



Eversor Assassin

“I am Terror, Your Nightmare Incarnate”

by Andy Hall

The Agents of the Officio Assassinorium are the epitome of trained killers. Each Temple trains in one discipline of death, be it sniping, infiltration or the sheer terror of a bio-chemically driven psychotic nightmare.

The Eversor is a weapon of pure fear. Unlike the other Temples which, to an extent, all rely on secretive means to gain access to the target, be it through selecting a location and waiting for a clean shot or getting close via a disguise, the Eversor makes no such stipulations to his operation. Once activated he will find his target be it day or night, and no matter where it hides. Any that get in the Eversor's way are annihilated in its relentless advance to terminate the target. More often than not Eversors are sent after arrogant and traitorous planetary governors who expect all out invasion by the Imperium to reconquer the planet. When the Eversor is activated it will make its way to the power-crazed governor, who will often dispatch thousands of men in a feeble attempt to stop the Assassin. In one swoop the Imperium has shown its power and the indignation it reserves for such traitors by sending only one man. This will also send a powerful message throughout the nearby sectors should any others decide to leave the Imperium.

When not active, an Eversor is placed in dormancy, its subconscious constantly 'trained' by being fed litanies to the arts of killing and of devotion of the temple and the Emperor. Should a Eversor be woken without a pre-programmed target then the consequences are too terrible to contemplate. Luckily such occurrences are extremely rare and there are none on record (although whether this is a result of a cover-up by the Ordo Sicarius remains to be seen).

Eversor Assassins in Games

Eversor Assassins use the stat line or random generator, Equipment and Special Abilities given on page 141 of the Inquisitor rulebook.*

In addition to the rules in the Inquisitor rulebook, I've included some recommendations that will tailor the Assassin to the Eversor Temple. Note, that the following are not 'official rules', it's just my take on creating an Eversor Assassin for a campaign or warband.

**Due to the Eversor's extreme body conditioning and the use of unique stimulants and drugs, an Eversor's Strength and Toughness are generated as 100+4D10.*

Equipment: Venom talon (coated with Bloodfire); ranged weapon; injector and inhaler implants each containing enough for 5 doses of 'slaught, psychon, barrage, spur and de-tox; enclosed helmet with rebreather, assassin body suit (Armour Value 4); refractor field.

Additional Special Abilities: Ambidextrous; Furious Assault; True Grit; Frenzy; Terrifying.

Gamesmasters

Yes, I know – what a monster! We are entering controversial territory here where game background and game balance are at loggerheads! So, which should come first? I'm always in the camp of the game background as there are always other ways to balance out the game (but please, let's here your own views by writing to The Void).

The Eversor can be used in a few different ways. As usual, it can be a Gamesmaster's tool, as demonstrated in the accompanying scenario. An Eversor could be part of a player's warband but this would only be temporarily as they must be placed into stasis between missions. In any case, an active Eversor is a methodical robot with only one function on his mind – all personality and ways of interacting with other beings have been wiped away during his 'training' at the Eversor Temple. An Inquisitor could have gained access to an Eversor by requesting one but even then it is doubtful that an Inquisitor would fight side-by-side with one, preferring to use the Eversor as a terror weapon and diversion whilst he has other business to attend to.

The Scenario

The scenario is an example of how Assassins can be used in your campaigns. The setting is very generic so, with a little bit of modification, can be fitted into your existing campaigns. The scenario is also a great 'one-off' game, whether it's to test out new characters or if you're just in-between campaigns.

Author

Andy is currently working on Heavenfall which should be out by the time you read this.

Further Information

The new Assassin model is now available to buy. Visit the website for details. (See the How to Order pages on page 94).

More Inquisitor Website

Turn the page for the Eversor Masterclass
www.Exterminatus.com

Assassin Scenario – Flee Or Die

Threat Level 5

A VIP under the protection of the Inquisitors is (rightly or wrongly) the target of an active Eversor assassin.

Setting: A space port. The game can be set up in two ways; either over a long board (such as an 8'x4' one) or over the same 4'x4' board that is 're-set' once the characters have reached the other side. At the far end of the board (the narrow side if playing on a 8'x4' or on the second board if playing on a 4'x4' board) should be a suitable ramp or gantry representing the boarding ramp for a prepped shuttle or gun cutter standing ready for take off. The rest of the board should be strewn with containers, control lecterns and all-manner of other flotsam that's bound to be found in a busy space port. The citizen-worker models are perfect for scattering around and getting in the way of the action, so the more of them the merrier!

Objective: To save the VIP from being slaughtered either by escaping from, or stopping, the Eversor.

Special Rules: The Inquisitor(s) start at the opposite end of the board to the shuttle ramp. They can enter the board running as they are fully aware they are being pursued. The Assassin will arrive D6 turns later (GMs can re-roll 1s if they feel it will end all too quickly). GMs (or other players!) should play the Assassin. Its prime target is the VIP but it will happily gut anyone that gets in its way, including any workers you have populated the game board with. GMs should encourage the characters to delay the Assassin rather than just run for their lives! This can be done by shooting at it or by setting booby traps, such as overloading transformers, by throwing containers and even citizens in the Assassin's wake! The more ingenious the plan, the more the GM should reward the characters with generous modifiers. An optional rule would be to have the shuttle delayed from leaving by D6 or D3 turns to

add to the tension (perhaps a relay has lost power, or the shuttle's undercarriage is caught in debris, etc).

Alternatives: You could turn the tables by saying that the players are actively trying to terminate the VIP by unleashing the Eversor in the spaceport, and the players' warband arrives shortly after the Eversor. In this case, the VIP should have an almost endless supply of goons (or a rival warband) to throw at the Assassin and players.

