer study of the records would reveal that the number of executions did not match the number of Pariahs contained within the labs at the time. With the help of the Officio Assassinorum, the Adeptus Mechanicus moved a few of the most promising Pariahs to a secretly constructed fortress on the edge of the galaxy. It was here that the Culexus Temple was created.

THE SOULLESS HUNTER

When the Culexus Temple receives a mission, an Assassin is chosen and transported to the arena of conflict on board a specially shielded ship, much like the Black Ships of the Inquisition. In addition to this, the Assassin wears a huge helm called an animus speculum. During battle it is used to fire focussed blasts of psychic energy, but its primary purpose is to block out the Culexus Assassin's innate abilities. The helm is only partially effective even when operating at full power; most people can barely stand to be in the same room as the wearer due to the nauseous, head-spinning effect that is the trademark of a Culexus Assassin. When it is switched off altogether, the mayhem that ensues is terrifying to behold.

Once despatched to kill a specific foe, the Culexus Assassin attacks using their own innate abilities enhanced by years of training, mental exercises and arcane wargear. They carry no guns or hand-to-hand weapons, for they need none. Whilst closing with their mark, the Culexus operates under the protective field of the etherium – a highly advanced form of aegis suit that is built into the Culexus Assassin's synskin. This, combined with the wearer's innate abilities, makes



them all but impervious to psychic attack. Weapons that are in any way connected to non-material dimensions simply pass through them as if they were no more than a ghost.

Under the cover of their own repugnance the Assassin slips through battle lines and bodyguards, their negative aura muddling the minds of conventional troops. Whilst closing with the foe, the Culexus will hurl psyk-out grenades – each containing dust from the Golden Throne itself – that swathe those nearby in crippling confusion. As their panicked quarry reels from this extra-sensory assault, the stalking Assassin moves in for the kill.

When the enemy is in sight, the animus speculum is used, an unnaturally powerful weapon that is deadly to all, but hell incarnate to those with psychic abilities. Once deactivated, the large eye in the helm opens and the magnified intensity of the Assassin's horrific capabilities flood the surrounding area. Turning upon their target, the Culexus aims the animus speculum and obliterates their brain, leaving them a withered, blasted husk.

WARGEAR OF THE CULEXUS TEMPLE



The etherium enables the Culexus to shift out of phase with reality.



Psyk-out grenades for use against psykers.



The animus speculum focuses the operative's null aura.

THE CHAINS THAT BIND

Over the course of the Imperium's history, the agents of the Officio Assassinorum have claimed millions of lives for their masters. Not for them the worldwide slaughter brought to bear by the Astra Militarum or the unrelenting force of an Adeptus Astartes strike. Each death they bestow upon the enemies of the Imperium is a carefully crafted link in the chain that binds the realm of Man to the Emperor's immortal will. Though every one of these kills is extensively documented in the appropriate temple's datacrypts, only a very small fraction have entered the legends of the Imperium, known by few outside the vaulted halls of the High Lords themselves.

c. M.31 THE HORUS HERESY

After the Warmaster Horus' treachery is revealed, an early incarnation of the Officio Assassinorum sends four operatives, one from each of the major temples, to hunt down and destroy the traitor Primarch. All four are found wanting, for Horus is powerful beyond the reach of mortal men, and his destiny lies elsewhere.

c. M.31 DEATH OF A PRIMARCH

The Primarch of the Night Lords, Konrad Curze, is plagued by visions of his own demise – a kill-strike ordered by the Emperor himself. The knowledge of his spiritual father's betrayal festers within him, and he becomes the fiendish traitor known as Night Haunter. As the Heresy unfolds, the Callidus Temple is charged with the Primarch's death. Though his warriors fight to catch the killer in their midst, the Assassin M'Shen enters Night Haunter's throne room to find him unresisting. By allowing the Emperor to kill his own son, the creature that was once Konrad Curze believes his rebellion vindicated forever – for in death, he has proved the Emperor is as callous as he has always maintained.



546-646.M32 THE BEHEADING

The High Lords of Terra are slain to a man when the Grand Master of the Officio Assassinorum, Drakan Vangorich, mounts a bloody coup decades in the making. Thus begins a hundred-year period of anarchy in which the Imperium is all but torn apart. It is only through great loss that a Space Marine retribution force delivers the Emperor's justice to Vangorich and his acolytes. In the aftermath over fifty Space Marine leaders arrive upon Terra, accompanied by a crusade-strength 'honour guard.' After a long council with the great and the good behind closed doors, twelve new High Lords are placed in office, and stability thus returned to the Imperium.

990.M32 A GHOST AMONGST DEVILS

The Culexus Assassin Dranos is sent to destroy the Sorcerer Xantaka before he can conjure any more daemoniac legions from the warp. Being all but invisible to not only the aethersight of Xantaka's Daemon armies but also his Rubricae bodyguard, Dranos simply walks up to Xantaka and burns his brains to ash with a blast of negative warp energy.

340.M33 MOTHER GULLET

A Callidus Assassin, sent to steal away the firstborn child of the dangerously self-centred Planetary Governor Thygmus van Spracht, disguises herself as the infant's matron-vigilus. By widening her craw with polymorphine and swallowing the princeling whole, she walks past the elite palace guards without so much as a whisper of resistance. She carries the prize in her belly to her masters before regurgitating it whole, mewling but safe. Pict-skull footage is sent to the governor, and he falls back into the Imperial fold within the week.

452.M34 THE BLINDED SEER

A Culexus Assassin is sent to claim the head of the manipulative Farseer Lithandros-Esmanthil. The Eldar senses the threat and scries the skeins of fate accordingly, but is increasingly alarmed to find he is unable to locate the thread corresponding to his pursuer. After a long and terrifying hunt the Assassin ambushes his prey in the lonely halls of Saim-Hann's Dome of Reflection. Rendered psychically inert and driven to exhaustion by the chase, Lithandros-Esmanthil gives himself up to the sinister violence that follows.

372.M35 THE CULL OF THE GOLIATHS

The abhuman Goliaths of Thugrock Secundus, a recruitment moon for the Astra Militarum, develop a blood cult that consumes the planet's ruling caste. In an unprecedented display of miscommunication, no fewer than six Eversor Assassins are dispatched to slay the leaders of the indigenous population. By the time the single surviving Eversor is recovered, not a single Thugrock Goliath is left alive, and when the news reaches the Astra Militarum they are most displeased that such a rich resource has been wasted. To this day, the event is used as a cautionary fable to illustrate the dangers of dispatching several Assassins at once.

501.M37 DEATH OF A RECIDIVIST

The influential cardinal Jerome the Unsaintly of Oristia IV secedes from the Imperial Creed. He amasses an insane amount of wealth through illegal levies, hoping to gather an army of Frateris Militia to rival that of Goge Vandire. He is shot in the roof of the mouth by a Vindicare Assassin whilst he is singing subversive hymns.

563.M37 THE MORISHA INCIDENT

Urhua Thereaux, Assassin of the Venenum Temple, is dispatched to assassinate the renegade Governor Yawell of Morisha. During transit, the starship is caught in a warp rift, holding the vessel in temporal stasis for some six hundred and ninety-eight years. Not knowing that this has occurred, Thereaux proceeds to her target, only to find Yawell long since dead and replaced by an anti-Imperial democratic committee consisting of over a thousand members. Faced with such an extreme task, Thereaux only succeeds in killing the committee members after spending three days poisoning all the chairs in the council's auditorium prior to a meeting of the full committee.

003.M38 THE STARGAZER'S DEMISE

The progressive astrologer Lenas Scard is marked for death before his heretical discoveries shake the Imperial Creed any further. The Vindicare Assassin Erasmus Menst hangs upside down from a promethium relay pipe for six days, awaiting his prey, only to realise that Scard is aware of his pursuit and has holed up inside his observatory. Menst abandons his plan and instead climbs to the highest spire of Hive Mendicantus, knowing that it is only a matter of time before the glint of Scard's scrying scope appears. Sure enough, as the planet's moon is bisected by the spire, a telltale flash from Scard's observatory appears. Menst is able to put a shot through the telescope's lens and into the eye socket of the stargazer behind it.



386143.M38 THE FALL OF ORLENZA TRIARTES

The planet of Orlenza Triartes severs its ties with the Imperium, hoping for better trade terms. The Planetary Governor tricks his Adeptus Arbites into quelling a prison break that turns out to be a carefully crafted ambush, placing the Arbitrators under lock and key alongside those same criminals they had arrested. Word reaches the Imperium, and two regiments of Imperial Guard are sent to intervene. The preening aristocrats at the heart of the rebellion muster their forces and attack, only to find that their chief military advisor, a vulgar but effective mercenary known as Le Kard, was not who they thought he was. The Orlenza forces find their dispersal to be extremely ineffective, and they are surrounded and cut off within a week. When Le Kard's airtight cell is opened it is found to contain only a set of discarded clothes and a synskin-clad Callidus, crouching like a hyperfelid ready to pounce. The Assassin cuts a swathe through the planet's nobility before disappearing without a trace.



243.M39 STATUESQUE

The Vindicare Temple is given a kill order to take out the predatory Dark Eldar pilot known as the Skyknife. Knowing that to enter Commorragh would be to court almost certain failure, the Vindicare Assassin Dejedris Garamach determines the site of a previous sighting of the Skyknife's Razorwing Jetfighter. He mounts his vigil in the eye socket of the Threndian Colossus, subsisting on moss and the raw flesh of the birds that use the statue as its nest whilst never taking his eyes from the sky. Six years later, his vigil is rewarded when the Skyknife appears from midair in a flash of azure light. Within a half-second of its appearance Garamach puts a turbo-penetrator round into the cockpit, killing the pilot instantly.

718924.M40 TO SLAY A WAAAGH!

The Ork Warlord Urgak the Unstoppable is on the verge of completing his Gargant and launching a Waaagh! into the Vondiac Sector when a Vindicare Assassin sends a bullet into the reactor core of the giant effigy. The thing catches fire and then explodes spectacularly, killing not only Urgak himself but also the vast majority of the Meks in his employ. The Waaagh! is halted before it even begins, putting the lie to Urgak's self-aggrandizing title and plunging the surviving Orks into a bloody civil war.

231.M41 THE TIGERS CAGED

Hetman Gretch of the 593rd Kadaveran Tigers becomes so incensed at constantly being interrupted by the Tactical Auto-Reliquary of Tyberius that he 'accidentally' deactivates it with a ceremonial mace. It is the first step in a rebellion that sees not only the 593rd, but the entirety of the Kadaveran Tigers, turn against the Imperium. A Callidus Assassin is sent to infiltrate Gretch's advisor corps, assuming the identity of his eyeless Astropath before killing the traitorous commander and taking his place. When the Tigers open hostilities against the Cadian 342nd their orders suddenly become contradictory and counter-intuitive, and when the command staff is obliterated by an artillery strike called down upon their own position, the entire war effort falls to pieces. The Kadaverans, their forces decimated within the hour, quickly see the error of their ways and submit themselves for a regiment-wide court martial. Though the Tactical Auto-Reliquary is recovered and later repaired, they are found guilty and executed to a man.

290.M41 A DESTINY DENIED

The Officio Assassinorum, having failed to destroy the obscenely powerful Chaos Lord Malfecius with operatives from the Eversor and Vindicare Temples, sends the Culexus Assassin Vaedrex instead. The Culexus haunts the steps of Malfecius across the Eye of Terror. Only when Malfecius ascends to Daemon Princehood does Vaedrex finally strike. With Malfecius' latest incarnation rendering him vulnerable to Vaedrex's psyk-out grenades, the Culexus finally manages to kill the reeling Daemon Prince with a punishing series of blasts from his animus speculum.

353.M41 THE DREAD GESTALT

The Wyrdvane Psykers of the Vostroyan Firstborn 122nd come through a difficult warp translation as a gestalt entity of terrifying psychic power. Revelling in their new abilities, they rise up amongst the ranks of their former comrades and enslave every one of them to their bloodthirsty desires. When the regiment makes planetfall upon Sylvanus II they set about the murder of the populace with a will. The Hammers of Dorn are sent on a planetfall mission to destroy the Dread Gestalt, but the powers of the Wyrdvane Psykers are so swollen that the Space Marine attack is repelled with terrifying ease. Only when the Culexus Assassin known as the Revoker is unleashed into the Vostroyan ranks does the Dread Gestalt lose its power, flopping back to earth as weak as mewling kittens. They are killed to a man by Vostroyan bayonets even before the Revoker can close with his target to finish the job.



886.M41 SONS OF THE INTERSTICE

The Lubricae Cult arises within the Adeptus Mechanicus, a body of heretics that worship the interstitial substances that keep the universe running smoothly. All twelve of the senior Technomagi gather around a black and shimmering pool of arcanoil, anointing themselves with a mixture of blood and boiling grease as they declare open war on their former brethren. A slick black devil bursts from the pool's depths when the Eversor Assassin sent to slay them reveals himself. Within moments every one of the Lubricae Cult is slain. Their Skitarii legions attack nonetheless, but without leadership they are quickly defeated by their loyalist counterparts.

999.M41 THE FOE UNTOUCHABLE

Within the Eye of Terror, a Black Crusade of unprecedented size musters to break open the Cadian Gate. Rumours abound that its supreme warlord, Abaddon the Despoiler, is empowered by the Gods of Chaos – and that whilst he enjoys their favour he cannot be laid low by mortal weaponry. The agents of the Officio Assassinorum are dispatched en masse to slay the Warmaster Abaddon and his most favoured lieutenants before they breach realspace. One by one they reach a succession of grisly ends, and Abaddon remains at large. His crushing assault on Cadia sees a grinding stalemate broken when the Blackstone Fortress *Will of Eternity* is sent to collide with the fortress planet, obliterating vast swathes of the Imperial last stand and rendering the carefully laid plans of the Assassinorum obsolete. The planet is shattered beyond recovery, and the death knell of the 41st Millennium sounded across time and space.

999.M41 THE GREAT RIFT YAWNS WIDE

Over the course of the intervening years, the Cicatrix Maledictum splits the night sky. The psychic trauma of the Fall of Cadia merges with the backlash caused by a series of other catastrophes, and the Emperor's realm is changed forever. Roboute Guilliman, as Lord Commander of the Imperium, consults with the Grand Master of the Officio Assassinorum as to how best to send every possible Imperial Assassin into active duty at once – for the hour is so dark they have no other choice.

OFFICIO ASSASSINORUM ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Officio Assassinorum miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it has. Some rules are common to several Officio Assassinorum units – these are described here and referenced on the datasheets.

ABILITIES

The following abilities are common to Officio Assassinorum units:

EXECUTION FORCE

So long as your Warlord has the **IMPERIUM** keyword, you can include this unit in your army as part of a Vanguard Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment's Command Benefits are changed to 'None' unless that Detachment contains exactly 1 Vindicare Assassin, 1 Callidus Assassin, 1 Eversor Assassin and 1 Culexus Assassin.

INDEPENDENT OPERATIVE

This model can never have a Warlord Trait. During deployment, you can set this model up in concealment instead of placing it on the battlefield.

STRATAGEMS

If your army is Battle-forged and includes any **IMPERIUM** Detachments (that is, a Detachment in which every unit has the **IMPERIUM** keyword), you have access to the Stratagems shown here, meaning you can spend Command Points to activate them. These help to reflect the unique tactics used by Assassins on the battlefield.

1CP/3CP

OPERATIVE REQUISITION SANCTIONED

Officio Assassinorum Stratagem

The ultimate fusion of stealth and lethality, an operative of the Officio Assassinorum is a great asset to any Imperial commander.

This Stratagem costs 1CP if you are playing a matched play game, or 3CP otherwise. You can only use this Stratagem if your Warlord has the **IMPERIUM** keyword. Use this Stratagem during deployment. Add one **OFFICIO ASSASSINORUM** unit of your choice to your army. Remember that in a matched play game, you must pay reinforcement points for any new unit added to your army. You can only use this Stratagem once per battle.

1CP

PRIORITY THREAT NEUTRALISED

Officio Assassinorum Stratagem

Shorn of their commanders, the enemy's tactical advantages will often crumble.

Use this Stratagem after an enemy **CHARACTER** model is slain by an **OFFICIO ASSASSINORUM** unit from your army. You gain 2 Command Points (or 3 Command Points if the **CHARACTER** was your opponent's Warlord). You can only use this Stratagem once for each enemy Character model slain.

At the end of any of your Movement phases, this model can reveal its position – set it up anywhere on the battlefield that is more than 9" from any enemy models.

LIGHTNING REFLEXES

This model has a 4+ invulnerable save.

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following list to determine the total points cost of your army. Simply add together the points costs of all your models and their wargear to determine your army's total points value.

UNITS

| UNIT | MODELS PER UNIT | POINTS PER MODEL (Includes wargear) |
|--------------------|-----------------|--|
| Vindicare Assassin | 1 | 85 |
| Callidus Assassin | 1 | 85 |
| Eversor Assassin | 1 | 85 |
| Culexus Assassin | 1 | 85 |

1CP

DOUBLE KILL

Vindicare Stratagem

Striking from the perfect vantage points, Vindicare Assassins have been known to fell a second foe before the body of the first has even hit the floor.

Use this Stratagem in your Shooting phase, after a **VINDICARE ASSASSIN** from your army shoots. That model can shoot one additional time this phase (this must be at a different target).

1CP

TURBO-PENETRATOR ROUND

Vindicare Stratagem

Ripping through even the densest flesh or armour before detonating, this special ammunition is the bane of vehicles and monstrous beasts alike.

Use this Stratagem in your Shooting phase, after an attack made with an exitus pistol or exitus rifle by a **VINDICARE ASSASSIN** from your army scores a hit against a target that is either a **VEHICLE** or a **MONSTER**. Do not make a wound roll for that attack; instead that hit inflicts D3 mortal wounds on the target. If this Stratagem is used then the Head Shot ability does not apply to that attack.

1CP

ACROBATIC

Callidus Stratagem

Callidus Assassins strike with such speed and grace that their targets rarely land a single defensive blow.

Use this Stratagem in your Movement phase. Choose one **CALLIDUS ASSASSIN** from your army. That model can Advance and charge this turn. In addition, until the start of the next battle round, subtract 1 from hit rolls for attacks that target the chosen model.

1CP

PARIAH'S GAZE

Culexus Stratagem

The pure negativity of a Culexus Assassin's soulless presence is focused through their wargear.

Use this Stratagem in your Shooting phase, before choosing a **CULEXUS ASSASSIN** to shoot with. Until the end of the phase, the Damage characteristic of that model's ranged weapons is increased to D3.

2CP

SUPREME DECEPTION

Callidus Stratagem

Operatives of the Callidus Temple are peerless infiltrators able to disrupt any chain of command.

Use this Stratagem at the start of any battle round after the first. Choose one **CALLIDUS ASSASSIN** from your army. That model's Reign of Confusion ability is considered to be in effect until the end of that battle round. You can only use this Stratagem once per battle.

2CP

STIMM OVERLOAD

Eversor Stratagem

Dangerous levels of frenzon flood the Eversor's system, triggering a frenetic killing spree.

Use this Stratagem at the end of the Fight phase. Choose one **EVERSOR ASSASSIN** from your army to fight with, even if that model has already fought this phase. After that model has fought, roll one D6; on a 1, 2 or 3 it suffers 1 mortal wound.

2CP

SOUL HORROR

Culexus Stratagem

An aura of nameless fear surrounds operatives of the Culexus Temple, freezing the hearts of their foes.

Use this Stratagem at the start of the Fight phase. Choose one **CULEXUS ASSASSIN** from your army. Enemy units within 3" of that model cannot be chosen to fight this phase until after all other units have done so, even if they charged. If one of those units has an ability that allows them to fight first this phase, they instead fight in this phase as if they do not have that ability.

1CP

HYPERMETABOLISM

Eversor Stratagem

Chemically augmented in the extreme, the bodies of Eversor Assassins can weather injuries that would otherwise prove fatal.

Use this Stratagem at the start of any phase. Choose one **EVERSOR ASSASSIN** from your army. Until the end of that phase, roll one D6 each time that model loses a wound (excluding those lost as the result of a mortal wound); on a 4+ the wound is not lost.





VINDICARE ASSASSIN

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|---|------------|----|---|----|----|--|----|----|
| Vindicare Assassin | 7" | 2+ | 2+ | 4 | 4 | 5 | 5 | 9 | 6+ |
| A Vindicare Assassin is a single model armed with one exitus pistol, one exitus rifle, and blind grenades. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Exitus pistol | 12" | Pistol 1 | | 4 | -3 | D3 | Invulnerable saves cannot be taken against attacks made with this weapon. This weapon wounds INFANTRY units on a 2+. | | |
| Exitus rifle | 72" | Heavy 1 | | 5 | -3 | D3 | Invulnerable saves cannot be taken against attacks made with this weapon. This weapon wounds INFANTRY units on a 2+. | | |
| Blind grenade | 12" | Grenade D6 | | * | * | * | This weapon does not inflict any damage (do not make any wound rolls). Instead, if a unit is hit by any blind grenades, subtract 1 from all hit rolls for attacks made by that unit until the end of the turn. | | |
| ABILITIES | Execution Force, Independent Operative, Lightning Reflexes (pg 94) Deadshot: This model can target a CHARACTER even if it is not the closest enemy unit. In addition, each time an unmodified wound roll of 6 is made for an attack with a ranged weapon by this model, the Damage for that attack is D6. Faultless Aim: If this model remained stationary in its previous Movement phase, it always hits on a 2+ when firing a ranged weapon, regardless of modifiers (hit rolls of 6 are still required when firing Overwatch). | | | | | | Head Shot: After this model has made an attack with a ranged weapon, roll one D6 if a model suffered damage from that attack but has not been slain; on a 3+, that model suffers 1 mortal wound and, if that model is not slain, you can roll one more D6. This time, that model suffers 1 mortal wound on a 4+. Keep rolling one D6, increasing the result required to cause a mortal wound by 1 each time, until the model being rolled for is slain or the roll is failed. Spymask: Enemy models do not gain the bonus to their saving throws for being in cover against attacks made with ranged weapons by this model. Stealth Suit: Subtract 1 from hit rolls for attacks made with ranged weapons that target this model. If this model is on or in a terrain feature, subtract 2 instead. | | |
| FACTION KEYWORDS | IMPERIUM, OFFICIO ASSASSINORUM | | | | | | | | |
| KEYWORDS | INFANTRY, CHARACTER, VINDICARE ASSASSIN | | | | | | | | |



CALLIDUS ASSASSIN

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|--|-----------|----|------|----|---|---|----|----|
| Callidus Assassin | 7" | 2+ | 2+ | 4 | 4 | 5 | 5 | 9 | 6+ |
| A Callidus Assassin is a single model armed with one neural shredder, one phase sword and poison blades. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Neural shredder | 9" | Assault 1 | | * | * | * | Roll 3D6 each time this weapon scores a hit; if the roll is equal to or greater than the target unit's highest Leadership characteristic, it suffers D3 mortal wounds. | | |
| Phase sword | Melee | Melee | | User | -3 | 2 | Invulnerable saves cannot be taken against attacks made with this weapon. | | |
| Poison blades | Melee | Melee | | * | -1 | 1 | Each time the bearer fights, it makes 1 additional attack with this weapon. This weapon wounds on a 3+, unless it is targeting a VEHICLE , in which case it wounds on a 6+. | | |
| ABILITIES | Execution Force, Independent Operative, Lightning Reflexes (pg 94) Polymorphine: During deployment, you can set up this model in disguise instead of setting it up on the battlefield. At the end of any of your Movement phases this model can revert to its true form – set it up anywhere on the battlefield that is more than D6+3" away from any enemy models. For example, if you roll a 4, the model can be set up anywhere that is more than 7" from any enemy model. | | | | | | Hit and Run: This model can Fall Back and still shoot and charge in the same turn. Reign of Confusion: If you have any models with this ability in your army, then during the first battle round, roll one D6 each time your opponent spends Command Points (CPs) to use a Stratagem. On a 4+, your opponent must spend one extra CP to use that Stratagem, or else it has no effect (the CPs spent so far are lost). This ability cannot affect Stratagems used 'before the battle begins'. | | |
| FACTION KEYWORDS | IMPERIUM, OFFICIO ASSASSINORUM | | | | | | | | |
| KEYWORDS | INFANTRY, CHARACTER, CALLIDUS ASSASSIN | | | | | | | | |

5
POWER

EVERSOR ASSASSIN

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|--|-----------|----|------|----|----|--|----|----|
| Eversor Assassin | 7" | 2+ | 2+ | 4 | 4 | 6 | 6 | 9 | 6+ |
| An Eversor Assassin is a single model armed with one executioner pistol, one neuro-gauntlet, one power sword, and melta bombs. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Executioner pistol | 12" | Pistol 4 | | 4 | -1 | 1 | You can re-roll wound rolls for attacks made with this weapon that target INFANTRY units. | | |
| Neuro-gauntlet | Melee | Melee | | +1 | -1 | 1 | You can re-roll wound rolls for attacks made with this weapon. | | |
| Power sword | Melee | Melee | | User | -3 | 1 | - | | |
| Melta bomb | 4" | Grenade 1 | | 8 | -4 | D6 | You can re-roll wound rolls for attacks made with this weapon that target VEHICLE units. | | |
| ABILITIES | Execution Force, Independent Operative, Lightning Reflexes (pg 94) | | | | | | Frenzon: When making a charge roll for this model, roll 3D6 rather than 2D6. In addition, add 2 to this model's Attacks characteristic if it charged in the preceding Charge phase. | | |
| | Bio-meltdown: If this model is reduced to 0 wounds, roll a D6 for each enemy unit that is within 6" of this model before removing it from the battlefield. On a 4+ the enemy unit suffers D3 mortal wounds. | | | | | | Killing Rampage: Each time an enemy model is slain as the result of an attack made with a melee weapon by this model, this model can immediately make one additional attack against the same unit. These additional attacks cannot themselves generate further attacks. In addition, this model can consolidate up to 6" instead of up to 3". | | |
| | Sentinel Array: Each time an enemy unit Falls Back whilst within 1" of this model, this model can immediately make a shooting attack against that enemy unit as if it were its Shooting phase. | | | | | | | | |
| FACTION KEYWORDS | IMPERIUM, OFFICIO ASSASSINORUM | | | | | | | | |
| KEYWORDS | INFANTRY, CHARACTER, EVERSOR ASSASSIN | | | | | | | | |

5
POWER

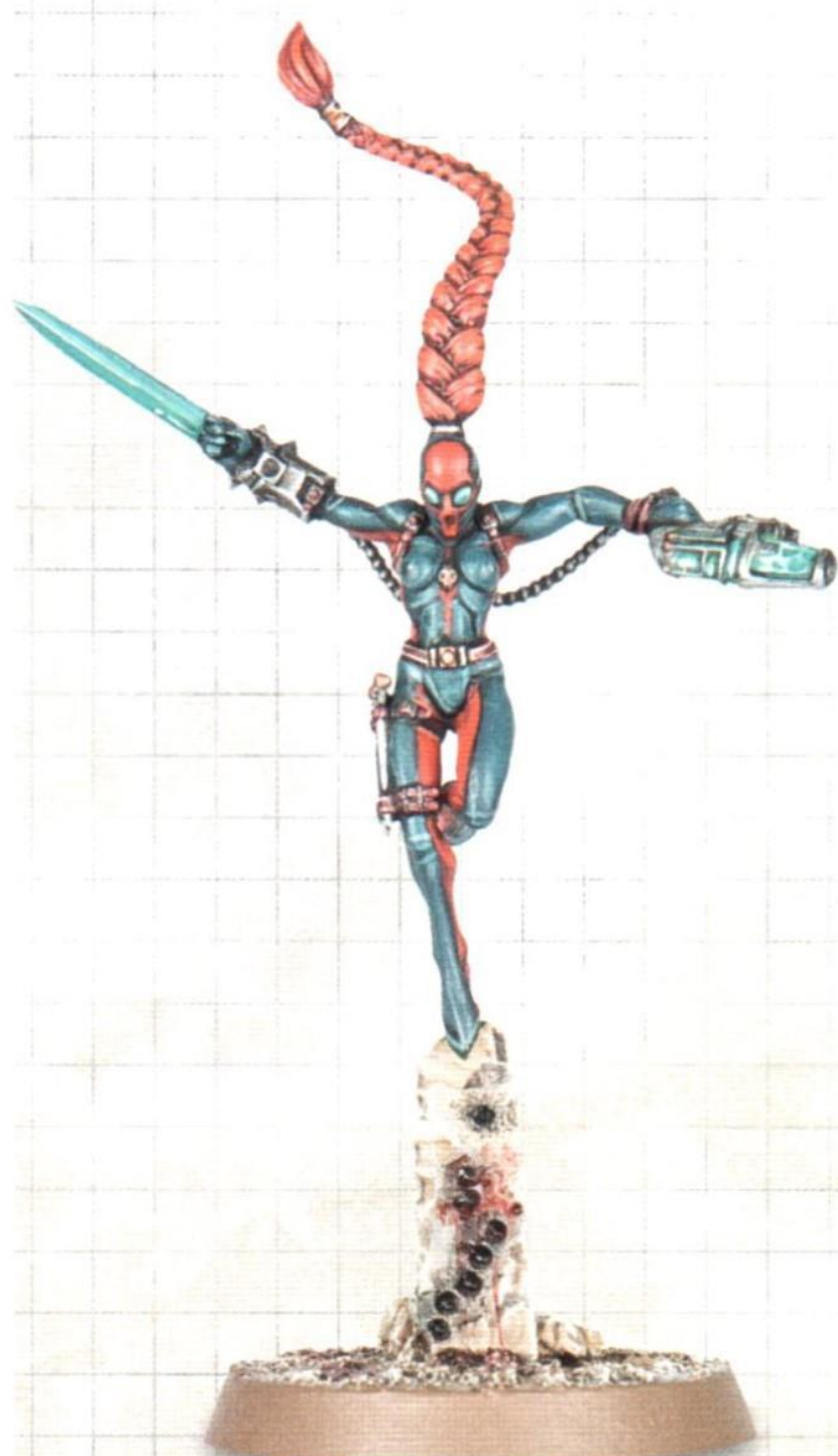
CULEXUS ASSASSIN

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|---|------------|----|---|----|---|---|----|----|
| Culexus Assassin | 7" | 2+ | 2+ | 4 | 4 | 5 | 4 | 9 | 6+ |
| A Culexus Assassin is a single model armed with one animus speculum and psyk-out grenades. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Animus speculum | 18" | Assault D3 | | 5 | -4 | 1 | Change this weapon's Type to Assault D6 whilst there are any enemy PSYKERS within 18" of the bearer. | | |
| Psyk-out grenade | 6" | Grenade D3 | | 2 | 0 | 1 | Each hit roll of 6+ for an attack made with this weapon inflicts 1 mortal wound on the target instead of the normal damage if the target of the attack is a PSYKER or DAEMON . | | |
| ABILITIES | Execution Force, Independent Operative, Lightning Reflexes (pg 94) | | | | | | Etherium: Attacks that target this model are resolved as if the attacking model had a Weapon Skill and Ballistic Skill characteristic of 6+. | | |
| | Abomination: This model can never be targeted or affected by psychic powers in any way. PSYKERS that are within 18" of any CULEXUS ASSASSINS must subtract 2 from Psychic tests and Deny the Witch tests they take. | | | | | | Psychic Assassin: Attacks made by this model can target a CHARACTER that is a PSYKER even if it is not the closest enemy unit. In addition, this model can make an attack with its psyk-out grenade in the same phase that it uses its animus speculum. | | |
| | Life Drain: Saving throws cannot be made for attacks made with melee weapons by this model unless they are invulnerable saving throws. | | | | | | | | |
| FACTION KEYWORDS: | IMPERIUM, OFFICIO ASSASSINORUM | | | | | | | | |
| KEYWORDS: | INFANTRY, CHARACTER, CULEXUS ASSASSIN | | | | | | | | |

AGENTS OF DEATH

You've read all about the shadowy warriors of the Officio Assassinorum and you're now probably wondering how to paint an operative for your own army. To help you choose a colour scheme, here's a collection of Assassins painted by members of the Studio team.

Callidus Assassin
by Chris Peach



Vindicare and Callidus Assassins
by Joel Martin



Culexus Assassin
by Dan Harden



Eversor and Culexus Assassins
by Joel Martin



Eversor Assassin
by Tangui Jollivet



Eversor Assassin
by Nathan Trolley



Culexus Assassin
by James Gallagher



Eversor Assassin
by Maxime Corbeil



Vindicare Assassin
by Chloe Hitchcock



Vindicare Assassin
by Chris Merrick



Culexus and Vindicare Assassins
by Ben Johnson



PAINTING ASSASSINS

Now that you've read all about the operatives of the Officio Assassinorum, you're probably thinking about adding one to your collection, right? Here we provide you with a stage-by-stage painting guide for the Vindicare Assassin. Now, where's that black paint...?



Assassins are great character miniatures for any Imperial army. They make brilliant stand-alone display pieces, too, which is why this painting guide focuses on painting really neat, fine edge highlights to get a great result. Even if you don't have an Assassin in your army, the tips in this guide can be used on any of the models in your collection – painting black armour can be applied to Raven Guard, Black Legion, Stormcast Eternals... the list goes on!

For this painting guide, we picked the Vindicare Assassin, though he features colours that can be used on any of the other three Assassins. The model was painted in two sub-assemblies – the Assassin, and his base (which you can read about to the right). The Assassin was undercoated Chaos Black and the base Mechanicus Standard Grey. To make painting the Assassin easier, he was stuck to a spare base using double-sided sticky tape. When the Assassin and his base were both finished, he was then glued in place.

ON THE APP

SYNSKIN SUITS
Assassins operate all across the galaxy in all kinds of war zones, from the urban sprawl of a hive planet to the frozen wastes of a death world. Why not paint their synskin suits using some of these colour schemes from the Citadel Paint app?

- Dark red
- Emerald green
- Amber
- Dirty white

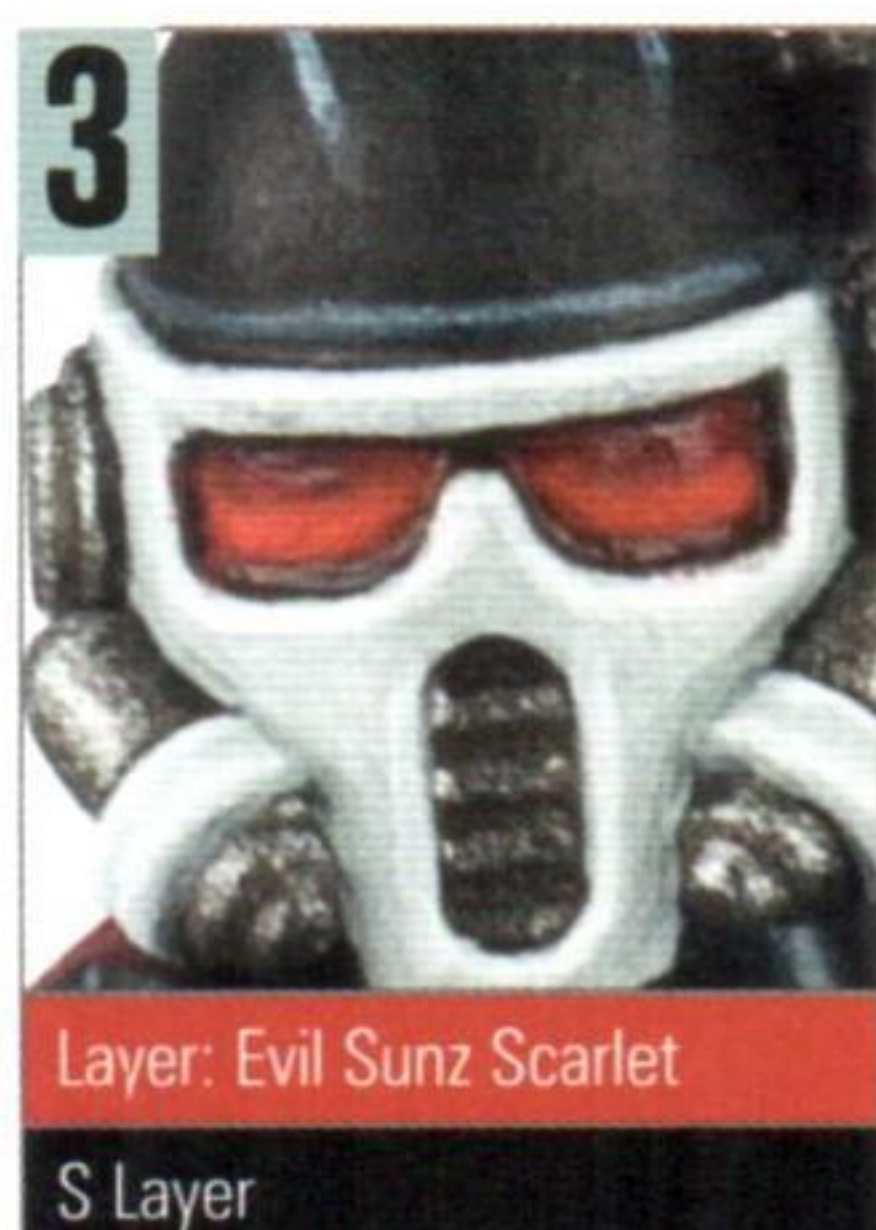
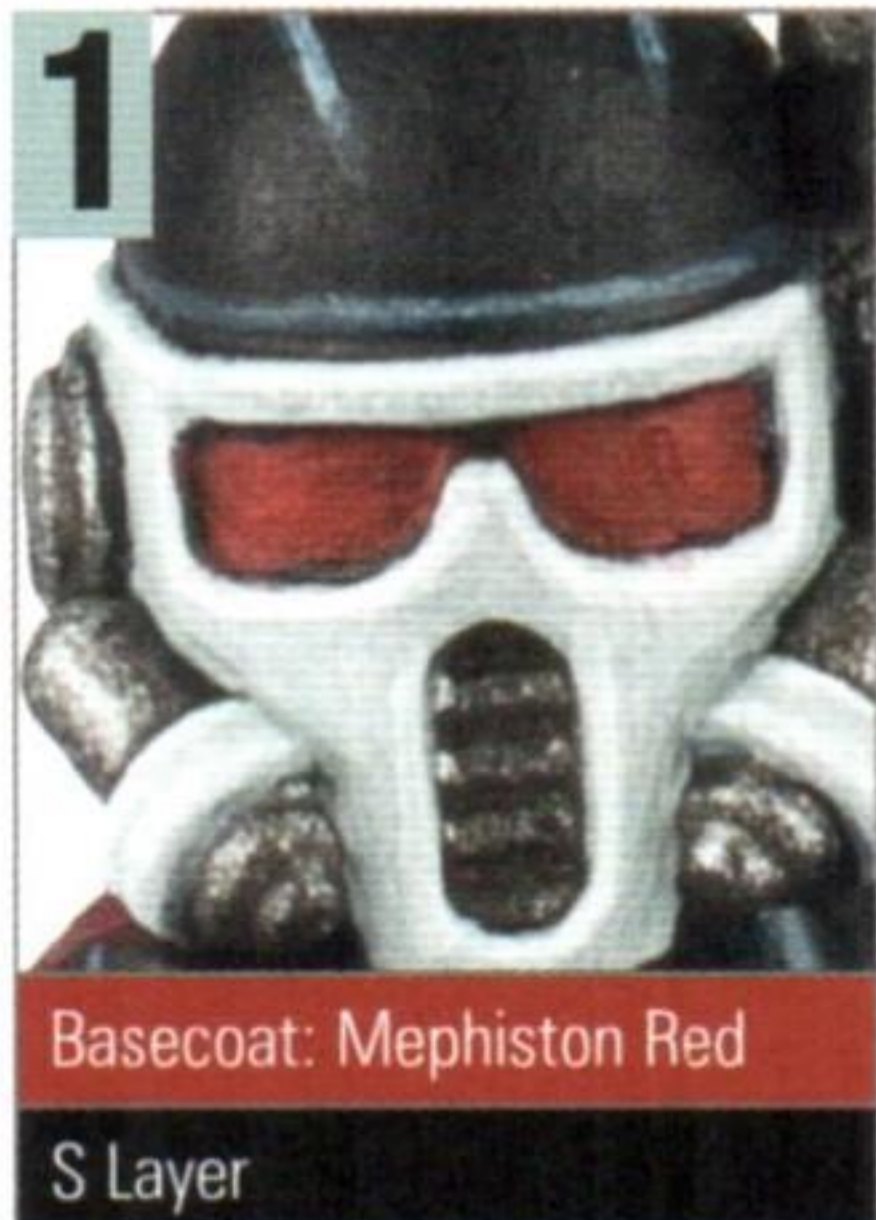
| SYNSKIN | RED STRAPS | LEATHER | GUN CASING | FACE MASK |
|---|--|--|---|---|
| 1 Basecoat: Chaos Black Citadel Spray | 1 Basecoat: Khorne Red S Base | 1 Basecoat: Rhinox Ride M Layer | 1 Basecoat: Chaos Black Citadel Spray | 1 Basecoat: Celestra Grey S Layer |
| 2 Layer: Dark Reaper S Layer | 2 Wash: Nuln Oil S Layer | 2 Layer: Doombull Brown S Layer | 2 Layer: Kabalite Green S Layer | 2 Layer: Ulthuan Grey S Layer |
| 3 Layer: Fenrisian Grey XS Artificer Layer | 3 Layer: Pink Horror XS Artificer Layer | 3 Layer: Skrag Brown XS Artificer Layer | 3 Layer: Sybarite Green XS Artificer Layer | 3 Layer: White Scar XS Artificer Layer |

TOP TIPS – EDGE HIGHLIGHTING

When edge highlighting, first find the smallest brush you have – an XS Artificer Layer brush is ideal. Brace your hands to avoid them shaking – even the smallest involuntary movement can make a mess of a highlight. Many painters rest their elbows or forearms on their painting table to minimise shake. Just remember to keep a good posture while you're painting – no slouching!

Another key aspect of edge highlighting is to always keep your paints watered down. A tiny spot of water will keep the paints thin enough to work with – if you use them straight out the pot, they will dry quickly on your brush and you'll find it hard to get a smooth, thin highlight. Lastly, always draw the bristles of the brush towards you when painting, rather than pushing them away, otherwise you'll split the hairs and the paint will go everywhere.

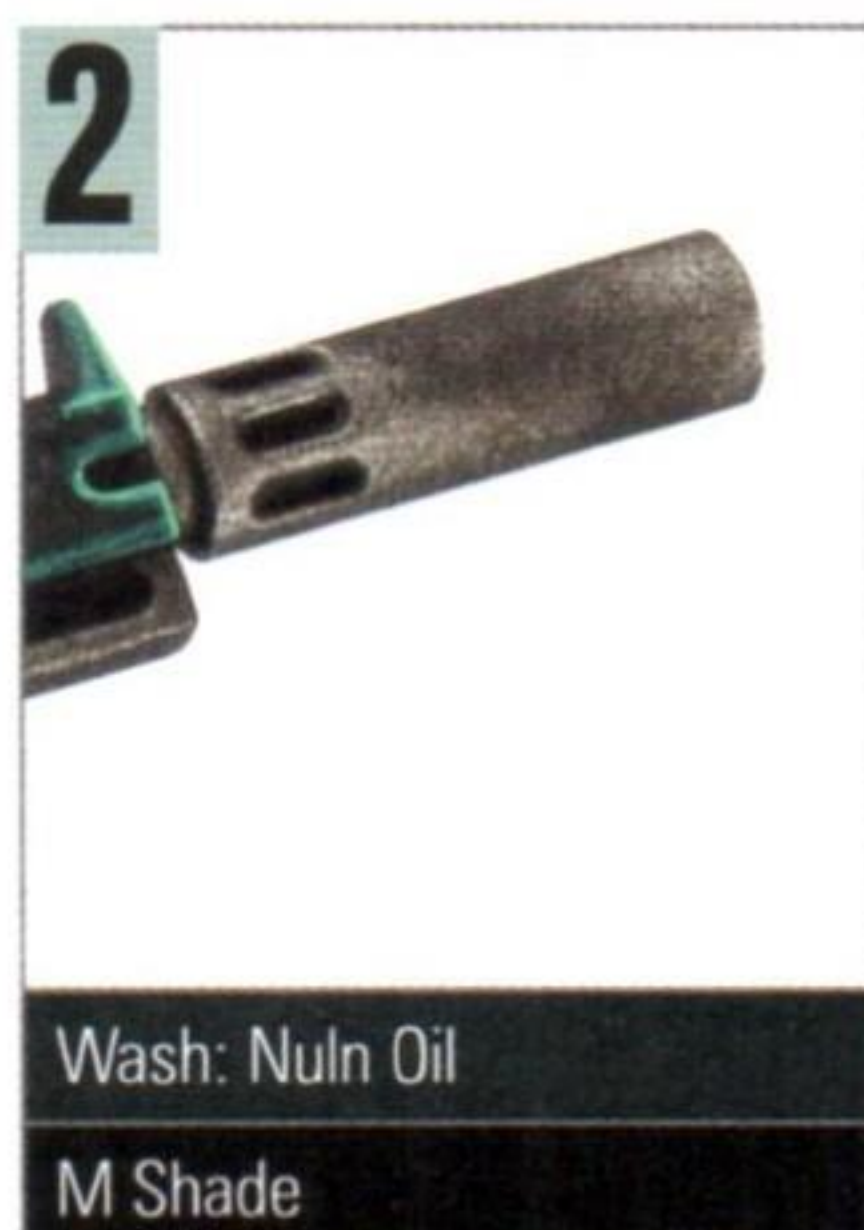
EYE LENSES



GUN SCOPE



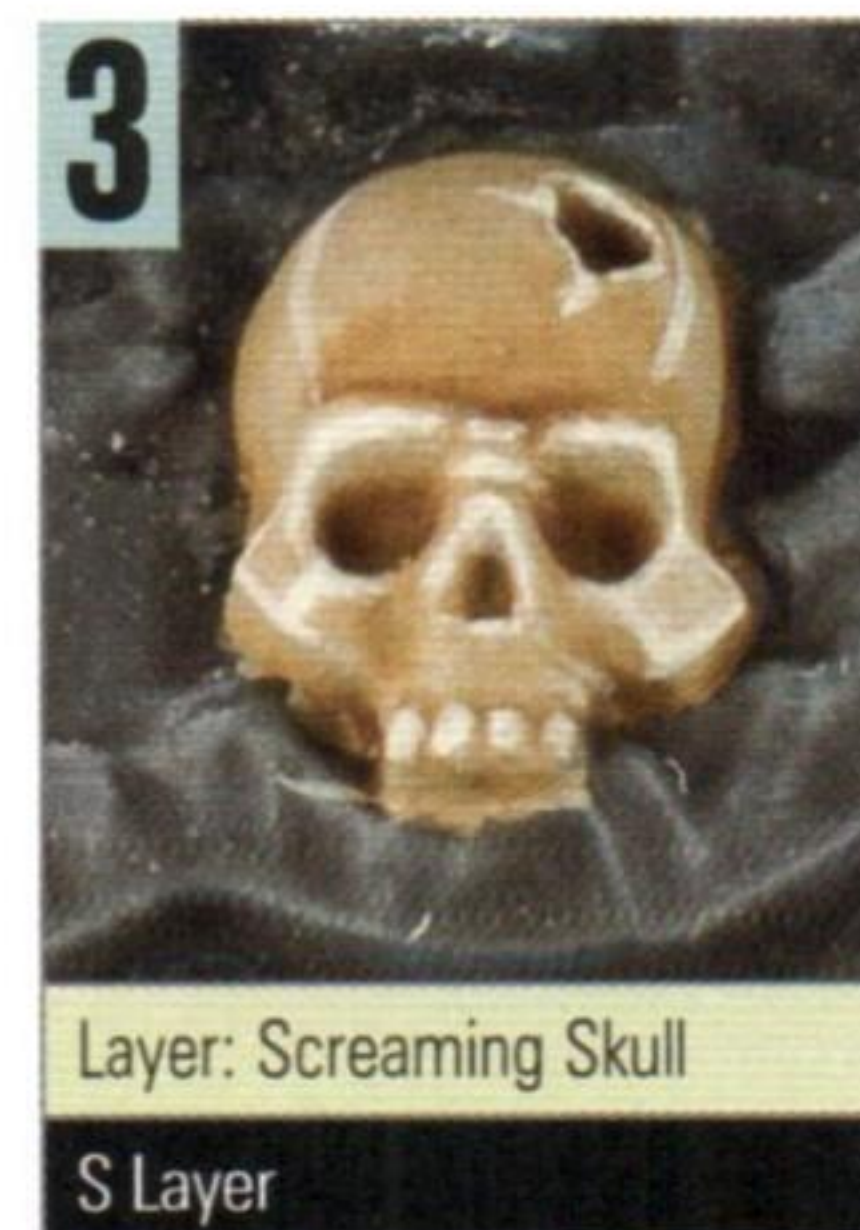
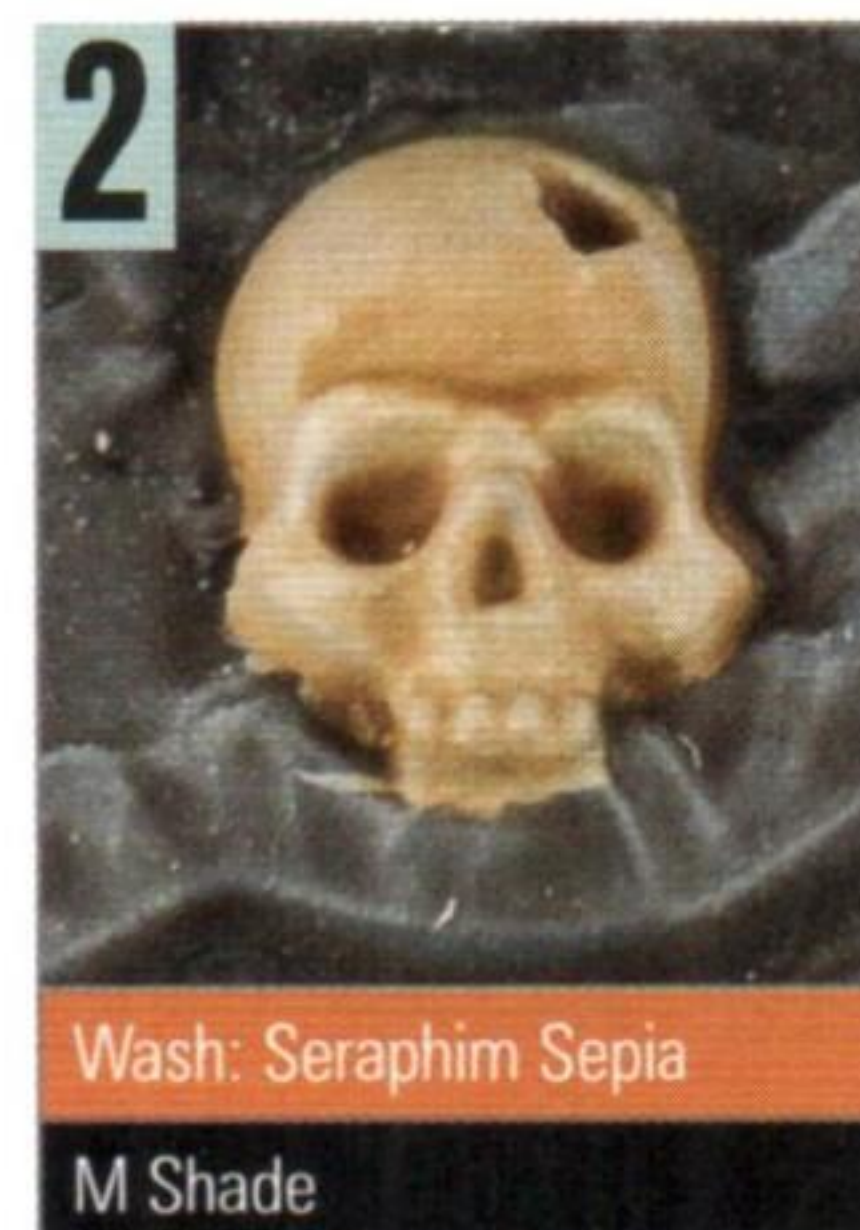
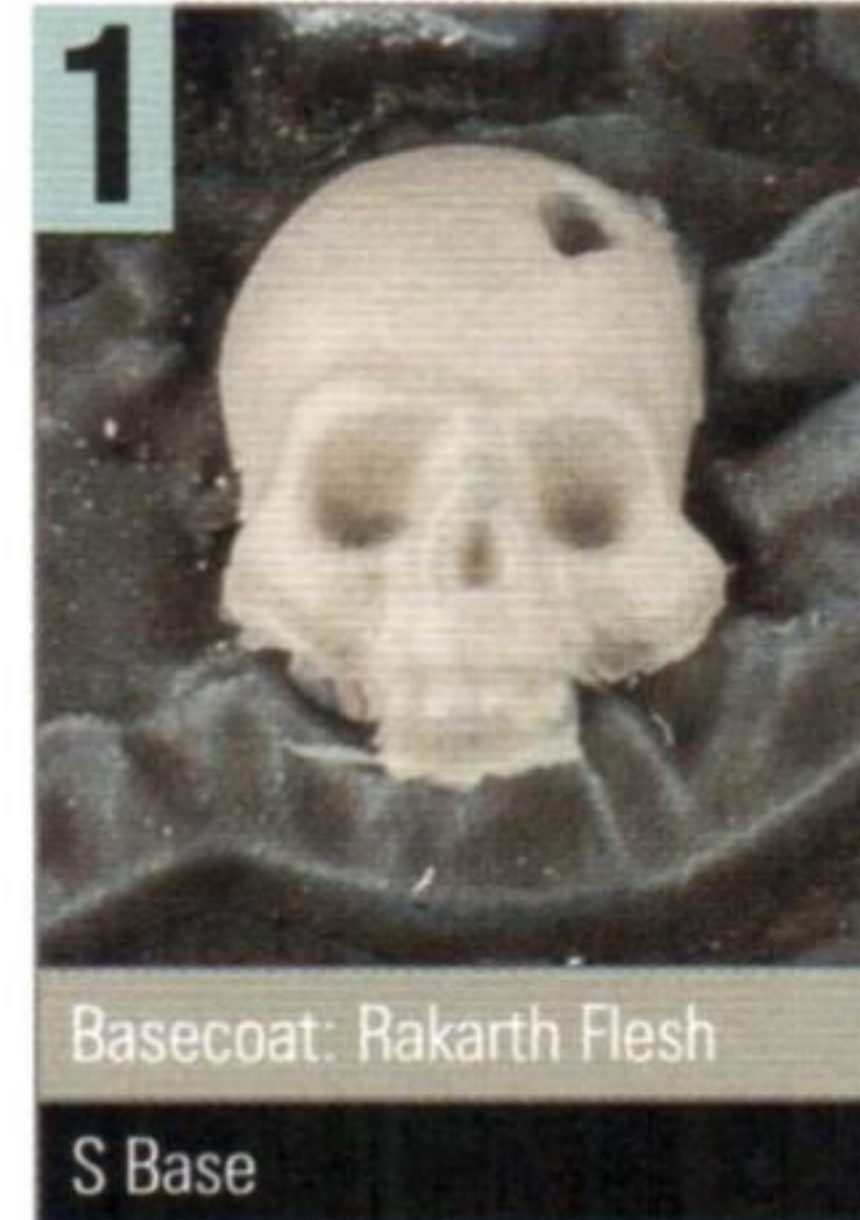
GUN METAL



GOLD DETAILS



SKULL



HOW TO USE THIS GUIDE

These pages offer clear stage-by-stage guides to painting your models, by breaking down each area of the miniature into a series of stages and showing the paints and techniques used in each stage.

Each stage includes the following:

Photograph:

These show exactly what has been done – study the pictures before you paint to see where you're applying the colours and what they should look like. Remember to look for similar areas of the model and do these at the same time.

Technique & Paint:

The coloured bar names the technique shown in the picture along with the Citadel Paint used.

Brush: We name the Citadel Brush used – the name here is exactly what you'll find on the Citadel Brush, making it really easy to identify the right one.



THE BASE

The scenic base is a key aspect of the Vindicare model. However, while the Assassin benefits from some careful edge highlighting, the base can be drybrushed to give it a different texture. That's why the Assassin was painted separately to the base – you don't want to apply all your highlights then accidentally drybrush the Assassin's legs. The Eversor and Culexus can be painted in a similar way, with the model separate to the base. For the Callidus, we suggest drybrushing the stone base first, then painting the Assassin. Just be careful around her feet.





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