

# ASSASSINORUM **EXECUTION** FORCE



**A GAME OF INFILTRATION  
AND ASSASSINATION IN  
THE 41ST MILLENNIUM**





**F**or more than a hundred centuries the Emperor has sat immobile on the Golden Throne of Earth. He is the Master of Mankind by the will of the gods and master of a million worlds by the might of his inexhaustible armies. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium, for whom a thousand souls die every day, for whom blood is drunk and flesh eaten. Human blood and human flesh – the stuff of which the Imperium is made. To be a man in such times is to be one amongst untold billions. It is to live in the cruellest and most bloody regime imaginable. This is the tale of those times.

It is a universe you can live in today – if you dare – for this is a dark and terrible era where you will find little comfort or hope. If you want to take part in the adventure, then prepare yourself now. Forget the power of technology, science and common humanity. Forget the promise of progress and understanding, for there is no peace amongst the stars, only an eternity of carnage and slaughter and the laughter of thirsting gods.

But the universe is a big place and, whatever happens, you will not be missed.





# CONTENTS

EXECUTION FORCE.....	3
THE MISSION .....	4
THE MODELS.....	5
COMPONENTS OF THE GAME .....	6
GENERAL PRINCIPLES .....	8
REFERENCE CARDS .....	10
ACTIONS .....	12
SETTING UP THE GAME.....	14
PLAYING THE GAME .....	16
THE ACHYLLAN ATROCITY .....	20
DARK MILLENNIUM .....	22
OFFICIO ASSASSINORUM .....	23
THE VINDICARE ASSASSIN.....	24
THE CALLIDUS ASSASSIN.....	26
THE EVERSOR ASSASSIN .....	28
THE CULEXUS ASSASSIN.....	30
ACHIEVEMENTS .....	32

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# EXECUTION FORCE

In *Assassinorum: Execution Force*, a team of Imperial Assassins face a desperate race against time. The players must battle an army of fanatical Chaos worshippers, using the lethal abilities of their Assassins to cut their way through this tide of foes. Working together, they must use a mixture of stealth and brute force to reach the evil Chaos Sorcerer Lord, Severin Drask, foiling his daemonic ritual before it seals Humanity's doom.

*Assassinorum: Execution Force* is a cooperative board game set in the grim darkness of the 41st Millennium. The players will either all win or lose together. The game is quick to learn, fast-paced and designed to provide players with a tough, but achievable challenge.

To win the game the players must assassinate Lord Drask, a twisted sorcerer who is beginning a sinister ritual which would spell certain doom for the Imperium of Man. However, before the Assassins can eliminate their target they must first locate the teleportarium – the only means of entry to Drask's Temple of Shades – as well as the teleportarium's control bank. The players will not know the precise location of either the teleportarium or the control bank at the start of the game, and so their first task is to search the Astropathic Sanctum, avoiding or killing the numerous Chaos Renegades on patrol. Having done so, the Assassins must then teleport to the Temple of Shades and prepare to face an elite bodyguard of Chaos Space Marines and Lord Drask himself in a desperate fight to the death.

The players can choose between moving their Assassins cautiously and stealthily or swiftly and aggressively, each with its own set of risks and rewards. Move too rapidly and your Assassins can find themselves outnumbered by enemy patrols, suffering fatal wounds before they can achieve their goal.

*Assassinorum: Execution Force* is also a race against time, and if you move too slowly Lord Drask may complete his ritual before the Assassins have infiltrated the Temple of Shades. The Assassins will also have to contend with random events. These vary from additional Renegades entering the fray to psychic events that hinder the Assassins' progress. Worse, the number of events increases with the Renegades' level of alarm, meaning things can quickly spiral out of control if you fail to keep a handle on them.

To succeed, the players will need to work as a team, devising strategies and tactics that make the best use of their Assassins' unique and deadly talents.







# THE MISSION

**Assassinorum: Execution Force** is a cooperative game for one to four players. The players command a team of Imperial Assassins who must infiltrate their way through a defiled sanctum crawling with Chaos Renegades, and eliminate their leader, Lord Drask, before he can complete a dark ritual with dread and diabolical consequences for the Imperium of Man.

A game of *Assassinorum: Execution Force*, also referred to as 'the mission', begins with the Assassin phase, when players choose how to move their Assassins, which rooms to search and which patrols to attack or avoid. Once the Assassins have performed their actions, the game progresses to the Chaos phase where Drask's Ritual takes one step closer to completion.

The players will also have to contend with random events and perform actions with the Chaos Renegades according to a set of simple instructions. The game alternates between these two phases until the game is won or lost.

At the start of the game, the Renegades start the game On Patrol. Whilst on patrol they will move in semi-predictable patterns across the board, searching for the Assassins. During the course of the game, these Renegades may spot an Assassin or otherwise become aware of their presence. When this occurs the Renegades go On Alert; thereafter they will actively move towards and attack the Assassins.

If Lord Drask is assassinated before his ritual reaches completion, all of the players win the game. However, if all the Assassins are slain, or if they run out of time, all the players lose the game.

## BOX CONTENTS

### MODELS

- 1 Vindicare Assassin
- 1 Eversor Assassin
- 1 Culexus Assassin
- 1 Callidus Assassin
- 1 Chaos Sorcerer Lord
- 1 Chaos Familiar
- 3 Chaos Space Marines
- 6 Chaos Cultists with autopistols
- 9 Chaos Cultists with autoguns

### BOARD SECTIONS

- 3 Astropathic Sanctum board sections
- 1 Temple of Shades board

### CARDS

- 4 Assassin reference cards
- 4 Chaos reference cards
- 34 Event cards
- 12 Room cards


### COUNTERS

- 20 Stunned/On Alert counters
- 8 Wounded counters
- 16 Tactics counters


### OTHER

- The *Assassinorum: Execution Force* rules book
- 8 dice




## DICE ROLLS

This game uses six-sided dice, which are used when you move models, and when models Fight or Shoot each other. The  symbol is used to denote a dice roll on reference and event cards, and simply means that you should roll a dice when performing that action, tactic etc.

### MULTIPLE

Sometimes a model will roll two or more dice when performing an action. This will be shown on the reference card by two or more  symbols. Roll one dice for each red square next to that action. When rolling several dice at the same time, you only use the highest result.

### MODIFIERS

Some actions show a modifier within the  symbol, such as  or . Where this is shown, add the shown number to each dice rolled to determine your scores. This can mean you actually roll a 7 or an 8 using a single dice!

### RE-ROLLS

If an event or tactic allows an Assassin to re-roll dice, you can re-roll all the dice used during that action.





# THE MODELS

## THE ASSASSINS

There are several different models used in *Assassinorum: Execution Force*. The Vindicare, Eversor, Culexus and Callidus Assassins are collectively referred to as the Assassins.



Vindicare Assassin



Eversor Assassin



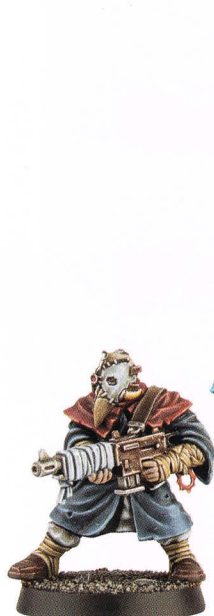
Culexus Assassin



Callidus Assassin

## SERVANTS OF CHAOS

The Chaos Sorcerer Lord, Chaos Space Marines and Chaos Cultists are collectively referred to as Renegades. The last remaining model is the Chaos Familiar. The Chaos Familiar and the Renegades are collectively known as Servants of Chaos.



Chaos Cultist  
with autogun



Chaos Sorcerer Lord



Chaos Space  
Marine



Chaos Cultist  
with autopistol



Chaos Familiar





# COMPONENTS OF THE GAME

## ASTROPATHIC SANCTUM

The three Astropathic Sanctum board sections are placed next to each other as shown to make the Astropathic Sanctum.

### 1. SQUARE

Only a single model can occupy each square. Many squares have one or more red arrows – these are Patrol Arrows. These are used when moving Chaos Renegades.

### 2. INFILTRATION POINT

The Assassins start the game on these four squares.

### 3. OBJECT

Squares edged with red lines are objects. These are statues, crates or items of machinery. Models cannot move through or see through objects.

### 4. UNREVEALED ROOM

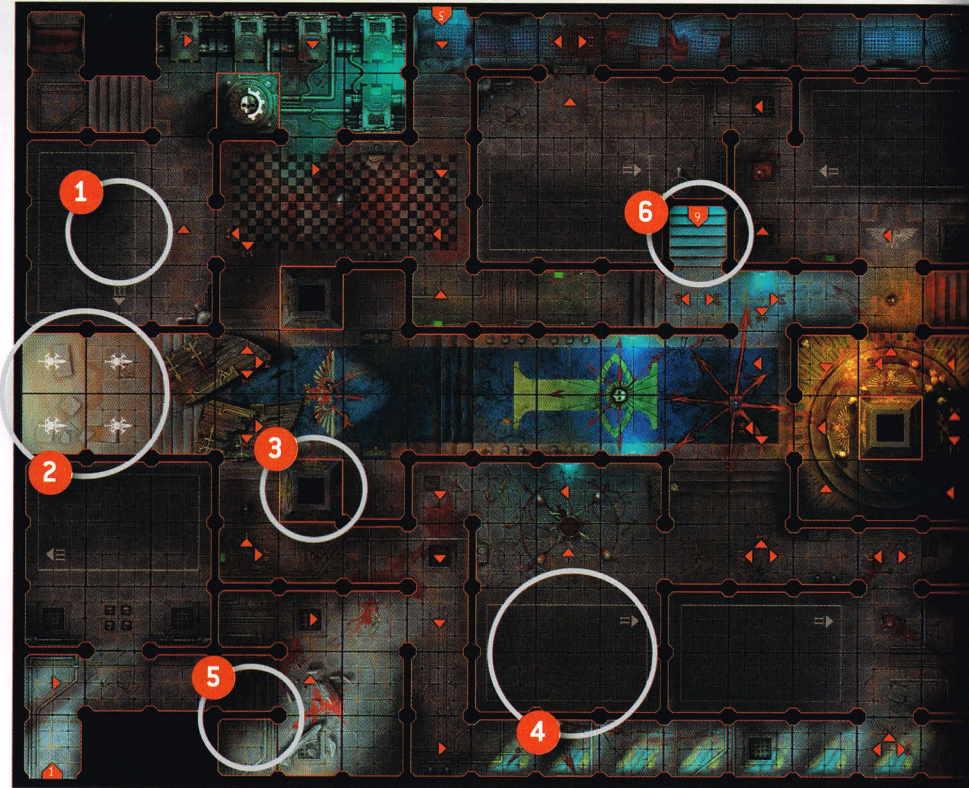
There are 12 unrevealed room locations in the Astropathic Sanctum. Room cards will be placed on these squares during the game as Assassins search for the teleportarium and its control bank.

### 5. WALL

Thick black lines edged in red are walls. Models cannot move or see through walls.

### 6. ENTRY POINT

The Astropathic Sanctum and the Temple of Shades each have a number of arrow-shaped entry points, numbered from 1 to 6.



## THE TEMPLE OF SHADES

This board is the Temple of Shades.

### A. TEMPLE TELEPORTARIUM

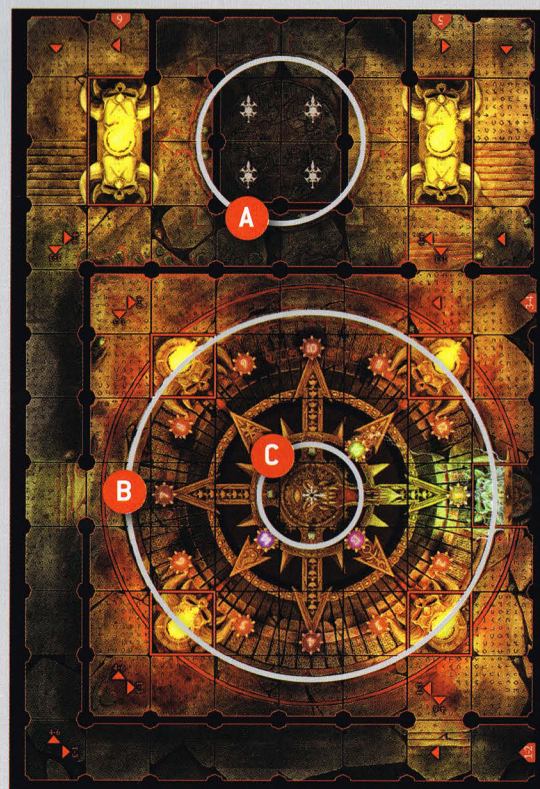
When the Assassins have located and activated the teleportarium in the Astropathic Sanctum, they can transport themselves to one of these four squares, thereby gaining access to the Temple of Shades board.

### B. RITUAL TRACKER

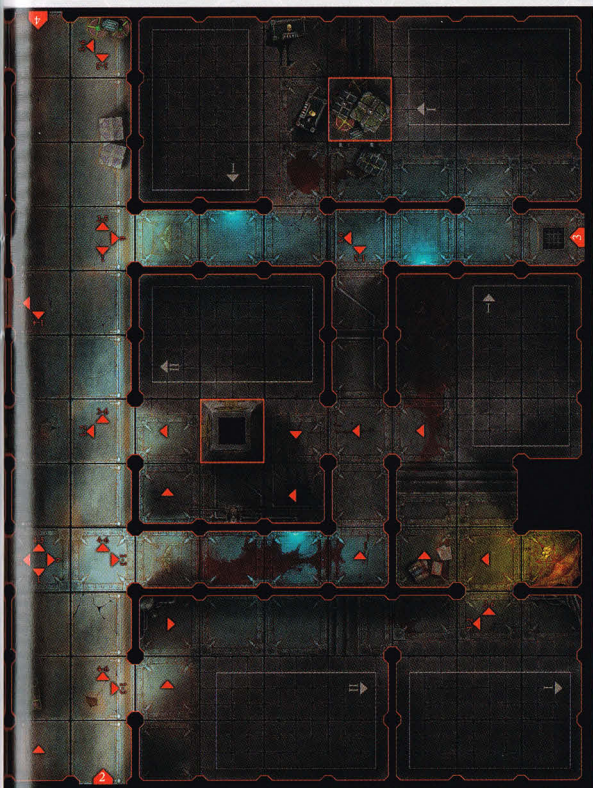
These 16 numbered squares make up the Ritual Tracker, which indicates how long the Assassins have left to complete their mission.

### C. RITUAL SITE

This square is the starting location of Lord Drask.







### ELITE PATROL

Striding through the shimmering half-light of a W... world, the traitorous Crimson Ste... of a W...  
Somewhere out there...  
A de...

## EVENT

### EVENT CARDS

There are 34 event cards, which detail random events the Assassins will need to contend with during their mission.

### ROOM CARDS

There are 12 room cards, which contain the contents of the rooms within the Astropathic Sanctum. As the Assassins explore the Astropathic Sanctum these will be placed on the board.

## ROOM



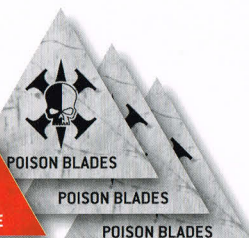
### CHAOS REFERENCE CARDS

There are four different Chaos reference cards, one for each type of Renegade.



### ASSASSIN REFERENCE CARDS

There are four different Assassin reference cards, one for each Assassin.



### WOUND COUNTERS

These double-sided counters are placed next to models when they have suffered a Hit. Flip the counter over if the same model suffers a second Hit.

### TACTICS COUNTERS

Each Assassin starts the game with four tactics counters. These should match the tactics described on the back of that Assassin's reference card.

### STUNNED/ON ALERT COUNTERS

These double-sided counters are placed next to models when they are stunned or, if they are a Renegade, when they are On Alert.



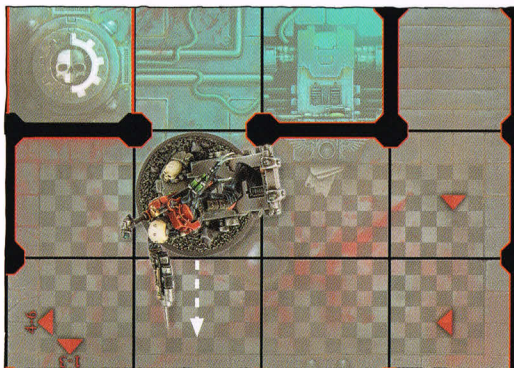


# GENERAL PRINCIPLES

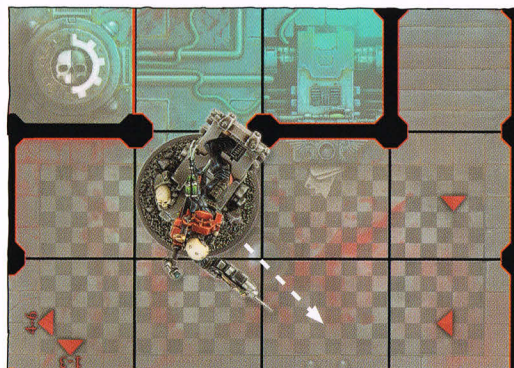
Before describing all the ways that models can infiltrate through the board and kill each other, it is useful to define a few simple terms and explain a few basic principles that are used throughout the remainder of this rules book.

## FACING

During the mission the models are placed on squares on the board to show their location. No model can occupy a square occupied by another model. Each model must face along one side of the square it is occupying – it cannot face diagonally. Facing is important as it will determine what the model has line of sight to.



**Correct:** This model is pointing to the side of a square. It is facing this direction.



**Incorrect:** This model is pointing to the corner of a square. Models cannot face diagonally.

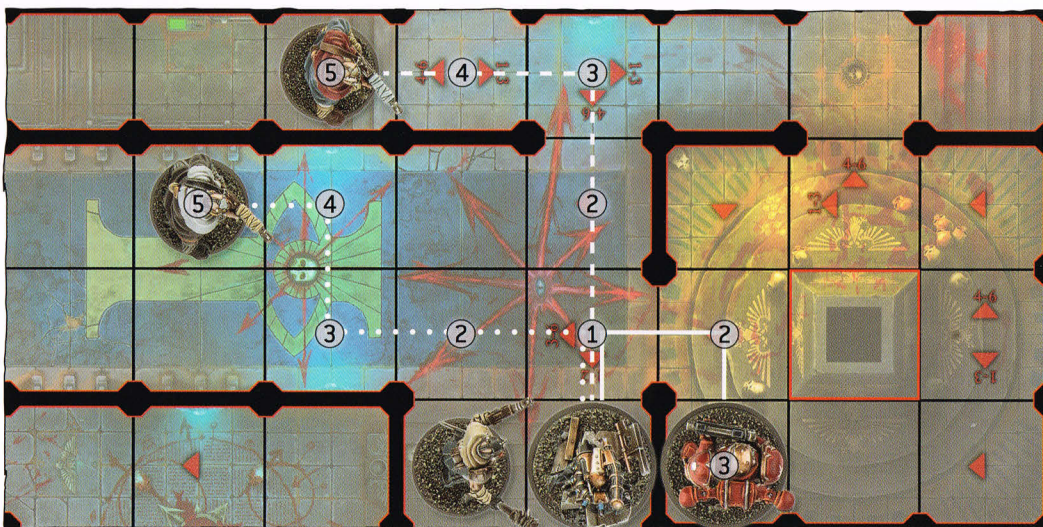
## COUNTING DISTANCE & BEING ADJACENT

You will sometimes need to know the distance between two models, most often when performing Shoot actions or determining if Chaos Renegades alert each other, but some tactics and events will also affect models within a certain range.

To determine if a model is within a particular distance of another model, simply count the

number of squares along the shortest path from one to the other, but do not count along diagonals, through walls or through objects

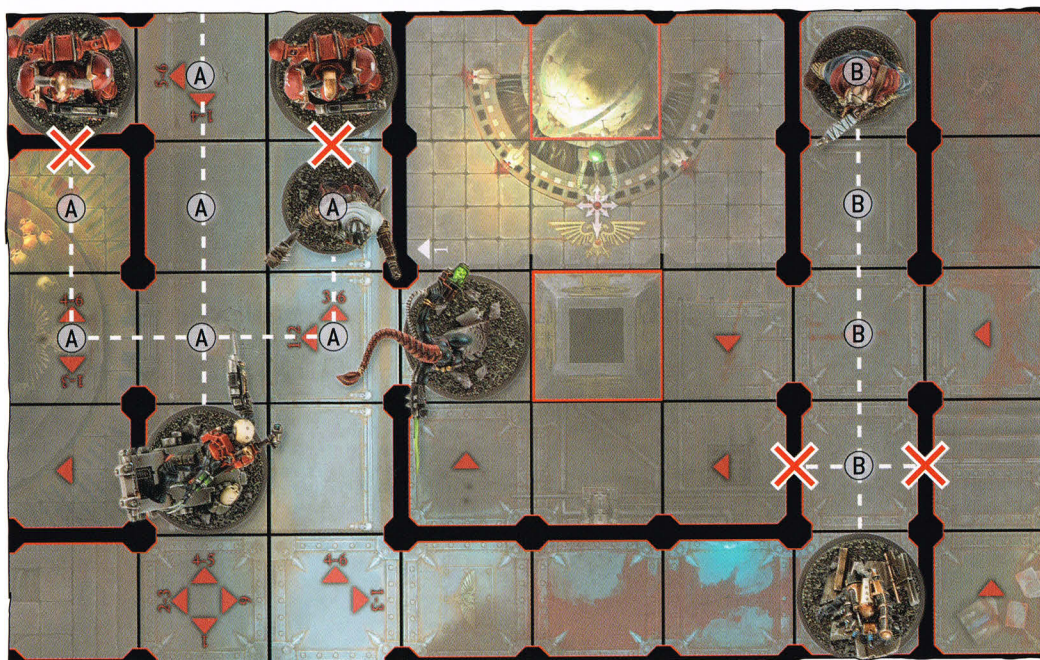
A model is adjacent to another model when it is in any of the four non-diagonal squares surrounding the other model, unless that square is on the other side of a wall.



The Culexus Assassin is within 5 squares of the Chaos Cultists with autoguns and is adjacent to the Chaos Cultist with autopistol. The Assassin is not adjacent to the Chaos Space Marine because it is on the other side of a wall; the Assassin is within 3 squares of this model.



A model can see all of the squares and models it has line of sight to. A model has line of sight to the square in front of it (i.e. in the direction it is facing) and all of the squares in a straight line beyond it. A model also has line of sight to the squares to the left and right of the square in front of it, and all of the squares in a straight line beyond them. A model cannot, however, have line of sight through a wall, object or another model and so cannot see any of the squares or models beyond them. A model facing a wall or object has line of sight to nothing. The following show a few examples of what squares a model does and does not have line of sight to.



## COOPERATIVE PLAY

Whenever such a situation arises, the choice of how to move the Renegade, or which Assassin the Renegade should attack, must be made by the players. Remember that *Assassinorum: Execution Force* is a cooperative game – you all win or all lose together, and that means working as a team and making the right choices.

If an Assassin is stunned, remove his counter when the effects of being stunned have worn off. If a Renegade is stunned, flip his counter to On Alert when the effects of being stunned have worn off, whether or not it was On Alert before being stunned.







# REFERENCE CARDS

Each model has a reference card, which lists its Resilience and Stamina, as well as any actions, abilities and tactics that it can perform during the mission.

## ASSASSIN REFERENCE CARDS

The Vindicare, Eversor, Culexus and Callidus Assassins each have a unique reference card. One side shows that Assassin's Resilience, Stamina and actions, whilst the reverse shows that Assassin's abilities and tactics.

**VINDICARE ASSASSIN**



2

**Resilience** 6+

**Stamina** 2

3

**ACTIONS**

- Move 6 squares
- Sprint +1 squares
- Synskin Heal (2+)
- Shoot with Exitus Weapon +1
- Fight with Combat Blade +1

4

**ABILITIES**

**Deadshot:** Provided the Vindicare Assassin has not yet moved this turn, his Shoot with Exitus Weapon action has no maximum range, is resolved with +2 instead of +1, and will cause two Wounded counters to be placed on a Renegade that is Hit, instead of just 1.

**Stealth Suit:** Renegades do not have line of sight to the Vindicare Assassin if the distance between them is greater than six squares.

5

**TACTICS**

**Primaris Tactic** ▲▲▲

*Exitus Ammo:* The Vindicare Assassin can re-roll the dice after failing to score a Hit when performing a Shoot with Exitus Weapon action.

**Omegon Tactic** ▲

*Blind Grenade:* Choose any Renegade in the Vindicare Assassin's line of sight that is within 6 squares. That Renegade, and all other Renegades that are adjacent to that Renegade, are stunned until the start of the next Assassin phase.

## CHAOS REFERENCE CARDS

The Chaos Sorcerer Lord, Chaos Space Marines, and Chaos Cultists (with autopistols or autoguns) each have a reference card. One side shows that model's Resilience, Stamina, actions and abilities, whilst the reverse shows a photograph of that model.

**CHAOS SPACE MARINE**



2

**Resilience** 5+

**Stamina** 2

3

**ACTIONS**

- Shoot with Boltgun +1 +1
- Fight with Knife and Bolt Pistol +1 +1

4

**ABILITIES**

**Reaction Attack:** The first time in each phase that an Assassin moves or sprints into an unoccupied square that is within 6 squares and the line of sight of a Renegade who is On Alert, that Renegade will perform one free Shoot action at the Assassin. If that square is adjacent to the Renegade, that Renegade will perform one free Fight action instead.





## 1. RESILIENCE

This is the dice score an attacking model needs to Hit this model; place a Wound counter next to a model each time it suffers a Hit.

## 2. STAMINA

Each model starts the mission with a number of Stamina points. Once the number of Wound counters next to a model is equal to its Stamina, it is killed and immediately removed from the board – remove all of that model's counters at the same time.



If an Assassin is killed it plays no further part in the mission. However, with the exception of the Chaos Sorcerer Lord, Renegades that are killed are far more disposable, and may be 'recycled' after they have been killed.

*Tip: Chaos Cultists only have a single point of Stamina, which means the first Hit they suffer during the mission will kill them. As a result, there's little point placing a Wound counter next to a Chaos Cultist just to have to remove it straight away when the model is removed from the board – it's far quicker just to remove the unfortunate Cultist when it suffers a Hit.*

## 3. ACTIONS

These show the different actions a model can perform during their turn.

Assassins can perform up to two actions during their turn, and they cannot normally perform the same action twice in the same turn.

All Assassins can perform Move, Sprint or Synskin Heal actions, which are described over the page. Each Assassin also has two other actions; one of these will be a unique type of Shoot action, and the other will be a unique type of Fight action. These use different numbers of dice and apply different modifiers, so check your reference card before choosing the best way to eliminate your target.

Renegades use actions in a different way to Assassins – this is described in the Chaos phase beginning on page 16. Each Renegade also has a unique Fight and Shoot action, which shows how much of a threat they are at range and in melee.

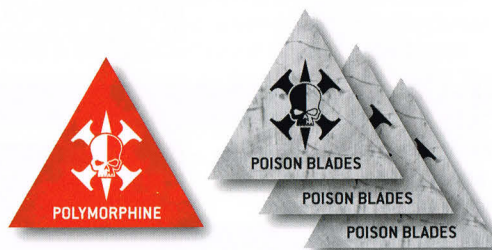
## 4. ABILITIES

Each Assassin has two special abilities. These are unique actions and/or advantages that take the form of beneficial exceptions to the main rules, so read them carefully to get the most out of your Assassin.

Renegades all have the Reaction Attack ability – which means they may get a free Shoot or Fight action at Assassins who move in their line of sight, so read the Renegades' reference cards carefully lest your Assassins fall foul of them.

## 5. TACTICS

Each Assassin has a number of ploys or useful pieces of wargear that they can use during the course of a mission that are collectively called tactics. The tactics an Assassin can use are listed on that Assassin's reference card and each Assassin starts the game with the four tactics counters which correspond to these.



Each Assassin has a Primaris Tactic, which they can use up to three times during the course of a mission, and an Omegon Tactic, which they can only use once during the entire mission. Primaris Tactics are represented by white tactics counters, and Omegon Tactics with red tactics counters.

You can use a tactic at any point during your Assassin's turn, such as after rolling the dice to perform an action, but each Assassin can only use a single tactic once during each turn. Using a tactic does not count as performing an action, so you could, for example, Move, then Shoot, then use a tactic.

When you use a tactic, perform the instruction detailed for that tactic on that Assassin's reference card and then discard one of the relevant tactics counters – once they're used up though, they're gone forever.





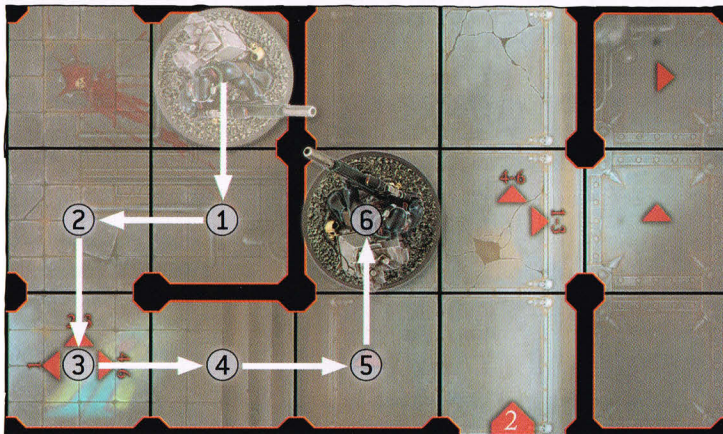


# ACTIONS

Here you will find the rules and examples required to perform actions with Assassins and Chaos Renegades. The actions an Assassin can perform are listed on that Assassin's reference card. See the Chaos phase for more details on performing actions with Renegades.

## MOVE

The Assassin can move forwards up to 6 squares when performing a Move action. Assassins cannot move diagonally but can turn to face any direction at any point during their Move. Assassins can move through a square occupied by another Assassin, but cannot end a move on the same square as another model. Assassins cannot move through walls, objects or squares occupied by the Servants of Chaos.

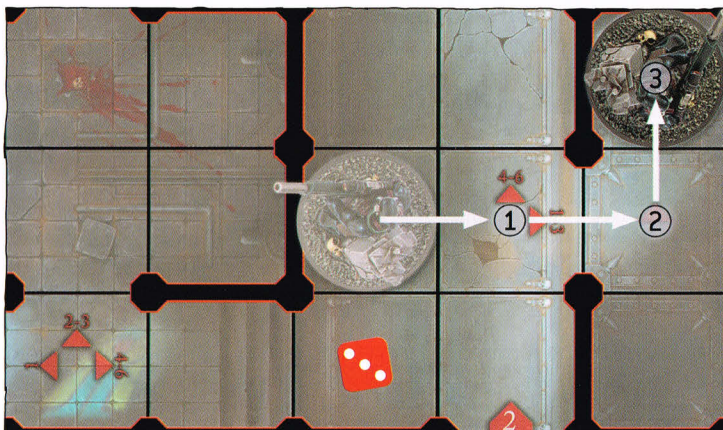


When performing a Move action, an Assassin can move up to six squares. An Assassin cannot move diagonally or through walls.

## SPRINT

This follows all the rules for a Move action, except that the Assassin rolls a dice and moves up to that many squares, instead of simply moving 6.

An Assassin can perform a Move and Sprint action in the same turn.

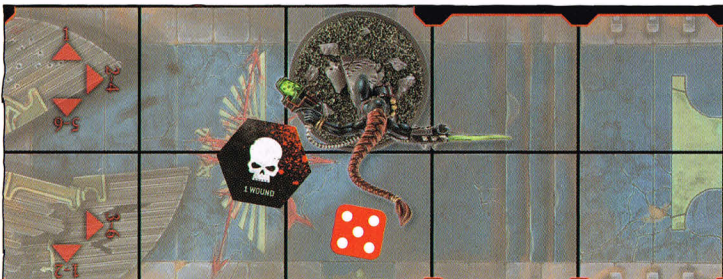


When performing a Sprint action a 3 was rolled. The Assassin can therefore move up to 3 squares.

## SYNSKIN HEAL

Roll a dice: on the roll of a 2, 3, 4, 5 or 6 that Assassin's synskin successfully heals them. Remove a Wound counter from that Assassin.

On the roll of a 1, that Assassin's attempt to heal has failed.



When performing a Synskin Heal action a 5 was rolled. The Wound counter next to that Assassin is therefore removed.



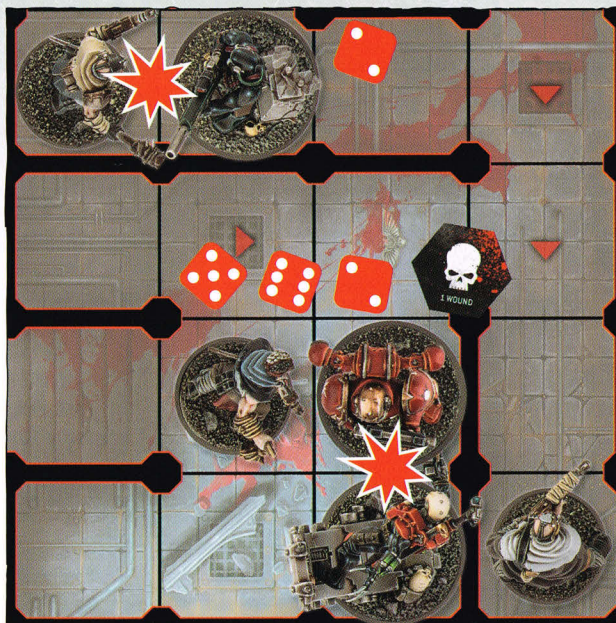
## FIGHT

Fight actions are made using a model's weapons, such as Fight with Fists.

A model can Fight an adjacent model if it is facing that model; remember that models on diagonals and models on opposite sides of a wall are not adjacent to each other. Assassins can turn to face any direction before performing a Fight action.

To Fight, roll the number of dice shown beside that model's particular Fight action, which can be found on its reference card. If, after modifiers and re-rolls, the highest dice result is greater than or equal to the target model's Resilience, that model suffers a Hit – place a Wound counter next to it.

If an Assassin Fights a Renegade that is On Patrol, but does not kill it, that Renegade will immediately go On Alert.



*The Vindicare Assassin is adjacent to the Chaos Cultist with autopistol and performs a Fight with Combat Blade action, rolling a single dice as shown on its reference card. A 2 is rolled, which is less than the Cultist's Resilience of 4, meaning it has not Hit. The Eversor Assassin is only adjacent to the Chaos Space Marine (one of the Chaos Cultists is in a square diagonal to the Assassin and one is on the other side of a wall). The Eversor Assassin performs a Fight with Neuro-gauntlet and Sword action, rolling three dice. A 5, 6 and 2 are rolled. The highest result is the 6, which is greater than the Chaos Space Marine's Resilience of 5, resulting in a Hit and therefore a single Wound counter being placed next to that Chaos Space Marine.*

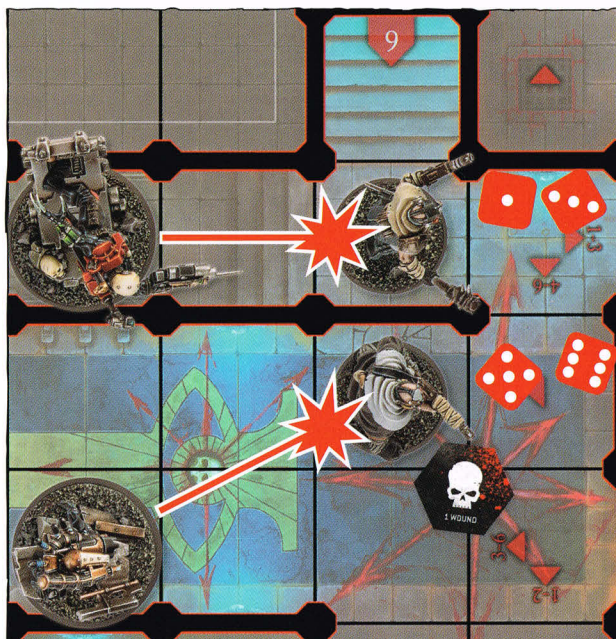
## SHOOT

Shoot actions are made using a model's weapons, such as Shoot with Boltgun.

A model can Shoot another model if it has line of sight to it if it is within 6 squares of that model. Assassins can turn to face any direction before performing a Shoot action. A model cannot perform a Shoot action if there is an enemy model adjacent to it.

To Shoot, roll the number of dice shown beside that model's relevant Shoot action, which can be found on its reference card. If, after modifiers and re-rolls, the highest dice result is greater than or equal to the target model's Resilience, that model suffers a Hit – place a Wound counter next to it.

If an Assassin Shoots a Renegade that is On Patrol, but does not kill it, that Renegade will immediately go On Alert.



*The Eversor Assassin has line of sight to the Chaos Cultist with autopistol, which is within six squares, and performs a Shoot with Executioner Pistol action, rolling two dice. A 1 and a 3 are rolled. The highest result is the 3, which is less than the Chaos Cultist's Resilience of 4, meaning it has not Hit. The Culexus Assassin has line of sight to the Chaos Cultist with autogun, which is within six squares. The Culexus Assassin performs a Shoot with Animus Speculum action, rolling two dice. A 5 and 6 are rolled. The highest result is the 6, which is greater than the Chaos Cultist's Resilience, resulting in a Hit and a single Wound counter being placed next to that Chaos Cultist (which, as the Cultist has one point of Stamina, results in its death).*





# SETTING UP THE GAME

Start by placing the three segments of the Astropathic Sanctum together as shown on pages 6-7. Place the Temple of Shades board near to the Astropathic Sanctum.

All four Assassins are used in a game; the players decide who will control which during the course of the game. The players take the reference cards and tactics counters corresponding to their Assassin(s). The Assassins start the game on the four Infiltration Point squares.

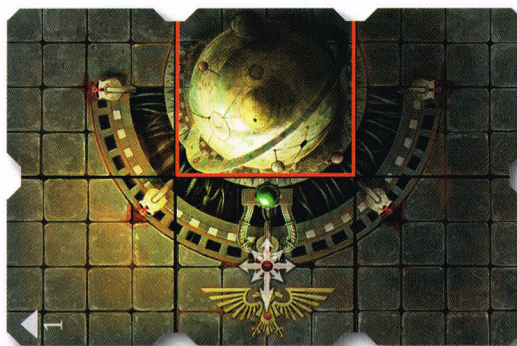
Roll four dice, one at a time. Place a single Chaos Cultist with an autogun on each of the entry

points corresponding to the dice results rolled, facing the direction shown by that entry point's arrow. If a Chaos Cultist cannot be placed on an entry point because there is already another model there, place it on the nearest empty entry point instead. The Chaos Sorcerer Lord starts on his Ritual Site square in the Temple of Shades, facing the direction shown by the longest arrow. Place the remaining models nearby, along with the dice and counters for use later.

Shuffle the event cards and place them and the room cards face down in two separate decks in easy reach. You are ready to begin the mission.

## ROOMS

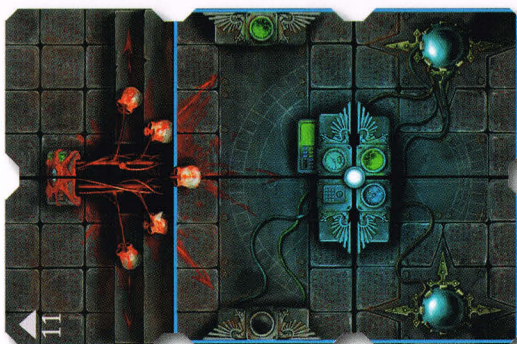
At the start of the game, the precise location of the teleportarium and its control bank are unknown, as is the exact layout of individual rooms. As Assassins search the board, they will discover the contents by revealing room cards. These may contain other things, such as Renegades and objects that block movement and line of sight.



### ROOM CARDS

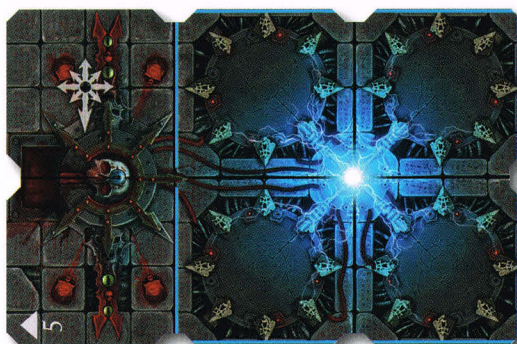
There are 12 room cards. One of these contains the teleportarium and one contains the control bank. These are explained below. The remainder contain a mixture of objects and Renegades, which are shown by an eight-pointed Chaos Star starting square.

All room cards are numbered and have an alignment arrow. These are used when revealing room cards; the numbers are used to determine which room card is placed when you are asked to turn over several cards, and the arrow shows how to place the card on the game board in the correct orientation.



### CONTROL BANK

This is the control bank room card. Until the control bank has been activated Assassins cannot use the teleportarium. The control bank is activated if, at the end of the Assassin phase, any Assassin is occupying one of the four squares bounded by the blue line. The Assassins can then use the teleportarium in any subsequent turn.



### THE TELEPORTARIUM

This is the teleportarium room card. Once the control bank has been activated, Assassins can use the teleportarium to transport into the Temple of Shades. If, at the end of the Assassin phase, any Assassins are occupying one of the four squares bounded by the blue line, they are removed from the board and placed onto one of the Temple of Shade's teleportarium squares. Assassins cannot use the Temple of Shade's teleportarium to move back to the Astropathic Sanctum.





## PLACING ROOM CARDS

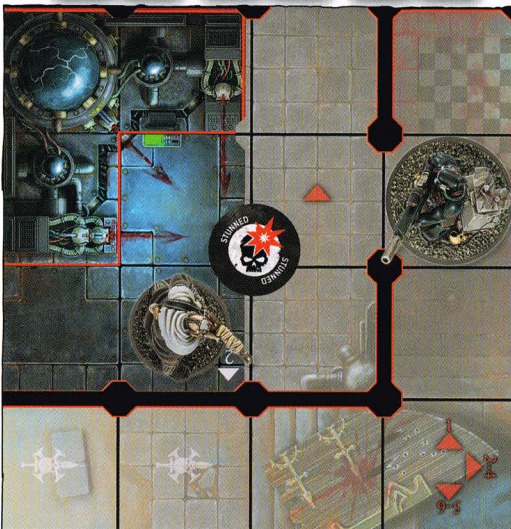
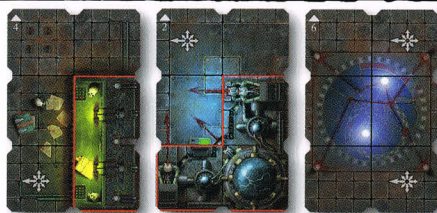
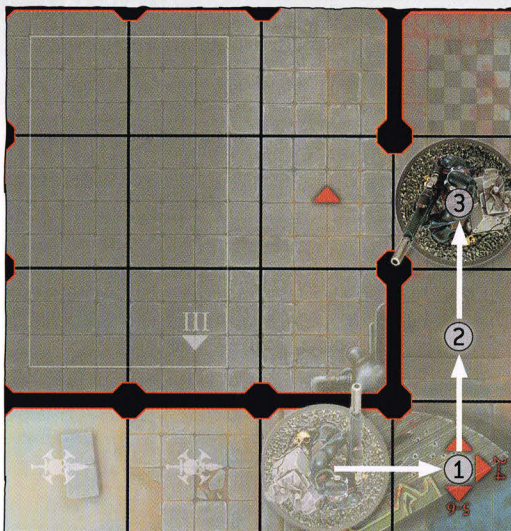
The first time an Assassin has line of sight to an unrevealed room location – that is any of the six darkened squares bounded by a white line – that Assassin's action is interrupted. Shuffle the room card deck and turn over a number of room cards corresponding to the number written in Roman numerals next to that location's white arrow. Then, select the room card with the lowest number printed on it and place it over that location's six darkened squares so that its arrow is aligned with the white arrow on that location. Return all other room cards to the room card deck.

If any of the squares on the room card have one or more Chaos Star starting squares, place one Chaos Cultist with an autogun on each of those squares, facing the direction shown by the longest arrow. If there are no Chaos Cultists with autoguns available, place one with an autopistol instead. If there are no remaining Chaos Cultists with autopistols available either, no Renegade is placed. To represent the element of surprise, Renegades placed on room cards are stunned (pg 9) until the start of the next Assassin phase, when their counter is flipped to On Alert.

After revealing a room card, the Assassin can then continue their action.

Renegades cannot move onto any of the darkened squares bounded by white lines (unrevealed room locations). Until a room card has been placed, they must move around these squares.

*Whilst performing a Move action, the Vindicare Assassin gains line of sight to a room. The Assassin's move is interrupted and the room card deck is shuffled. The top three cards are turned over, in this case the rooms numbered 6, 2 and 4. The lowest numbered room is 2, and that card is then placed on top of the room icon the Assassin has just gained line of sight to, with its arrow facing the same direction as that shown on the board. A Chaos Cultist with autogun is then placed on the Chaos Star square, facing the direction shown by the longest arrow, and a stunned counter is placed next to it.*



## THE TEMPLE OF SHADES

The first time an Assassin uses the teleportarium, the Temple of Shades receives reinforcements: remove all Chaos Space Marines from the Astropathic Sanctum and roll three dice, one at a time. Place one new Chaos Space Marine on each of the Temple of Shade's entry points that correspond to the dice results rolled, facing the direction shown by that entry point's arrow (entry points 1-4) or patrol arrow (entry points 5-6). If a model cannot be placed on an entry point because there is already another model there, place it on the nearest empty entry point instead. These Chaos Space Marines are On Patrol.

Whilst there are any Assassins on the Temple of Shades board, a Renegade that enters play as the result of an event card will do so using one of the Temple of Shade's entry points, instead of those on the Astropathic Sanctum board. If no Assassins remain on the Temple of Shades board, the Renegade will enter play on the Astropathic Sanctum board as normal.

If all surviving Assassins have teleported to the Temple, remove all models and counters from the Astropathic Sanctum – the final phase of the mission will be fought solely in the Temple.







# PLAYING THE GAME

A game of *Assassinorum: Execution Force*, takes a number of turns. Each turn is split into two phases as follows:

- The Assassin phase
- The Chaos phase

## WINNING THE MISSION

If the Assassins kill the Chaos Sorcerer Lord, all the players immediately win the mission.

## LOSING THE MISSION

All the players lose the mission if all the Assassins are killed or if the Chaos Familiar reaches square 16 on the Ritual Tracker.

## ASSASSIN PHASE

The players choose an Assassin, which may perform up to two actions. The actions an Assassin can perform are listed on its reference card. An Assassin cannot normally perform the same action twice during the same phase. Once an Assassin has performed its actions, the players choose an Assassin that has yet to perform any actions this phase – this Assassin now performs its actions as described above. Once all the Assassins have performed their actions, move onto the Chaos phase.

## ALERTING RENEGADES

All Renegades that enter play from an entry point are said to be 'On Patrol' and will move in set patterns. As Assassins perform actions, they may alert Renegades. When a Renegade is On Alert, it will seek out and attack Assassins. Place an On Alert counter next to a Renegade that goes On Alert. A Renegade On Patrol will immediately go On Alert if any of the following happen:

- An Assassin moves into a square within the Renegade's line of sight.
- An Assassin Shoots or Fights the Renegade, but fails to kill him.
- Another Renegade makes a Reaction Attack within 6 squares of the Renegade.
- Another Renegade is killed within the Renegade's line of sight.

## CHAOS PHASE

The Chaos phase is split into five steps, which are completed in order according to the summary shown here. After the Raise the Alarm step has been completed, start the next turn.

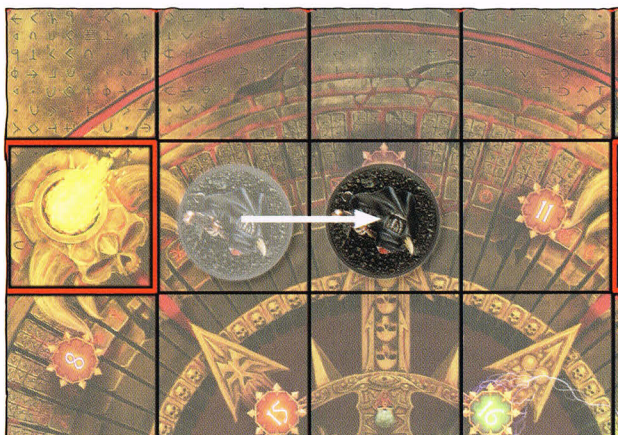
## CHAOS PHASE SUMMARY

- Move Chaos Familiar
- Draw Event Cards
- Renegades On Patrol
- Renegades On Alert
- Raise the Alarm

## MOVE CHAOS FAMILIAR

The Ritual Tracker is shown by 16 numbered squares in the Temple of Shades. At the start of the first Chaos phase, place the Chaos Familiar on square 1; this model cannot be killed or stunned during the game. At the start of each subsequent Chaos phase, move the Chaos Familiar to the next numbered square; if this square is occupied by another model, move the Chaos Familiar to the next unoccupied numbered square.

If the Chaos Familiar reaches square 16, the players lose the game. If square 16 is occupied by another model when the Chaos Familiar tries to move into it, the players also lose the game.



At the start of the Chaos phase the Chaos Familiar moves along to the next unoccupied numbered square.





## DRAW EVENT CARDS

Draw one event card and resolve its effect(s). Then count the number of Renegades who are currently On Alert (i.e. count the number of On Alert counters currently on the Astropathic Sanctum and Temple of Shades), and draw and resolve this many extra event cards, one at a time, up to a maximum of three additional event cards per Chaos phase.

*This event card instructs you to place a new Chaos Space Marine model on entry point 1.*

### ELITE PATROL

Striding through the shimmering half-light of a Warp-cursed world, the traitorous Crimson Slaughter are on the hunt. Somewhere out there, their prey are hunting them in turn, a deadly game of kill or be killed taking place through the writhing shadows. Yet the renegades do not fear; they know that they are death incarnate, and none can stand before them.

Place a Chaos Space Marine on entry point 1, facing the direction shown by the entry point's arrow.

If the Chaos Space Marine cannot be placed on entry point 1, place it on the closest unoccupied entry point instead. No Chaos Space Marine is placed if all entry points are occupied or there is no Chaos Space Marine model available.

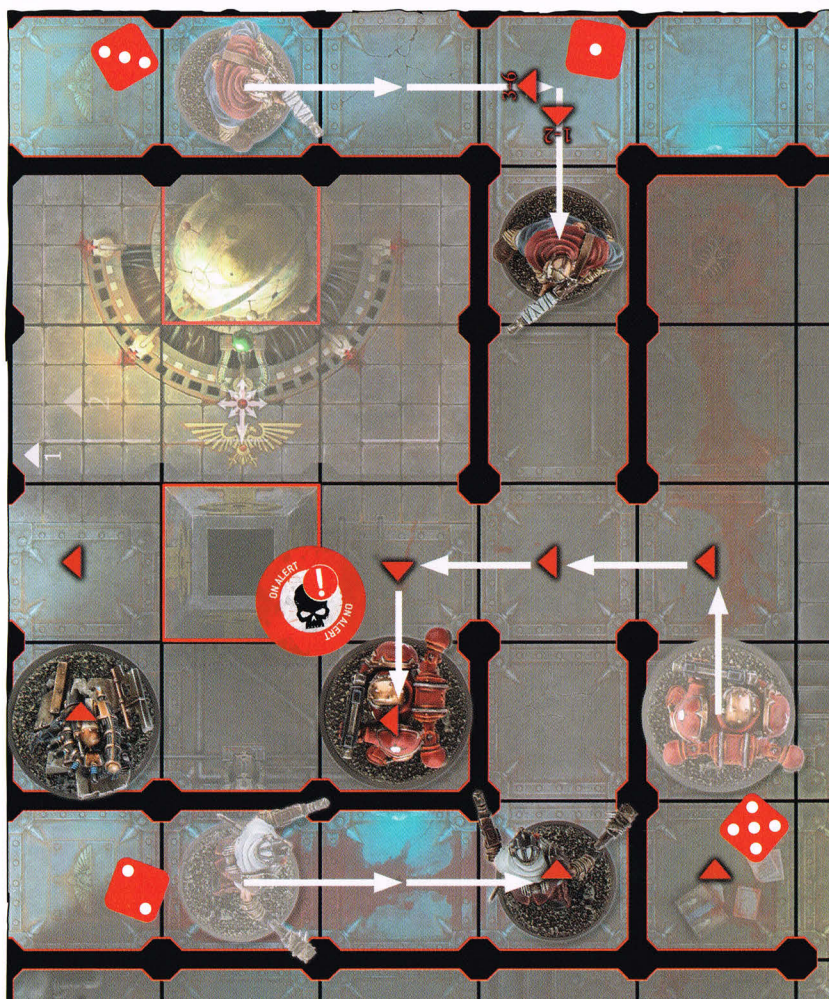
## RENEGADES ON PATROL

In an order chosen by the players, select a Renegade On Patrol and roll a dice; that model moves that many squares straight forward.

Each time a Renegade On Patrol moves into or over a square with a Patrol Arrow, assuming he does not gain line of sight to an Assassin, turn the Renegade to face the direction indicated before continuing with any remaining movement. If a square has more than one Patrol Arrow, roll a dice to determine which way the model will turn to face, as shown on the square.

### NOTES ON MOVING

- Models cannot move diagonally.
- Renegades can move through other Servants of Chaos.
- If a Renegade would finish his move on top of another Servant of Chaos, increase the number of squares it moves until it can be placed in an empty square.
- If at any point during its move, a Renegade On Patrol gains line of sight to an Assassin, it stops and goes On Alert.
- Renegades cannot move onto any unrevealed room location square.
- If it is not possible to move a Renegade for any reason, it does nothing this phase.



A 2 is rolled when moving the Chaos Cultist with autopistol. The model is moved forward two squares, reaches a square with a Patrol Arrow, and is turned to face that direction.

A 3 is rolled when moving the Chaos Cultist with autogun. This model is moved forward two squares and reaches a square with two Patrol Arrows. A second dice is rolled to determine which direction the model will turn to face, resulting in a 1, which in this case indicates the Patrol Arrow facing down. The model is turned to face this direction and then moves forward with its remaining move.

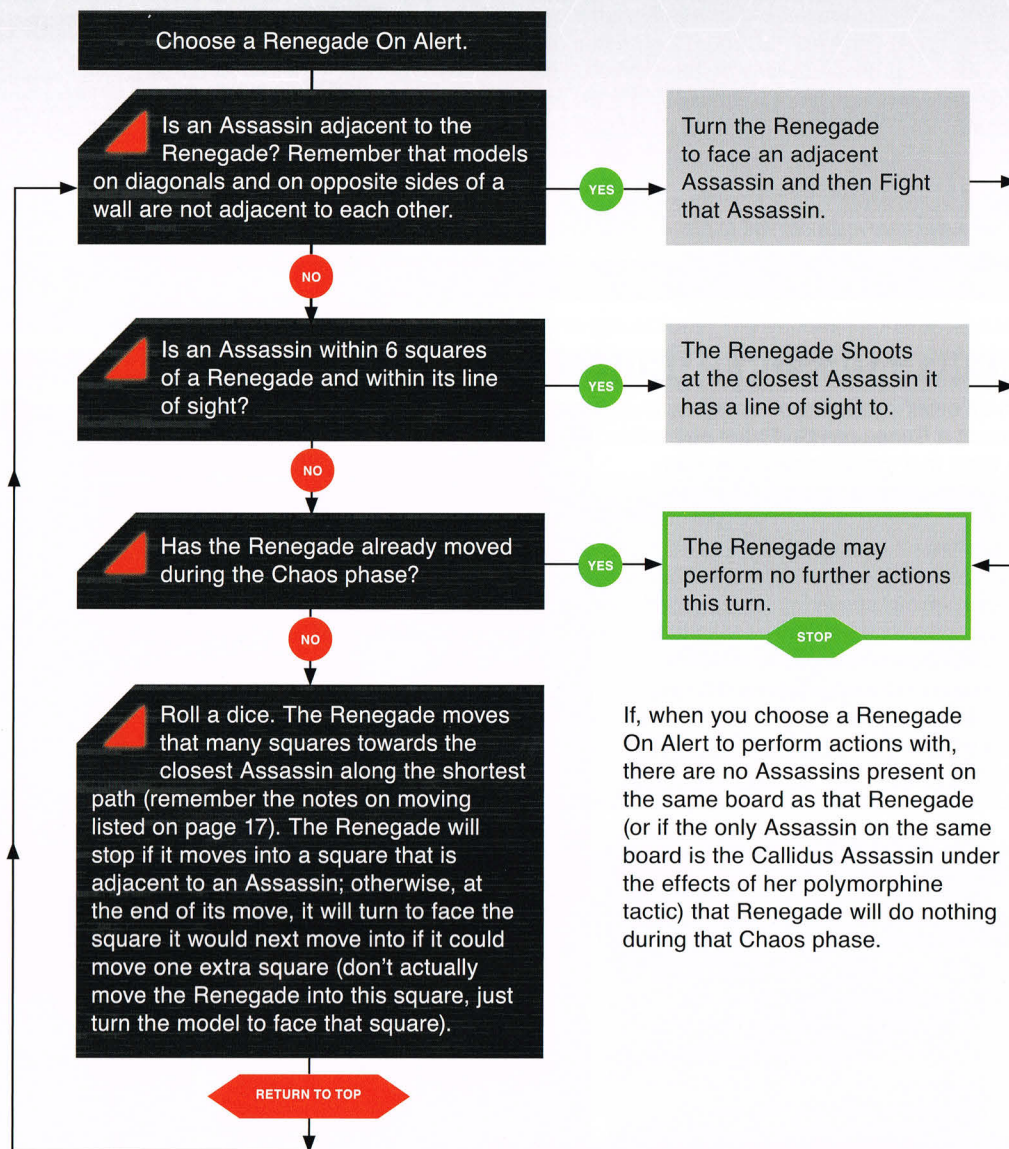
A 5 is rolled when moving the Chaos Space Marine. After moving four squares, however, the Chaos Space Marine turns to face the direction shown by the Patrol Arrow and gains line of sight to an Assassin. The Chaos Space Marine stops moving and an On Alert counter is placed next to it.





## RENEGADES ON ALERT

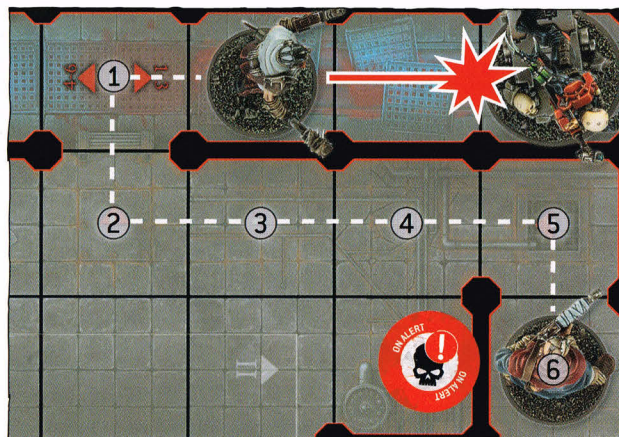
In an order chosen by the players, each Renegade On Alert, including those that have gained their On Alert counter this Chaos phase, performs actions according to the following questions and instructions (start here):



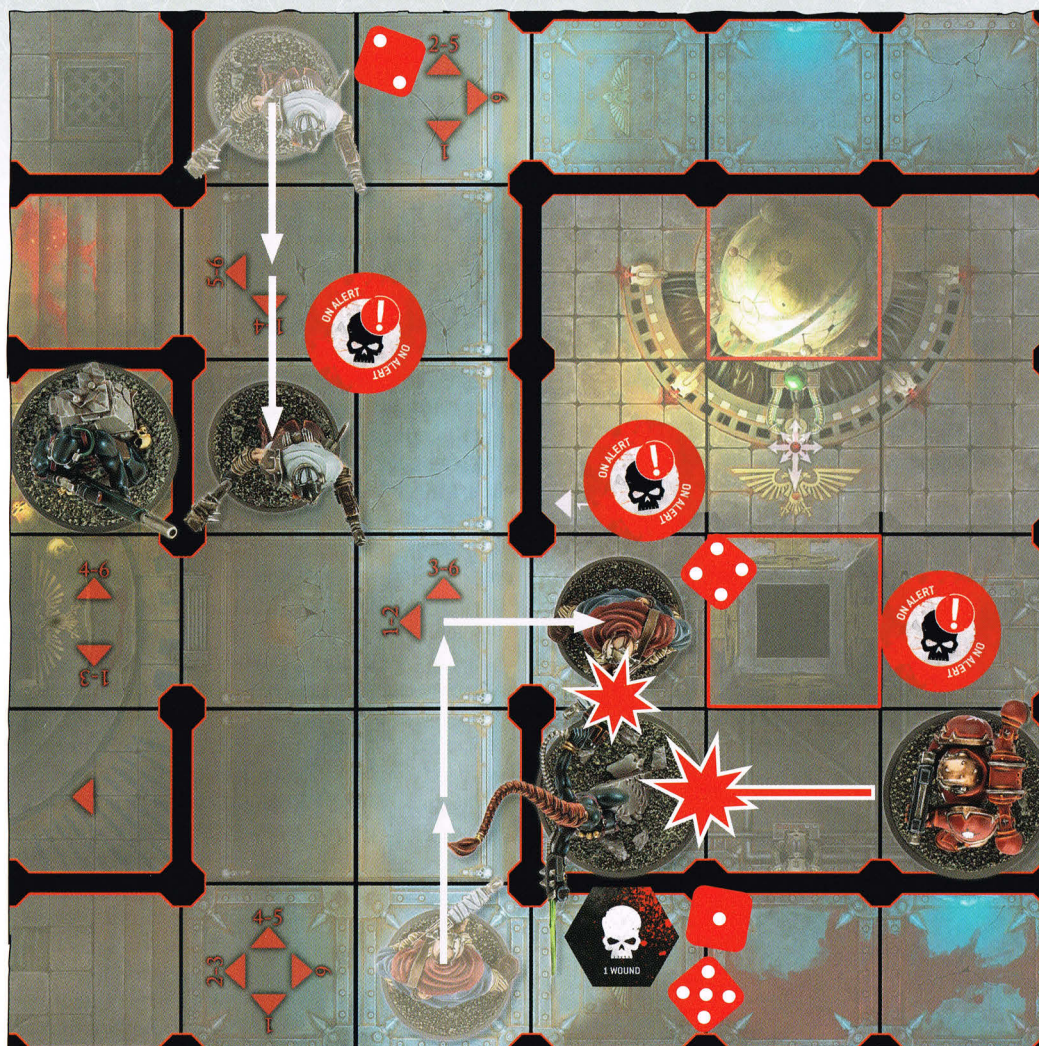
## RAISE THE ALARM

All Renegades who were within 6 squares of a Renegade On Alert who performed a Fight or a Shoot action this phase will now go On Alert.

During the Renegades On Alert step, the Chaos Cultist with autopistol performed a Shoot action. The Chaos Cultist with autogun is within six squares, and so an On Alert counter is placed next to it during the Raise the Alarm phase.







The Chaos Cultist with autopistol is not adjacent to an Assassin, nor is there an Assassin within six squares and the Cultist's line of sight. The Chaos Cultist has not yet moved in this Chaos phase so a dice is rolled – resulting in a 2 – and the Cultist moves two squares towards the closest Assassin. After moving, the Cultist is still not adjacent to any Assassin and still does not have line of sight to any Assassin. The Cultist therefore cannot perform any more actions this turn.

The Chaos Cultist with autogun is not adjacent to an Assassin, nor is there an Assassin within six squares and the Cultist's line of sight. The Chaos Cultist has not yet moved in this Chaos phase so a dice is rolled – resulting in a 4 – and the Cultist moves three squares towards the closest Assassin, stopping after moving three squares because it is adjacent to that Assassin. As it is now adjacent to the Callidus

Assassin, the Cultist turns to face that Assassin and performs a Fight with Fists action, rolling a single dice. A 4 is rolled, which is less than the Assassin's Resilience of 6, meaning it has not Hit. The Cultist cannot perform any more actions this turn.

The Chaos Space Marine is not adjacent to an Assassin, but there is an Assassin within six squares and within the Chaos Space Marine's line of sight. The Chaos Space Marine therefore performs a Shoot with Bolter action, rolling 2 dice and adding 1 to each result as shown on its reference card. A 1 and a 5 are rolled, which are modified to a 2 and a 6. The highest result is the 6, which is equal to the Callidus Assassin's Resilience, resulting in a Hit and a single Wounded counter being placed next to that Assassin. The Chaos Space Marine cannot perform any more actions this turn.

This is the end of the rules section of this book. You have now read all you require in order to play a game of *Assassinorum: Execution Force*. Turn over to explore the terrifying background against which *Assassinorum: Execution Force* is set and learn more about the Imperial Assassins and their diabolic foes.





# THE ACHYLLAN ATROCITY

When an Imperial governor rebels, or a particularly powerful psychic heretic arises, an Imperial Assassin will be sent to put an end to the threat. To deploy an entire Execution Force, four Assassins working as one, is rare indeed. Such a response requires a danger so great it threatens the Imperium as a whole. A threat like the Achyllan Atrocity...

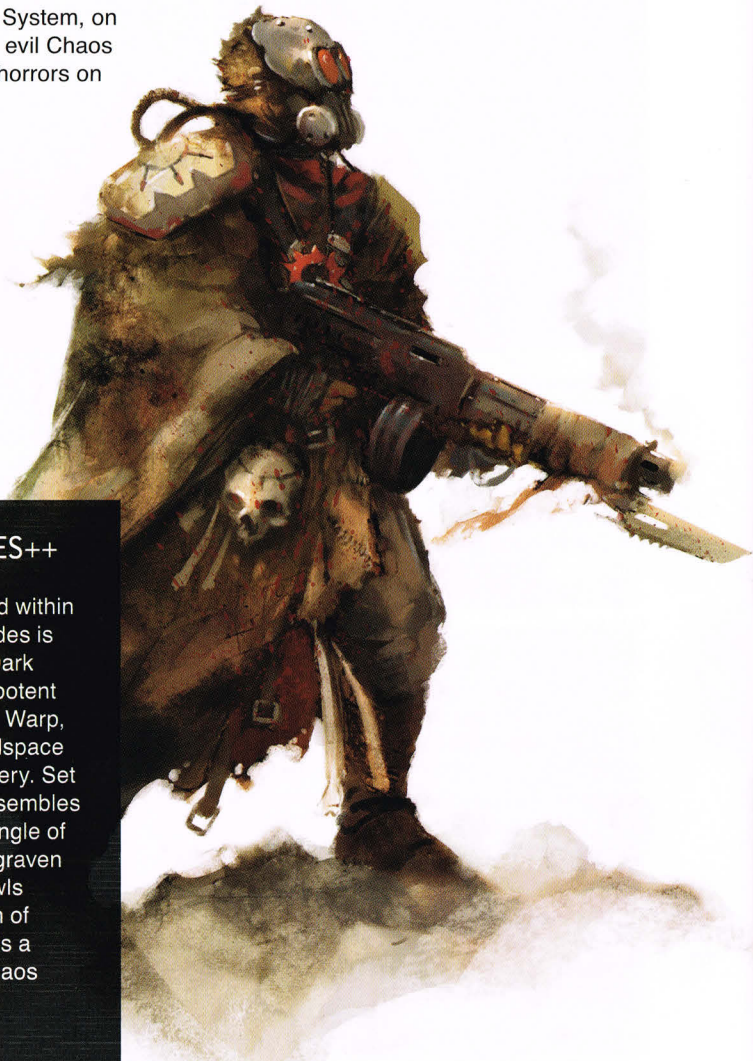
As the 41st Millennium draws to a close, Abaddon, Warmaster of Chaos, gathers his forces within the Eye of Terror. He plans to lead a final, devastating attack upon the Imperium of Mankind, to destroy it once and for all. This is no easy task, for the Emperor's realm is mighty, its armies vast and its defences many. To weaken his foe, Abaddon has tasked the Daemon-haunted Chaos Space Marines known as the Crimson Slaughter to sow terror before his advance. These maddened renegades have taken to their task with relish, perpetrating one horrific massacre after another.

Now the Crimson Slaughter's campaign of terror has reached new depths of depravity. The most powerful sorcerer of the Crimson Slaughter, Severin Drask, aims to enact a diabolical plan that will see him ascend to daemonhood at the cost of countless lives. In the Achyllan System, on the edge of the Segmentum Solar, this evil Chaos worshipper hatched a plan to unleash horrors on an unimaginable scale.

Sorcerer Lord Severin Drask seeks to sacrifice the Achyllan System's star, Achylitus, and use its power to transform the entire system into a vast daemonic gateway. He will use the powers of an ancient Chaos shrine, known as the Temple of Shades, to shackle Achylitus' blazing heart and tear it out. As the star dies, so the Achyllan System will be plunged into dark, icy oblivion, billions dying to pave the way for Drask's apocalyptic ascension. Space and time will tear asunder, and the insanity of the Warp will billow forth on a scale not seen since the Eye of Terror exploded into being. The energies of the Empyrean, Chaos unfettered, will erupt from this rent, creating a Warp storm that will swallow the Achyllan System whole.

## ++THE TEMPLE OF SHADES++

Torn from the skin of a Daemon world within the Eye of Terror, the Temple of Shades is an ancient temple dedicated to the Dark Gods. Gouged from the bedrock by potent sorcery, it drifts upon the tides of the Warp, held between the Empyrean and realspace in an impossible sphere of pure sorcery. Set atop a ragged island of stone that resembles an inverse mountain, the fane is a tangle of twisted pillars and monstrous, rune-graven idols. Dark lightning flickers and crawls across every surface, and the stench of sulphur hangs heavy in the air. This is a cursed place, and the eyes of the Chaos Gods are fixed upon it.







Needless to say, no matter the cost, the Imperium cannot allow this to happen. Should the Achyllan Atrocity come to pass, it will allow Abaddon to strike at Holy Terra itself. The newborn Warp rift will allow tides of Daemons to spill into the fringes of the Imperium's heartland. Worse, it will also act as a portal, a doorway through which Abaddon's vast invasion fleet may pass at will.

Already, the Crimson Slaughter's genocidal scheme nears fruition. Following a series of terror raids in neighbouring systems by Crimson Slaughter warbands, Imperial forces moved to intercept the renegade attackers. In responding so aggressively, however, Segmentum Command left the Achyllan System dangerously exposed.

Exploiting this situation, Lord Drask led a swift and brutal attack against Achyllan Prime's few remaining defenders. A single regiment of Cadian Astra Militarum were all that remained to oppose him, and although these soldiers fought like heroes, Drask's Daemon-haunted butchers killed them all. Yet even in defeat, the Cadians' Primaris Psyker – a telepath named Lunst Cataboldine – afforded the Imperium a chance to strike back. During the Cadians' last stand, the heroic psyker subjected a Crimson Slaughter Sorcerer to a brutal psychic attack, tearing the enemy's plans from the traitor's boiling brain.

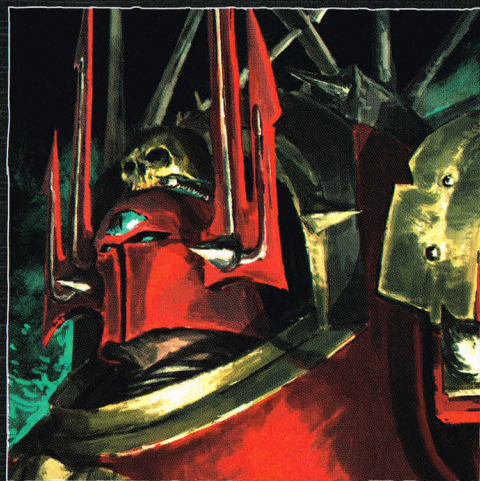
Realising the import of the information he had discovered, Cataboldine gathered every iota of his strength and, uncaring of the risks, hurled the message outwards through the ether. The effort of this psychic scream left Cataboldine a smouldering cadaver, but it also sent his vision echoing through the Warp, a warning heard upon Holy Terra. Thanks to Cataboldine's selfless act of devotion, the High Lords of Terra – who rule the Imperium in their Emperor's name – have received warning of the looming disaster. They know that Drask's plans are already in motion, the death of Achylitus looming close. There is no time to amass the ponderous forces of the Astra Militarum, while those Space Marines who might respond to the crisis are still engaged in desperate battles with the Crimson Slaughter's diversionary forces.

Still, all hope is not lost. By unanimous vote, the High Lords have decreed that an Assassinorum Execution Force be deployed, code-named Operation Deathblow and tasked with ensuring that Drask does not live to complete his ritual.

Cataboldine's warning vision showed an image of Achyllan Prime's Astropathic Sanctum, corrupted through blood sacrifice and vile sorcery. Drask has channelled the Astropaths' tortured souls into the sanctum's teleportarium, turning the machine into a furnace of psychic torment. Using the

## ++LORD SEVERIN DRASK++

Whole star systems have died at the hands of Severin Drask. Cunning and cruel beyond measure, Drask possesses incredible psychic might, and is all too ready to turn it upon those who stand in his way. A powerful pyromancer, Drask conjures sorcerous flame with ease, hurling it forth in roaring blasts. The fires that flicker through his mind reveal glimpses of the future, tableaux of twisted ash showing slaughters yet to come. Drask can even wield psychic flame in his own defence, wreathing his armoured body in a rippling cloak of searing heat. Lord Drask is one of the most dangerous heretics in the galaxy, a lunatic who has murdered billions, and his ultimate reward of ascension to daemonhood cannot be far away.



power of this infernal device he has dragged the Temple of Shades out of the Warp. It now hangs, vast and impossible, above Achyllan Prime. Caught between realspace and the empyrean, the temple is held within a crackling sphere of mutating Warp energy, tethered by a surging bridge of psychic power to the planet below. Already, Drask and his acolytes have travelled up this bridge to the fane itself, and have begun the mighty ritual required to murder the system's star.

Meanwhile, the Assassins of Operation Deathblow have deployed to the planet's surface. Slipping through the shadows of the blood-spattered Astropathic Sanctum, they seek to use the psychic bridge to bypass the lethal Warp-barrier around the Temple of Shades. If they can fight their way through to Drask and slay him before he can complete his profane ritual, then the Imperium can still be saved. But an army stands between the Assassins and their target, and the clock is ticking.







# DARK MILLENNIUM

It is a dark and desperate age. For ten thousand years, the Imperium of Man has ruled the galaxy in the name of the immortal Emperor. This ancient empire is riddled with corruption, and its strength spread thin. Humanity is assailed by myriad threats, yet by far the greatest are the servants of Chaos, and the monstrous daemonic deities that they worship.

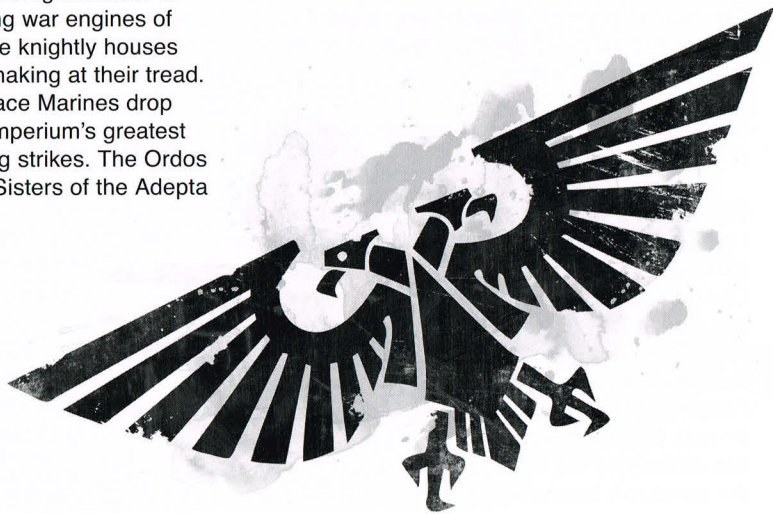
Infernal beings of dark and limitless power, the Gods of Chaos rule over the hellish nether-realm of the Warp. Always, these dark brothers seek to corrupt mortal beings, for through devotion and sacrifice do the powers of the Chaos Gods grow. Greatest amongst their mortal servants are the Chaos Space Marines, once humanity's most selfless protectors, now reduced to corrupt and power-hungry renegades by the will of the Gods. Hundreds of Chaos Space Marine warbands menace the galaxy. Many of them reave and pillage at the command of their Warmaster, Abaddon the Despoiler, with names such as the Black Legion, the Word Bearers and the Iron Warriors feared throughout the Imperium. In recent years, the name of the Crimson Slaughter has joined this roll of infamy. Once known as the Crimson Sabres, these former heroes fell into damnation after being cursed to suffer a terrible daemonic haunting. They are plagued by voices, a muttering, whispering tide that slowly grows to a howling crescendo of madness fit to burst their

skulls. Only through savage butchery can the Crimson Slaughter silence the voices, drowning them out in a deluge of blood. It is this desperate need to butcher all in their path, alongside the terrifying poltergeist manifestations of their possessor Daemons, for which the Crimson Slaughter are so rightly feared.



The Imperium sprawls across the galaxy from end to end, a million worlds all labouring beneath the yoke of masters both distant and merciless. Though powerful beyond measure, the Emperor's realm is beset upon all sides by aliens, mutants and heretics. Fortunately, the Imperium has warriors beyond count with which to wage its wars. The soldiery of the Astra Militarum take to the field in their billions, a sledgehammer fit to crush any foe. The towering war engines of the Adeptus Titanicus and the knightly houses stride to battle, the ground shaking at their tread. Chapters of superhuman Space Marines drop from the skies to crush the Imperium's greatest foes in sudden, overwhelming strikes. The Ordos of the Inquisition, the Battle Sisters of the Adepta

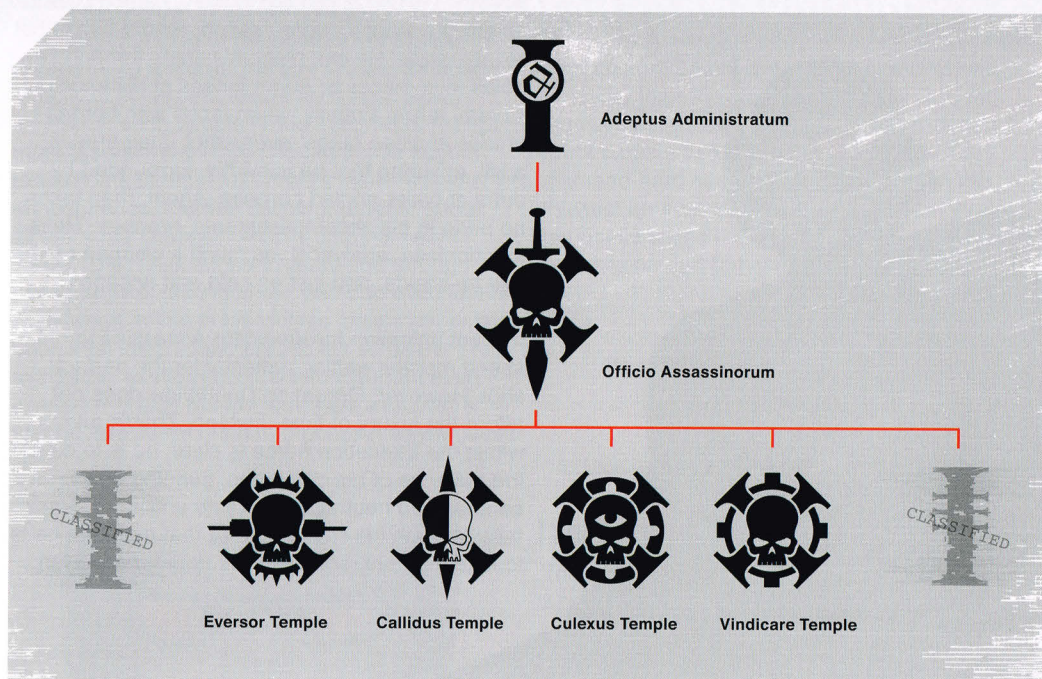
Sororitas, the warrior-mystics of the Grey Knights – all fight for the Imperium against a never-ending tide of foes. Still, it is a war that the Imperium is slowly, inexorably losing, for in such desperate days simple heroism is not enough. Fortunately for humanity the Emperor has other weapons in his arsenal, elite killers for whom such noble concepts as heroism are entirely meaningless.





# OFFICIO ASSASSINORUM

Even the massive armies of the Imperium cannot be everywhere at once, and there are some situations that no amount of brute force will resolve. On such occasions, the Imperium turns instead to the agents of the Officio Assassinorum. Rigorously trained, veiled in shadow, rumour and fear, these terrifying figures are death incarnate.



The Officio Assassinorum is an organisation mired in secrecy, but one that traitors and heretics beyond number have learned to fear above all else. The agents of the Assassinorum are the knife in the dark, the blade in the Emperor's hand, a tool of swift death and enduring terror. They are a precious resource, to be deployed only in the most dire of circumstances.

There are many temples within the Officio Assassinorum, each teaching their own unique brand of murder. Each of these temples is ruled by a small group of Masters, who in turn owe allegiance to the Grand Master of the Officio Assassinorum. This shadowy figure is answerable only to the High Lords of Terra and, through them, to the Emperor of Mankind. As such, the Grand Master of the Officio Assassinorum is one of the most powerful people in the Imperium.

The agents of the Officio Assassinorum are never deployed lightly. It requires a two thirds majority vote by the High Lords of Terra simply to sanction the activation of a single agent. This prudence is necessary, for creating an Assassin takes decades of relentless training, drug therapies, horrific surgical procedures, and the application of dark techno-sorcery. Harvested from the darkest corners of the Emperor's war-torn, only the most dangerous and hard-bitten youngsters are recruited by the Assassinorum. Of these, a mere fraction will survive the training that follows.

Agents of the Assassinorum work unsupported in the field, using whatever means necessary to complete their mission. As such, they must be trained to operate and maintain a multitude of vehicles and machineries, and to understand the dialects of all major Imperial cultures.

They possess encyclopaedic knowledge of the Imperium's many peoples, and an in-depth understanding of the myriad threats it faces. They are taught every kind of esoterica from stellar geography and theophysical microbiology, to the eighty-eight arts of true murder. In short, Imperial Assassins are amongst the most highly trained and adaptable of all the Emperor's warriors, able to handle almost any eventuality.

Alongside this comprehensive skill-set are the specialisms each agent learns from their temple. Vindicare Assassins possess a super-human skill in marksmanship, making them amongst the best snipers in the galaxy. Callidus Assassins, meanwhile, are able to alter their very anatomies, combining this ability with exceptional stealth and cunning to close on their victims undetected. The Assassins of the Eversor Temple are rage-driven killing machines, eschewing stealth and subtlety in favour of overwhelming aggression. Finally, there are the Culexus, soulless terror-weapons whose mere presence is death to psykers. All agents of the Assassinorum are deadly in their own unique way, but when they work together, there is no foe in the galaxy they cannot kill.







## >> THE VINDICARE ASSASSIN

Masters in the art of the long-ranged kill, Vindicare Assassins are the Imperium's finest snipers. They bring down their targets using stealth and superhuman accuracy, skills that are further enhanced by the Assassins' notorious exitus firearms.

Viktor Zhau's skill and composure, combined with extensive cortical augmentation, render him lethal at any range. He can place his shots through key-holes, eye-pieces or augur lenses at distances of several miles. Equally, when faced with hordes of foes at close range, every shot Zhau fires is a kill, ensuring that he is swiftly surrounded by drifts of bullet-riddled corpses. Agent Zhau takes no pride in his accomplishments, however. He is emotionless, analytical, as much a weapon as the rifle he wields, and just as cold and uncaring.

It is not unknown for Vindicare Assassins to spend months waiting patiently for the perfect shot. However, Operation Deathblow does not afford the luxury of time. Instead, Zhau's role within the Execution Force is clear; he is to cover the advance of his comrades, gunning down sentries and neutralising threats until Lord Drask falls beneath his crosshairs. At that moment, he is to take the shot, and save the Imperium of Man.







# WARGEAR OF THE VINDICARE TEMPLE

## SPY MASK

Internally moulded to the contours of Agent Zhau's facial features, his spy mask interfaces directly with his cerebellum via neural jacks located at each temple. Thus integrated, the spy mask's sensorium suite and predictive augurs exload data straight into Zhau's mind. Trajectories, atmospherics, thermal imaging, psychic spoor, all are superimposed directly onto his field of vision. The mask allows Zhau to see through dense smoke, driving snow, and can even identify likely weak points in his victims' defences, based upon intel inloads and probability scripture. This avalanche of information would disorient even a veteran Space Marine, but thanks to Zhau's mental augmetics, he can process it all with ease.



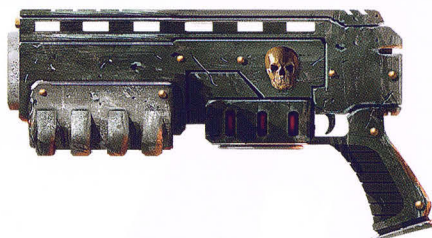
## EXITUS AMMUNITION

Vindicare Assassins carry a variety of specialist ammunition. Shield-breaker rounds overload personal force-fields and similar barriers with massive bursts of energy, while turbo-penetrator rounds use a two-stage charge to punch a diamond-hard secondary round through the thickest armour. Hellfire rounds contain virulent bio-acidic toxins that burn even the most resilient target to nought but ash.



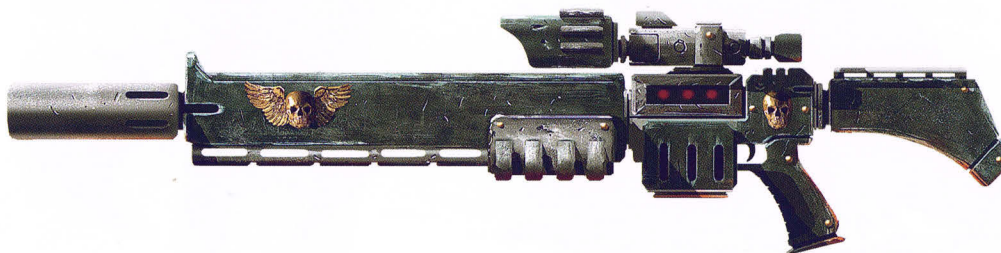
## EXITUS PISTOL

Zhau's exitus pistol has the power to punch a grown man through an armaplas wall. The recoil from an exitus pistol is such that only a Vindicare's enhanced musculature allows him to fire the weapon one-handed. Viktor Zhau, of course, has no problem doing so, his accuracy and rate of fire so great that he can empty the weapon's clip, every shot a kill, before his victims' guns have even cleared their holsters.



## EXITUS RIFLE

Operative Zhau's exitus rifle is his foremost weapon. Perfectly balanced, individually crafted for Zhau alone, this rifle never jams, never overheats, never fails or falters. Its machine spirit is sleek and murderous, an echo of the man who wields the weapon, and in its owner's capable hands this rifle has sealed the demise of countless heretics. With the phenomenal killing power to punch through ceramite plate, the exitus rifle can drop a Chaos Space Marine with a single well-placed shot.







# >> THE CALLIDUS ASSASSIN

Shape-shifting masters of misdirection, Callidus Assassins kill with stealth and cunning. Using a rare and specialised drug called polymorphine, they mould their bodies into different shapes, the better to get close to their target before striking the killing blow.



The job of the Callidus is to sow discord, panic and terror amongst the foe. Using her skills of mimicry and stealth to place herself within the target's inner circle, she must make the utmost of that opportunity and cause as much damage as she can.

Operative Klara Rhasc is a master of such operations. She is as skilled as any of her sisters in the arts of voice modulation, subliminal suggestive conditioning, surgically enhanced shape changing, and unarmed combat. What marks her out as exceptional, even for an Imperial Assassin, is her flair for spreading bow waves of terror through macabre spectacle.

Operative Rhasc excels in this field, her inventiveness and amorality weapons in themselves. If afforded the luxury of time, Rhasc will use psychological terror to achieve her ends, surrounding her target with death and horror until they make a critical mistake, or take their own lives in fear.

When time is pressing, Rhasc works more quickly. Adopting the appearance of first one slain foe then another, she sows panic and fear amongst the enemy, dozens falling to friendly fire or a swift blade in the ribs from those they believed friends. Such terror tactics leave sentries and guards mired in panicked anarchy, and the mark wide open for execution.







## WARGEAR OF THE CALLIDUS TEMPLE

### NEURAL SHREDDER

Operative Rhasc's neural shredder is a vicious and shockingly effective weapon against living targets. Though short ranged, the weapon projects a cone of psionic disruption that tears apart its victims' neural pathways. Armour is no protection against this hideous attack, even the mightiest foes dropping to their knees, spasming violently as liquidised brain-matter froths from their eyes, ears and mouths.



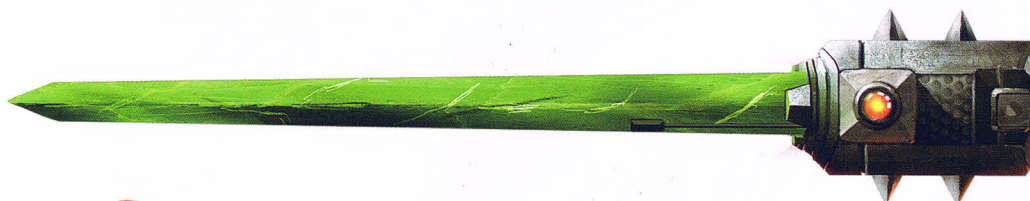
### POISON BLADES

In sealed pockets across her synskin bodyglove, Operative Rhasc keeps an array of envenomed needles, each several inches long and wickedly sharp. The toxins on these miniature blades are enough to drop a full-grown Ogryn in seconds, and Rhasc is an expert at slamming them point-first through eye-slits, armour joints and other weak spots to ensure her victim's swift demise.



### PHASE SWORD

Each Callidus' phase sword is optimised to reflect their favoured combat stance and personal strengths, but they all take the form of an elongated punch-dagger. Their deadly blades are thought to utilise alien technology, though the Callidus Temple keeps their nature a close secret. Like all of its kind, Operative Rhasc's phase sword shimmers in and out of phase with reality, allowing it to plunge clean through armour, flesh and bone as though they were not there at all.



### DEATH CARD

The death card is a flourish peculiar to Operative Rhasc, a surprisingly effective tool of terror. She places these psychoplas wafers on the corpses of those she has slain, slipped between the stiff dead fingers or gritted teeth of her victims. When touched by living flesh, the cards flicker to life. They project a hololith of the victim's face in their moment of death, complete with a looped recording of their agonised screams.







## >> THE EVERSOR ASSASSIN

Eversor Assassins are stim-crazed berserkers, possessed of both superhuman strength and speed. They can punch a bunker door off its hinges, tear a Chaos Space Marine's head from his shoulders, and shrug off even the most grievous wounds with terrifying ease.

To be Eversor is to be death given life, a raging force of destruction set loose to wreak indiscriminate slaughter. Operative Sylas Torq is such a being, and the mountains of dead he has left in his wake are a testament to his absolute lethality.

Turning an individual into an Eversor Assassin costs them everything; their lives, their freedom, even their sanity are sacrificed for the power to work the Emperor's deadly will. Thus, compared to his comrades, Torq is a mindless slaughterer. However, as a weapon of brute force he excels, the sledgehammer to his comrades' subtle blades.







Murderlust is all that Operative Torq knows. Extensive surgical and cybernetic augmentation have raised his strength to impossible levels, his two hearts slamming double-time as they force hyperadrenaline compounds through iron-hard muscles. Behind his skull-helm, the Eversor's lips peel back in a rictus snarl, while his eyes bulge white and wild. What personality Torq possessed has been burned to ash by the white heat of his constant fury. His world has narrowed to a never-ending war, in which he smashes, tears, and butchers constantly in the Emperor's name.

Kept in cryostasis between missions, Operative Torq no longer possesses any conception of time, location, or even self. Only once Torq's armoured drop-pod is plummeting towards his victim's stronghold does the Eversor awake, mission parameters uploaded directly into his brain and the need to kill surging through his veins. Once conscious, he will fight until either he or his target is slain. Yet even in death, Torq is a lethal weapon, the cocktail of stimulants in his blood reacting to his death with the explosive force of a high-yield tactical warhead.

## WARGEAR OF THE EVERSOR TEMPLE

### NEUROGAUNTLET

A truly vicious weapon, Operative Torq's neuro-gauntlet ensures that his very touch is death. When the needled fingers of this exoskeletal glove are plunged into the enemy's flesh, it delivers a massive dose of neurotoxins that kills the victim horrifically in a matter of seconds.

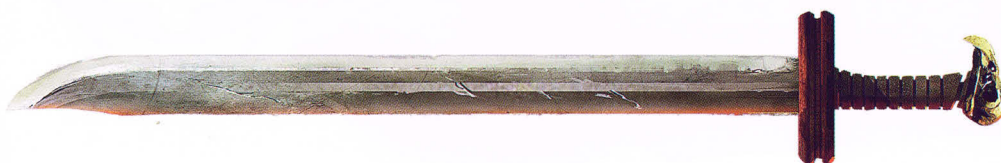


### EXECUTIONER PISTOL

Torq's executioner pistol is a brutal blending of bolt pistol and needler, able to switch between mass-reactive bolts and toxic darts at the touch of a button. This lethal fusillade has felled countless unlucky victims, their armour cratered and blasted open, even as their nerves sizzle with neurotoxins.

### POWER SWORD

The blade of this sword is enveloped in a molecular dissonance field that tears victims apart on an atomic level. Fashioned for Torq's hands alone, the weapon's superdense core weighs thrice that of any comparable sword. Thanks to Torq's stimm-enhanced strength, it allows his every blow to hit like a wrecking ball, with no appreciable encumbrance whatsoever.







# >> THE CULEXUS ASSASSIN

The Culexus Assassin is fear incarnate. He is the nameless dread that haunts the shadows, the terror that lingers on the edge of his victim's gaze. With a glare he can still a man's heart, while psykers exposed to his presence are driven to madness by sheer terror.

Operative Noctus Kord is a man-made monster. His very presence kills. The merest zephyr of his passing plunges bystanders into paroxysms of fear and paranoia, all without them ever knowing Kord was in their midst. He is an invisible murderer, a horror caught in glimpses upon the periphery of sight. He is death. He is Culexus.

No records exist of Noctus Kord before he was brought to the Fortress of the Soulless, to begin his Culexus training. This is not unusual; the humans who become Culexus all carry the Pariah gene, a terrible mutation that renders them psychic nulls. Others instinctively shun and fear such beings for, to all intents and purposes, they have no soul. Pariahs suffer terrible abuse, if they are allowed to live at all.

When in the field, Operative Kord stalks his prey with unhurried malice, letting their terror and disorientation grow to crippling heights before he strikes. Each chamber he haunts descends into howling madness. Sentries collapse with their brains boiling and blood weeping from their eyes. Screams of helpless terror echo down corridors, sowing fear amongst those who still live. Through it all, Kord advances, remorseless and cold as the fate that created him. He is the perfect hunter, and his victims do not stand a chance.

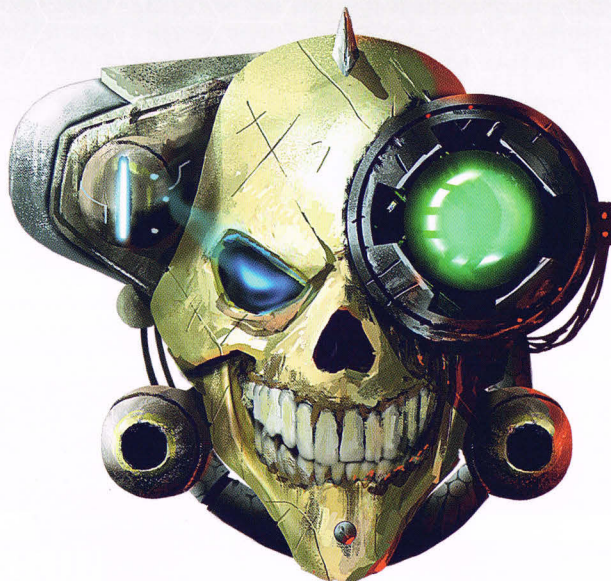




# WARGEAR OF THE CULEXUS TEMPLE

## ANIMUS SPECULUM

A uniquely designed battle-helm, the animus speculum can either muffle or focus the Culexus' powers as required. Only once Operative Kord is in the field does he reverse its contra-psychoic dampers, allowing the full terror of his null aura to billow forth. At the same time, the grotesque lens set into the helm's leering faceplate can harvest and focus psychic energy into a devastating beam. In this way, the animus speculum allows Kord to turn the foe's own sorcerous powers against them, with horrific results.



## ETHERIUM

The synskin of Culexus Assassins incorporates a nodal layer called the etherium. This strange technology shifts the wearer out of phase with reality, making them appear ghost-like and insubstantial. With his etherium activated, Operative Kord becomes a ghostly retinal after-image, flickering toward the foe as though projected upon a faulty pict-reel. When required, Kord can simply vanish altogether, prowling through the midst of his enemies and reappearing only when doing so will reap the greatest harvest of terror.



## PSYK-OUT GRENADES

Operative Kord carries with him a bandolier of psyk-out grenades. These potent weapons contain pressurised canisters of psi-refractive particles that billow forth in crackling clouds when the grenade explodes. Most victims caught in such a cloud collapse, all conscious thought driven from their minds. The effect is far worse for psykers, however, their powers fractured and turned inwards to tear bloody gouges in their psyche.







# ACHIEVEMENTS

You can use this page to record your achievements the first time you successfully win a game of *Assassinorum: Execution Force* – simply write down the date you first completed the mission and any other player who joined you in your victory. If you want a tougher challenge, why not replay the mission whilst attempting to achieve one or more of the other achievements listed here? Some require simple adjustments to the core rules that will make your mission harder to achieve. It may take several games and a lot of skill and luck to achieve them all.

## OPERATION DEATHBLOW

*Complete the mission. Slay Lord Drask and win a game of Assassinorum: Execution Force.*

Date Achieved:

Callidus:  Eversor:

Culexus:  Vindicare:

## EXECUTION FORCE

*Complete the mission without a single Assassin being slain.*

Date Achieved:

Callidus:  Eversor:

Culexus:  Vindicare:

## FLAWLESS EXECUTION

*Complete the mission without a single Assassin suffering a Hit.*

Date Achieved:

Callidus:  Eversor:

Culexus:  Vindicare:

## AHEAD OF SCHEDULE

*Complete the mission before the Chaos Familiar reaches square 10 on the Ritual Tracker.*

Date Achieved:

Callidus:  Eversor:

Culexus:  Vindicare:

## BACK TO BASICS

*Complete the mission without any of the Assassins using a single tactic.*

Date Achieved:

Callidus:  Eversor:

Culexus:  Vindicare:

## NO WITNESSES

*Kill all Renegades in the Astropathic Sanctum before teleporting to the Temple of Shades.*

Date Achieved:

Callidus:  Eversor:

Culexus:  Vindicare:

## THEY KNEW WE WERE COMING

*Complete the mission with Renegades placed on room locations On Alert, instead of stunned.*

Date Achieved:

Callidus:  Eversor:

Culexus:  Vindicare:

## DRASK ASCENDANT

*Complete the mission with Lord Drask starting with Stamina 6, instead of Stamina 3.*

Date Achieved:

Callidus:  Eversor:

Culexus:  Vindicare:

## LONE OPERATIVE

*Complete the mission, teleporting only a single Assassin to the Temple of Shades.*

Date Achieved:

Assassin:

## PSYK-OUT

*Use the Culexus Assassin's Psyk-out Grenades tactic to inflict the final hit on Lord Drask.*

Date Achieved:

Culexus:

## I WORK ALONE

*Complete the mission using only a single Assassin, instead of all four.*

Date Achieved:

Assassin:

## EXPLOSIVE RESULT

*Use the Eversor Assassin's Bio-meltdown tactic to inflict the final hit on Lord Drask.*

Date Achieved:

Eversor:



## WHITE DWARF MAGAZINE

White Dwarf is Games Workshop's weekly magazine. Every issue is jammed full of content for our games. If you enjoy collecting and painting Citadel miniatures and playing Warhammer 40,000, then you'll find each issue of White Dwarf an invaluable resource.

The vital guide to the hobby!

- Pictures of the latest models, expertly painted by the world-famous 'Eavy Metal painters
- All of the latest hobby news and events listings
- Hobby tips and advice to help you get the most from the latest releases
- Gaming articles and battle reports to help you get the most from your army



## THE 41ST MILLENNIUM...

*Assassinorum: Execution Force* gives you a glimpse into the universe of the Warhammer 40,000 hobby, but there is much more available. Will you take up the challenge and step into the unforgiving Dark Millennium?

## WARHAMMER 40,000

The Citadel miniatures from this game are taken from two of the many warring factions in Warhammer 40,000. You might decide to include your Assassins in one of the diverse armies of the Imperium, or build a collection of Chaos Space Marines around Lord Drask and his renegades. Regardless, there are many different armies available in Warhammer 40,000, and each has its own codex and a comprehensive miniatures range to collect.

A great place to start is Warhammer 40,000 itself – within its pages you'll find a wealth of background material, the rules for the game, showcases of beautifully painted miniatures and lavish full-colour artwork.



Codexes are the essential resource for any Warhammer 40,000 army, containing descriptions and histories for all of the units, characters and war machines you can collect, all the rules needed to field them on the battlefield and inspirational examples of expertly-painted armies.

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Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.



# REFERENCE

This page collects handy reference material for use during your games of *Assassinorum: Execution Force*. If you need the full rule, see its entry inside this book.

## TURN SUMMARY

The mission takes a number of turns. Each turn is split into two phases as follows:

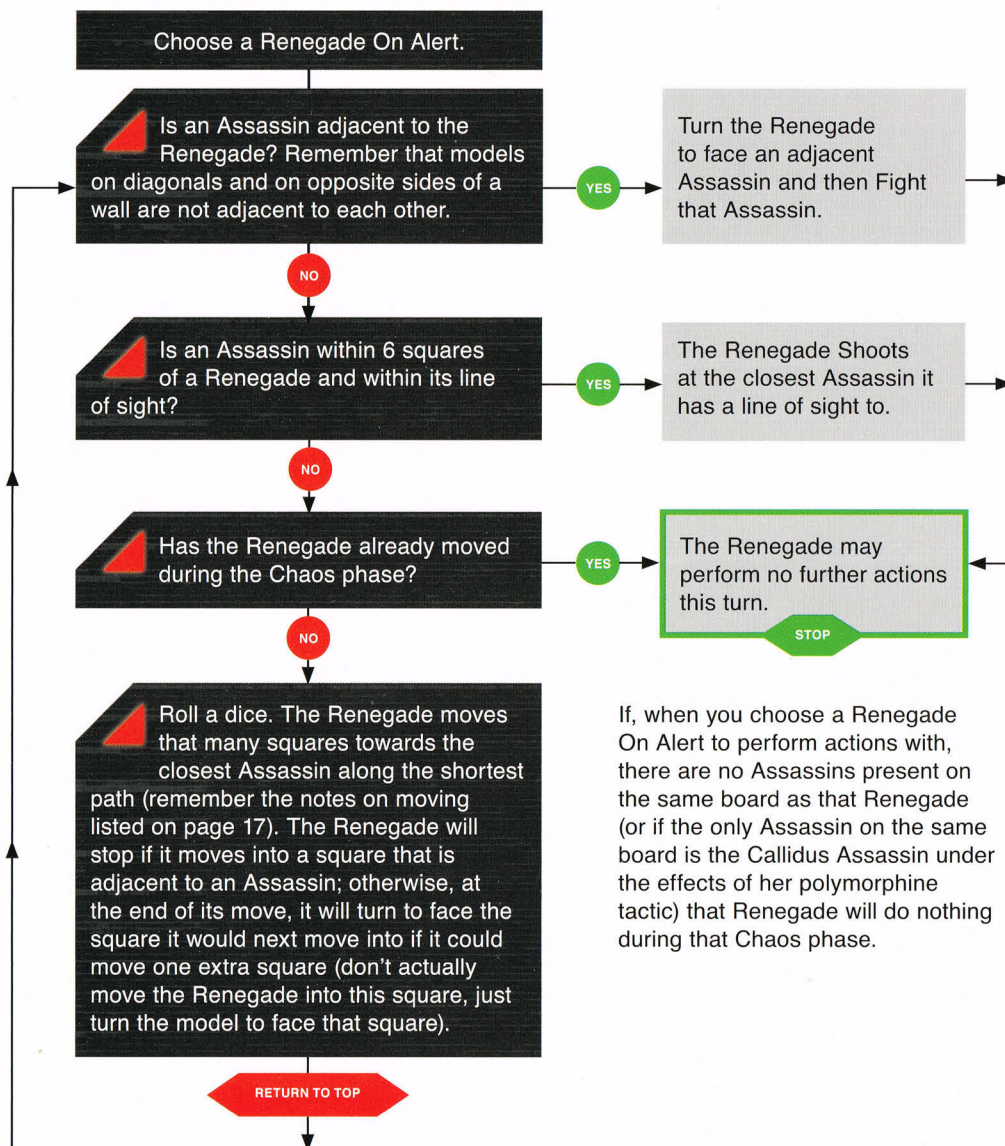
- **The Assassin Phase:** *Each Assassin takes two actions.*
- **The Chaos Phase:**
  - **Move Chaos Familiar:** *One space along the Ritual Tracker.*
  - **Draw Event Cards:** *Draw 1 plus 1 for each Renegade On Alert, up to a total of 4.*
  - **Renegades on Patrol:** *Each moves D6 squares along its patrol route.*
  - **Renegades on Alert:** *See below.*
  - **Raise the Alarm:** *Renegades within 6 squares of a Renegade who made a Shoot or Fight action go On Alert.*

## ALERTING RENEGADES

A Renegade will immediately go On Alert if any of the following happen:

- An Assassin moves into a square within the Renegade's line of sight.
- An Assassin Shoots or Fights the Renegade, but fails to kill him.
- Another Renegade makes a Reaction Attack within 6 squares of the Renegade.
- Another Renegade is killed within the Renegade's line of sight.

## RENEGADES ON ALERT



If, when you choose a Renegade On Alert to perform actions with, there are no Assassins present on the same board as that Renegade (or if the only Assassin on the same board is the Callidus Assassin under the effects of her polymorphine tactic) that Renegade will do nothing during that Chaos phase.



