



CODEx™ Assassins



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Top: A Callidus Assassin strikes!

Above: Chaos Space Marines in the sights of a Vindicare Assassin.

Left: An Eversor Assassin engages a Lictor in deadly combat.



Left: A Vindicare Assassin.

Right: An Eversor Assassin conversion built by Ian Pickstock who was inspired by Wayne England's cover painting.





Assassins



By Ian Pickstock & Andy Chambers

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INTRODUCTION



Welcome to Codex Assassins, your guide to the Officio Assassinorum, one of the darkest and most sinister elements of the Adeptus Terra. Contained within the pages of this book are many secrets and untold truths concerning the Imperium's Agents of Death.

Codex Assassins is quite unlike any other codex. Instead of detailing a whole new army that you can collect, Codex Assassins concentrates on just four of the most lethal types of warrior in the Imperium and describes how these highly trained killers carry out missions to rid the Imperium of heretics and traitors.

If you have an army of Space Marines, Imperial Guard or Adeptus Ministorum then you may include an Imperial Assassin in your army. There are four different types of Assassin to collect, each from one of the ancient temples of the Officio Assassinorum. Within these pages you will find the history and ritualised training methods described for each of the ancient temples. Special rules for their unique skills and arcane wargear allow you to use your Assassin in games of Warhammer 40,000. Examples of the Assassins painted by the extremely talented 'Eavy Metal team are shown throughout the book, and can

be used as a guide for painting your own Assassins. Finally, there are details of how the Officio Assassinorum operates at the present. Plus, revealed for the first time, secret documents from the hidden vaults of the Officio Assassinorum which tell of the Wars of Vindication, a dark and anarchic period in the history of both the Officio Assassinorum and the Imperium.

All of this goes together to make Codex Assassins a handy and concise guide to some of the most deadly warriors of the 41st millennium.

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.

Ian Pickstock

June 1997

IAN.P

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THE OFFICIO ASSASSINORUM

Ruling the galaxy-spanning Imperium of mankind requires absolute authority, and this needs to be reinforced by the use of absolute power. In its crudest form, power means armies of warriors, war machines and spacecraft, but it can also be applied in more subtle ways to achieve the desired end. Coercion, bribery, threats, blackmail and murder are all weapons in the armoury of those who rule. To this end, the Imperium has developed several institutions to study, perfect and exploit these weapons to their fullest; ancient institutions that trace their history back to the Great Crusade and the very birth of the Imperium. One such organisation is the Officio Assassinorum.



The Officio Assassinorum, or Office of Assassins, is one of the most secretive organisations in the Imperium. Its hidden Grand Master is one of the High Lords of Terra, the cabal of awesomely powerful individuals whose every decision affects untold billions of people and immense tracts of the Imperium.

Only the High Lords themselves can sanction the deployment of the Assassins, for fear that their own weapons may be used against them. It is said that in the distant past the Grand Masters used Assassins to further their own ends, and a reign of terror clutched even the High Lords themselves. In the anarchic Wars of Vindication the Grand Master himself fell to the Assassin's knife. Thereafter, the High Lords took special care to control the Officio Assassinorum so that, in theory, only traitors and heretics need fear it today.

The Officio Assassinorum is considered, by the few individuals who are even aware of its existence, to be the ultimate tool of destruction and diplomacy. In an Imperium that spans an entire galaxy, there are many who believe that they can defy its authority. Some simply crave for independence away from the Imperial cult, the Ecclesiarchy and a galaxy seemingly ruled by twelve faceless figures in the name of a lifeless Emperor. Others have fallen under the domination of Genestealers or been seduced by the promises of Chaos. This is the Assassin's battleground – the misguided and the ambitious, the foolish and the perverted, all must be purged for the greater good of humanity. No heretics can be allowed to stand against the Imperium or their foul thoughts would spread across the galaxy like a cankerous infection, crippling what

is already a very frail organisation. Planetary rulers across the Imperium must understand that abuse of their power will result in them facing the justice of the sword and gun. Some may be able to avoid the judiciaries of the Adeptus Arbites, fewer still may be able to face off against the Imperial Guard and the Adeptus Astartes, but let it be known that none can stand against the Officio Assassinorum!

THE ART OF DEATH

Assassins begin their training in early childhood when they are chosen from the progeny of death worlds, feral societies and the most dangerous hive-cities of the Imperium. Training starts even as the ships return to Earth, with the Officio instructors testing their prospective pupils mercilessly. The weak and foolish are weeded out before they even board the ships, and as they journey to Terra the wilful and cowardly are excised in tests of determination and enforced discipline.

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 none at all if the instructors deem every recruit to be unworthy.



On arrival at Earth the new recruits are divided amongst the hidden temples of the Officio Assassinorum. Their training becomes ever more rigorous 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 specialist weaponry and techniques. 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. An example of the most thoroughly concealed is the Culexus temple with its horrifying psyker Assassins. Thus, when the High Lords of Terra select their tools of death from the lethal disciples of the secretive Officio Assassinorum, they are assured of only the most finely honed and efficient living weapons.

THE WARS OF VINDICATION

THE AGE OF APOSTASY AND THE REIGN OF BLOOD

The Age of Apostasy raged for over two millennia, during which time the Administratum and the religious order of the Ecclesiarchy tore the Imperium apart from within. The culmination of this period was Lord Vandire's Reign of Blood. Vandire rose to the joint position of Master of the Administratum and Ecclesiarch. He brought terror to the worlds of the Imperium: individuals that opposed him were assassinated, systems that failed to pay his crushing tithes were virus bombed into oblivion. Weak-willed bureaucrats were easily turned to his own purposes, and his great charisma as the head of the Emperor's faith sent the Ecclesiarchy's warrior orders on bloody religious crusades. Fanatical warriors vanquished those that Vandire deemed to be heretics and blasphemers. Eventually many branches of the Imperium turned against the ageing megalomaniac, resulting in the Wars of Apostasy. Five Space Marine Chapters, and the armed might of the Adeptus Mechanicus fell upon the Imperial palace in an attempt to end Vandire's Reign of Blood by force. In the end Vandire's own bodyguard, the Daughters of the Emperor, turned on him after learning from the Emperor himself that Vandire was destroying the Imperium. Alicia Dominica, leader of the Daughters of the Emperor, beheaded Lord Vandire with her power sword. With Lord Vandire dead, the Adeptus Terra lay in utter ruins. Many fled fearing the wrath of Imperial retribution, others remained hoping to either ride out the troubles or to continue to serve their former master, spreading yet more corruption throughout the Imperium. It is during this turbulent period that the Wars of Vindication took place...



AUTOPSY REPORT

Date: 0140288/M36

Subject: CLASSIFIED (subject Alpha).

Mortician: Biologis Magos Jenob.

Two puncture wounds, both 13mm in diameter, on the body of subject Alpha indicate entry wounds from a pistol, fired from short range with low velocity rounds. Both the cerebral cortex and the heart muscle show signs of massive internal damage indicating use of an explosive type round and ruling out the use of stabbing or cutting instruments.

No exit wounds are present and no sign of any bullets or bullet fragments in the body. Lack of burning and or cauterised tissue rules out the use of energy weapons. Lack of post mortem bruising also rules out removal of the bullets by another party. I cannot find any accurate explanation for this.

My final conclusion is that subject Alpha died instantly from a combination of brain death and heart failure brought on by massive trauma to both of these organs.



Death of the Grand Master of Assassins



UTILITATUM ADMINISTRATUM SOLUM

INSCRIPTOR: *Demos*
 ILLUMINATOR: *Mesclilla*
 SCHOLA EDIATRIX: *Fraus*
 EDO PURIFICATUM: *Tuera*
 EDO DIABOLUS: *Fra Mutus*
 EXEMPLARIS: *II*
 TABULA LIBRARIUM: *0M362132 71B460*

++++++**DATE:** 0139288/M36
 ++++++**REF:** 009882/HJ
 ++++++**TO:** The Inquisitorial Representative
 ++++++**FROM:** Inquisitor Jaegar
 ++++++**SUBJECT:** Death of the Grand Master of Assassins

Thought for the Day

"Know your destination
 before you set out"

A few months after the death of Lord 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. This period of violence culminated with the death of the Grand Master of Assassins himself.

It was brought to my attention that the same day as this heinous crime, a package was delivered to the Inquisition. Contained within was one signet ring, and a provenance written in an anonymous hand.

The signet ring bore the seal of the Officio Assassinorum, and was an exact replica of the ring worn by all Grand Masters of Assassins as a badge of office. The provenance enclosed with the ring claimed that the one contained within the package was the original, while the one on the finger of the recently deceased Grand Master was in actual fact a fake.

An Inquisitorial Seal was immediately thrown around the mausoleum containing the Grand Master's body and we set out to investigate these claims for ourselves. If the provenance were true, then the ring on the Grand Master's finger would have a data crystal instead of a ruby. This did, in fact, prove to be the case, and threw into doubt the identity of the body that now lay in the mausoleum. If it wasn't the Grand Master then who was it? Who was responsible for the package that led to this discovery and where was the real Grand Master?

The information stored on the data crystal was an Adeptus Administratum vault code. The Adeptus Administratum has vast vaults on Terra, hundreds of chambers holding some of the Imperium's darkest secrets. To locate any one vault could take someone years or even decades of searching. The key to finding a vault is to use one of the special Archive-Servitors. These Servitors are linked to a special memory-slave that holds the locations of most of the vaults. It should be stressed that for security purposes the data bank only has the locations of the vaults and not any details of what is stored in them. We requisitioned three Archive-Servitors and placed a sensor beacon on each before inputting the vault code. Two of the Servitors

malfunctioned, the first incorrectly plotted a course across a walkway that no longer existed and fell two kilometres suffering irreparable damage. The second one simply disappeared. After a two week period only one of them had successfully located the vault, its sensor beacon indicating that it had travelled some fifty kilometres into the depths of the Terran hive. The entrance to the vault was blocked by a collapsed passageway and an excavation team was needed to break through the rubble.

In case we had stumbled into a trap, another Servitor was despatched immediately to investigate the vault. What we found was another dead body. The body of the Grand Master lay preserved in a stasis field. However, upon genetic testing, this too proved not to be the remains of the true Grand Master!

Stored with the body was a document which I believe was written by the real Grand Master. In the face of such overwhelming evidence I can find no reason to doubt the testimony contained in the document (replicated on the following pages) which reveals widespread corruption within the Officio Assassinorum.

My final conclusion is that the Officio Assassinorum is in dire need of reorganisation, and like many offices of the Adeptus Administratum it needs more rigorous monitoring. This will fall into the jurisdiction of the Inquisition and we will be setting up a new department to carry out this function. The department will be called the Ordo Sicarius.

I recommend, to avoid further embarrassment, that no traces of this should come to light and Imperial records be amended to read thus: "In the anarchic Wars of Vindication the Grand Master himself fell to the Assassin's knife. Thereafter, the High Lords took special care to control the Officio Assassinorum so that, in theory, only traitors and heretics need fear it today".

I respectfully submit this report to you and leave unto your discretion how much information you disclose to higher authorities.

By Order of the Inquisition

Inquisitor Jaegar



The Grand Master's Report



UTILITATUM ADMINISTRATUM SOLUM
 INSCRIPTOR: Kaleb
 SCHOLA EDIATRIX: Akhuze
 EDO PURIFICATUM: Dominie
 EDO DIABOLUS: Fra Arkel
 EXEMPLARIS: II
 TABULA LIBRARIUM: 0N36217829BN28

+++++ SECURITY LEVEL: Ω1 +++++

DOCUMENT CODE: WV3

VAULT CODE: 060034561/OS5

AUTHOR: CLASSIFIED

ARCHIVIST: Jaegar, Inquisitor - Ordo Sicarius

+++++ SECURITY LEVEL: Ω1 +++++

This document has been coded security level Omega One. Failure to gain the correct security clearance will result in immediate termination.

By order of the Ordo Sicarius

For eighty years I have resided over the Officio Assassinorum, and if this document has fallen into the hands of the Inquisition then I have been successful in uncovering both the assassination attempt upon my life and the corruption within the Officio Assassinorum. I can only hope that the person reading this takes the appropriate action to prevent any further spread of this corruption.

During the reign of Lord Vandire, I relentlessly resisted allowing this evil man any foothold within the Officio Assassinorum. But as his hold over the Imperium tightened, it rapidly became obvious that Lord Vandire had somehow enlisted the help of the Officio Assassinorum. Several reports of dead and missing officials and dignitaries pointed toward involvement by the Officio Assassinorum. Of course, all the assassinations concerned were carried out perfectly and no obvious traces of Officio Assassinorum involvement could be found. But, familiar as I am with the modus operandi of all the hidden temples of the Officio Assassinorum, there were enough clues within the reports for me to detect a pattern. Plus, all the deaths seemed to be terribly convenient for furthering Lord Vandire's own ends.

The question that now remained unanswered was, who was Vandire's man within the Officio Assassinorum? Looking at the

reports of missing people and mysterious deaths there was no one temple responsible. Some I suspected to be the responsibility of my own Vindicare Temple, while others had been horribly mauled by the assassins of the Eversor Temple, and many poisonings could quite easily be the Venenum Temple. The list went on implicating many possible temples and making it impossible to point the finger in any one direction. This left me with one of two conclusions. The first was that the Officio Assassinorum had been corrupted to its very core by Vandire and his bribes and blackmail. This, however, seemed unlikely, due to the veil of secrecy over the Officio Assassinorum which meant that even Lord Vandire could only know of a few individuals within the Officio Assassinorum.

The only other possible answer lay with the Callidus Temple. Using the shape-altering drug polymorphine to assume alternative identities, the Callidus Temple is notorious for the ability of its assassins to infiltrate other offices of the Imperium. Many a planetary governor has fallen foul of a Callidus assassin disguised as a beautiful courtesan or lowly servant. With such skills and expertise at its disposal, the Callidus Temple could easily infiltrate the Officio Assassinorum itself.

The final damning fact was the presence of a man called Tziz Jarek. As the Director Primus of the Callidus Temple he was a powerful man within the Officio Assassinorum, and my arch-rival. Jarek was favoured to be the next Grand Master himself, but when the position became vacant a cruel set of circumstances prevented him from taking up the post. At the time Tziz Jarek was engaged upon a mission, infiltrating a strong warband of Dark Eldar. The strange and twisted psyche of these beings meant that only the most skilful of Callidus assassins could attempt this dangerous task, hence Jarek headed up the operation himself. Jarek and his elite team of Callidus assassins hadn't been heard of for over a year and many felt that they must have failed, probably with fatal consequences. This was certainly the standpoint that the High Lords of Terra took when the previous Grand Master died of old age and the post was given to me.

When Jarek returned from his mission victorious, he was dismayed to find the post that should have been his filled by me. Both myself and Jarek were initiated into the Officio Assassinorum at a similar age, he knew as well as I did that he would never get to be Grand Master now. By the time I died and vacated the office of Grand Master he would either be too old or dead himself. Unless I should suffer a fatal accident in the meantime...

But Lord Vandire knew of this rivalry too, he had been one of the High Lords of Terra responsible for giving me the position of Grand Master. Having failed to enlist the Officio Assassinorum to his cause through me, it would be an obvious move for Lord Vandire to use Jarek's hatred of me to gain a foothold in the Officio Assassinorum.

Using the skills and resources of the Callidus Temple, I believe that Jarek infiltrated several temples within the



Officio Assassinorum. It seems that Jarek ordered the assassination of a high ranking official within a particular temple and then replaced him with a Callidus assassin. Thus Vandire's evil corruption infected the Officio Assassinorum and spread like a malignant tumour.

With the death of Lord Vandire, many offices of the Adeptus Administratum were being ordered to purge their own ranks of individuals suspected of siding with the fallen Ecclesiarch. Jarek knew that the Officio Assassinorum was an unforgiving organisation which does not tolerate errors or failure of any form. A purge within the Officio Assassinorum would be utterly ruthless. Anyone, even if unwittingly involved in Lord Vandire's schemes, would fall. I realised at this point that my own life could be in danger. If I was Jarek, my next move would be to assassinate the Grand Master and use polymorphine to assume his identity. I set in place my own contingency plans. To avoid the fate that Jarek undoubtedly had set for me, I had the fake signet ring made and got a loyal Callidus assassin to assume my identity.

Jarek's next move was just as I had expected. One night he and two other assassins entered the chambers of the Grand Master and killed my double. At this point I elected to disappear. In reply to those who may query why I did this, I knew now what a weak organisation the Officio Assassinorum was. If it could fall victim to the corruption of a few individuals then the entire organisation needed reconstructing. To do that it would have to be utterly smashed first.

I was determined to bring the Officio Assassinorum to its knees. Only then would it stand any chance of surviving at all. Together with a group of loyal assassins I declared all-out war. Jarek may be sitting in the office of the Grand Master, wearing my signet ring on his finger, but I was still the Grand Master and a High Lord of Terra. Only I knew all the Officio Assassinorum's secrets. Only I knew the codes that unleashed Eversor assassins. Only I knew the hidden identity of every single assassin. Only I could gain access to the Officio Assassinorum's secret arsenals, containing some of the most devastating weaponry in the Imperium...

Day and night, assassins loyal to me battled against the renegades. Eversor assassins stalked the corridors, the coded identities of renegade assassins programmed into their sub-conscious. My own Vindicare assassins lay in air ducts and hid in the tall alcoves of the Imperial palace, gunning down traitors with impunity. Hideouts were located and destroyed with lethal demolition charges, some so powerful that whole sections of the Imperial palace collapsed, killing many innocent people. Many loyal assassins risked using weapons from the Officio Assassinorum's secret arsenal: some were unstable, or limited in the amount of ammunition available. But when fighting against opponents as lethal as a fellow assassin, if these tools of destruction could kill just one of our foes then it would push the war in our favour.

One by one the assassins that had supported either Vandire or Jarek were brought down, until finally only Jarek remained. I confronted him in the chambers of the Grand Master.

I had prepared for this moment right from the very start: a haywire charge lay planted within the very fabric of my desk, a voice-activated sensor would detonate the grenade when I spoke the code word. My Exitus weapons were still mounted ceremonially on the wall. But one of these weapons was not a show piece, the pistol was loaded and armed. Jarek was prepared also, he lay waiting for me, the wargear of the Callidus Temple ready. He grinned with glee, knowing that even a master of hand-to-hand combat like myself stood little chance against the longer reach of his C'tan phase sword and the dreadful brain debilitating effects of a Neural Shredder.

I said the code word and the haywire grenade detonated sending an electromagnetic pulse through the chamber. Jarek looked on in horror as the energy drained from his weapons leaving them useless. I used Jarek's moment of indecision to pull the Exitus pistol from its place on the wall and fired twice. By this time Jarek had recovered from the shock of losing his weapons, but his attempts to dodge were in vain, the

Thought for the Day

"Faith in the Emperor
is its own reward"

tiny targeting computers inside each bullet were programmed to lock onto Jarek's heat signature and would follow him whichever way he dived. The first hit Jarek in the head and the second struck his chest. Specially chosen biodegradable rounds ensured that the weapon that killed Jarek could never be traced. I removed the ammo clip from the Exitus pistol, replaced it with a clip of conventional rounds and placed the weapon back on the wall.

With this final deed I had brought to an end the corruption within the Officio Assassinorum. However, like a gangrenous infection I had been forced to remove the infected limb in its entirety. The Officio Assassinorum now lies in ruins and I leave its rebuilding in the hands of the Inquisition. For my part in these events I cannot remain completely blameless. I was foolish enough to think that the Officio Assassinorum could stand alone and not fall to the corrupt ways of someone like Lord Vandire. I should have been on my guard and vigilant. Like a sniper waits silently for his quarry, I should have been looking for the seeds of corruption and stamping them out before they had a chance to take root.

It is for these reasons that I cannot possibly continue to be the Grand Master, both for the good of the Imperium and for the rebuilding of the new Officio Assassinorum. In as much as I am a part of that old corrupt organisation, it is impossible for me to be part of the new Officio Assassinorum. I can only hope that I have absolved myself in front of the Emperor. Only He can be my judge and decide whether or not I am worthy of his everlasting peace.

"Exitus Acta Probat: The Outcome Justifies The Deed."

The Grand Master of Assassins
02345208/M36—0132288/M36

Classified



ARMY LIST

OFFICIO ASSASSINORUM

All Imperial Assassins are indoctrinated into one of the many secret temples of the Officio Assassinorum. No two temples approach the art of death in the same way and each one trains its Assassins to use its highly specialised wargear and to carry out missions with their own unique techniques. The following pages give details of four of the ancient temples of the Officio Assassinorum – the Vindicare, the Callidus, the Eversor and the Culexus. Each temple includes special rules for the wargear used by their Assassins and the extra skills they gain from their ritualised training.



Any army that states that it may include Imperial Agents as allies may include up to one Imperial Assassin, chosen from one of the temples listed below. You may never have more than one Imperial Assassin in your army. As an ally, the points cost for the Imperial Assassin comes from your Support allocation.

Vindicare Assassin	215 points
Callidus Assassin	237 points
Eversor Assassin	240 points
Culexus Assassin	210 points

All Imperial Assassins, whichever temple they belong to, have the following basic profile.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Assassin	6	8	8	5	5	4	8	4	10

ASSASSIN TEMPLES

If you decide to include an Assassin in your army then you must take it with all the skills and wargear associated with its temple, you may not swap items or issue new pieces of wargear. If you have the Special Issue Strategy card, then you may use it to give an Imperial Assassin an additional piece of randomly generated wargear. As it is extremely rare for an Assassin to be issued with extra wargear, this is more likely to represent a weapon or piece of equipment that they have picked up from the body of an enemy warrior during their mission.

IMPERIAL ASSASSIN SPECIAL RULES

All Assassins are highly trained killers. Even unarmed, each one is a finely tuned and deadly killing machine. This is achieved with a certain level of basic training that all

novitiates receive regardless of which temple they are being indoctrinated into. These are the basic skills for any Assassin and allow him to survive and carry out his deadly missions on the hostile battlefields of the 41st millennium.

Psychology. Imperial Assassins are implacable foes and are unaffected by the Psychology rules described in the Warhammer 40,000 Rulebook. They are completely immune to Fear, Terror and any other psychological effects, regardless of the source.

Leadership. Imperial Assassins cannot be broken – they are automatically assumed to pass any Break test. However, Assassins may never lead other units, and their Leadership is never used by friendly troops. This is an exception to the normal character rules given in the Warhammer 40,000 Rulebook and reflects the way Assassins fight as individuals.

However, if the Assassin is attacked by a psychic power that calls for the Assassin to pass a Leadership test then they must still test using their Leadership characteristic. This is because they are living human beings with a nervous system that can be affected by psychic powers.

Gas Weapons. All Imperial Assassins wear a protective layer known as synskin. Synskin is a spray-on second skin. It is airtight, watertight and proof against most gases. In addition it feeds counteractive agents into his bloodstream, making him completely immune to several poisons and toxins. An Imperial Assassin cannot be harmed in any way by weapons that use Choke, Scare, Hallucinogen, Toxin or Virus effects. Note that this does not include Tyranid poisons and venoms which affect the Assassin as normal.

Dodge. The Imperial Assassin's trained reflexes are augmented by the booster chemicals of his synskin and enable him to react quickly to any threat by dodging out of danger. To represent this, an Imperial Assassin can avoid the effects of any damaging hit, including psychic attacks on a D6 roll of 4, 5 or 6. This is much like an ordinary saving throw, but it is not reduced by weapon saving throw modifiers.

If an Imperial Assassin successfully dodges an attack that uses a blast marker or other template, then the model is moved outside the affected area to the nearest edge of the template. The Assassin may not be moved into hand-to-hand combat.

Vision. Imperial Assassins have highly sophisticated bio-implants which enable them to see in the dark or through dense smoke. They are not affected by gas or smoke weapons that normally obscure vision, although the Assassin is affected by Blind grenades and missiles as normal.

Infiltration. Imperial Assassins can secrete themselves deep within enemy territory (in fact they're famed for doing so) and use the rules for Infiltration as described on page 11 of the Warhammer 40,000 Rulebook.

VINDICARE ASSASSINS

VINDICARE ASSASSIN 215 points

The Vindicare temple of Assassins specialises in vengeance and revenge killings. Vindicare Assassins practise callous, unfeeling destruction which eliminates the target 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. To complement this, the Vindicare temple emphasises stealth and evasion techniques as well as weapons training. 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 position overlooking their target for weeks before finally taking their shot.

The skills of the Vindicare temple are commonly used to slay those who use mob rule and rousing oratory, replying to sedition with the seemingly divine retribution of an invisible, untraceable sniper. Many false messiahs have fallen with a Vindicare bullet through their brains as they preached their credo. Rebellious politicians and revolutionary leaders who speak out against the wisdom of the Imperium constantly fear being cut down on the

rostrum. When such charismatic figures die at the hands of a faceless servant of the Emperor, their followers soon become disillusioned and fearful. In this way, many heresies have been stopped with a single shot.

Vindicare Assassins are always in great demand to support Imperial forces on the battlefields of the war-torn galaxy. Overly successful alien commanders and dangerously powerful psykers often fall beneath the cross-hairs of the Vindicare.

In one celebrated (but carefully concealed) incident, a massed Eldar assault in the Lammass campaign was halted



An Imperial Assassin of the Vindicare temple selects an Eldar Phoenix Lord as his next victim.

by a lone Vindicare Assassin hiding in a ruined hab-tower. The tower enjoyed a commanding view of the surrounding terrain, so that time and again the Eldar advance was stalled by a hail of deadly fire which slew Exarchs, Warlocks and support weapon crews in quick succession.

Eventually the Eldar called in their Scouts to clear the tower, but when they entered it they found it deserted and empty.

PROFILE M WS BS S T W I A Ld

Vindicare Assassin	6	8	8	5	5	4	8	4	10
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SPECIAL RULES

Imperial Assassin. The Vindicare Assassin is trained in the ancient arts of death as taught to all Assassins regardless of their temple. The special rules for

For eight days he had lain absolutely still and undetected, tensing and releasing each muscle in turn to keep himself ready for action. So subtle were his movements that not a single leaf stirred, and the red feathered birds nesting above him continued to feed their young undisturbed.

Exhaling slowly, he released his conscious mind, using his well-honed instincts to sense the armoured tower in the distance where his prey still hid...

The self-declared Prophet Elisiah would have to speak to his people soon, and when he did, the Vindicare would be ready.

As dawn broke, the Assassin's sensors picked up the swish of thick curtains in the tower, and he looked up. Far away, on the tower's balcony, Elisiah stood with arms outstretched to welcome the morning sun. As he watched through the sight of his Longrifle, the Assassin carefully loaded his special ammunition. Seconds later a flash of crackling blue energy engulfed the Prophet as his displacer field overloaded. For a moment the Prophet stood stunned, then the second bullet hit, punching through the shining dome of his bald head and ending his heresy in a split-second.



Psychology, Leadership, Gas Weapons, Dodge, Vision and Infiltration apply.

Marksman. The Vindicare Assassin may ignore all restrictions on choosing a target (he can even fire at characters within a unit!) and may fire at any model he can see. He can also choose the hit location when firing against targets with a hit location table, such as vehicles and bunkers. The Marksman skill also increases the long range the Assassin can fire at by 50%. This means that the Exitus Longrifle has a 54" long range, and the Exitus Pistol can fire up to 18".

Rapid fire – Exitus Longrifle. As long as he remains stationary, the Assassin may fire his Exitus Longrifle twice in the shooting phase. This skill may not be used whilst on overwatch, nor may it be combined with the Hipshooting – Exitus Pistol skill described below.

Hipshooting – Exitus Pistol. When a Vindicare Assassin has performed the fatal deed he must escape, sometimes through a crowd of angry malcontents. In such close quarters the Exitus Longrifle is rather unwieldy, so the Assassin must rely on his pistol. To represent this, the Vindicare Assassin may make a run move and fire his Exitus Pistol in the same turn. Troops who run cannot normally make any kind of ranged attack.

VINDICARE ASSASSIN WARGEAR

**Exitus Acta Probat:
The Outcome Justifies The Deed.**
Motto of the Vindicare Temple.

A Vindicare Assassin is armed with Exitus Weapons, Exitus Ammunition, Stealth Suit and Spy Mask. This wargear must be taken and may not be swapped for other wargear. The special rules are as follows:

EXITUS WEAPONS: Exitus Weapons are purpose-built for each individual Vindicare sniper. They are manufactured as matched sets of a pistol and a rifle. Both use the same high-powered rounds with armour piercing tips for general purpose executions. They also accept a variety of special ammunition types for particularly well-protected targets. Remember that the Vindicare Assassin's Marksman skill allows him to increase the long range by 50%.

EXITUS LONGRIFLE

RANGE		TO HIT		STR	DAM	SAVE MOD	ARMOUR PENE
S	L	S	L				
0-18	18-36	+1	+1	5	1	-3	D6+5

EXITUS PISTOL

RANGE		TO HIT		STR	DAM	SAVE MOD	ARMOUR PENE
S	L	S	L				
0-6	6-12	+2	-1	5	1	-3	D6+5

Special: Close Combat

EXITUS AMMUNITION: Special Exitus Ammunition types may only be used with an Exitus Pistol or Longrifle. A Vindicare Assassin carries one each of the following rounds; each round may only be used once during the battle.

Shield-Breaker. If the target is protected by a force field the field is automatically destroyed and may not be used for the rest of the battle. If the target has no force field it takes normal damage. There are no exceptions to this, even Tyranid Zoanthrope's warp fields, Eldar Warlock's Rune armour and the Psychic Shield, Force Dome and Aura of Fire psychic powers can be destroyed by a Shield-Breaker round.

Turbo-Penetrator. This has a -6 saving throw modifier and inflicts double damage (2 wounds). When rolling for armour penetration, roll D6+5 and double the result.

Hellfire. Always wounds on 2+ against living targets and causes D6 wounds. Hellfire shells affect Tyranids, but do nothing to daemonic creatures. Note that this does not have a splash effect like a heavy bolter hellfire shell.



STEALTH SUIT: The Stealth Suit combines chameleon chemicals with the ordinary synskin worn by Imperial Assassins. The combination of the Stealth Suit and a Vindicare Assassin's training means that if the Assassin fires while he is hiding, he is not spotted – instead flip over the Hidden counter to show that he is only Detected. Note that the Stealth Suit does not stop the Vindicare Assassin being detected by troops within their Initiative distance, or who gain a clear line of sight by moving around the cover that conceals him.

SPY MASK: The Spy Mask contains cartridges of concentrated food and water for extended operations, and a multi-channel comm sensor for monitoring enemy communications. However, the main feature of the Spy Mask is a wide-spectrum visor which can pick out heat and energy sources at tremendous distances. This enables the Assassin to fire at Hidden models with a -6 to hit modifier, or Detected models with a -3 to hit modifier. These to hit modifiers are in addition to any others for cover, movement, etc.

Three things matter in marksmanship –
location, location, location.

Training Dogma, Vindicare Temple,
Officio Assassinorum.

CALLIDUS ASSASSINS

CALLIDUS ASSASSIN 237 points

The Callidus temple is the most subtle of the ancient hidden temples of the Officio Assassinorum, specialising in the artful deception of the enemies of the Imperium.

The methods of the Callidus temple are those of utmost cunning and subtlety. They are often used on missions where overt interference by the Imperium would upset the intricate balance of power maintained by the High Lords of Terra. The Callidus Assassin is the ultimate tool against the over-ambitious who use diplomacy, bribes and corruption to further their position. Such individuals play a dangerous game in the corridors of power, making a mockery of the Imperium whilst appearing to do no wrong.

The techniques that the Callidus temple use to bring down a target are many and diverse, and can go far beyond that of simply killing the perpetrator. The Callidus temple undertakes many covert operations which may involve an Assassin infiltrating an enemy civilisation for months or even years. Their aim is to get close to the chosen target, so that they can carry out their mission. This could range from simply influencing important decisions to eliminating the target at a key moment.

To achieve their exacting tasks the Callidus temple specialises in the use and development of the shape-altering drug Polymorphine. An injection of Polymorphine allows a trained Callidus Assassin to completely change their appearance. Under the influence of the drug the user's body undergoes dramatic changes, which only a fully trained individual can keep under control. Essentially, at a cellular level, the bonds that hold the flesh, bone and nerve cells together are broken down by the Polymorphine drug, allowing the user a brief period to rearrange their cell structure. They can lengthen bones, stretch

skin, change the size and shape of their muscles, convert protein cells to fat cells and vice versa. Once the Polymorphine drug has done its work the cells re-establish their bonds and the Assassin will now be changed into a new form until another injection of Polymorphine allows them to re-assume their original shape or change to another.

All the Assassins of the Callidus temple are trained in the use of Polymorphine. With Polymorphine alone a Callidus Assassin may masquerade as any human being they may choose, from a beautiful young woman to a crippled old man. However, in addition, the Medicus Adepts of the

Imperium have developed a range of surgical implants to allow Callidus Assassins to mimic members of alien races, like Orks and Eldar. The implants consist of flexi-cartilage and hardened synskin, similar to that 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 into the genetically encoded shapes that allow the Assassin to restructure their body into the grotesque and hunched form of an Ork, or the lithe and graceful body of an Eldar. The most startling and horrific of these implants are those that allow a Callidus Assassin to transform themselves into the totally alien form of a Genestealer Hybrid!

Whilst using Polymorphine an Assassin must have complete control of their body as well as total empathy with the subject they are attempting to replicate. The high level of discipline required by the complex, ritualised forms of



combat also helps the Assassin achieve the inner calm and total concentration required. 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 by and large the female novitiates make better chameleons than the men.

Callidus Assassins undergo years of rigorous training to use Polymorphine and become one of the living weapons of the Callidus temple. As part of this training, the Callidus temple practises innumerable ancient and secret martial arts. These arts train the Assassin in many deadly forms of combat, against which even a battle-trained foe would be hard pressed to find a suitable defence. A Callidus Assassin must move among the enemy as one of them, so choice of weaponry is always limited and in some cases the Assassin may be forced to fight bare-handed. Even so, a Callidus Assassin is just as deadly unarmed as when carrying the lethal but easily concealed weaponry used by their temple.

On the battlefield, Callidus Assassins are dropped behind enemy lines, where they use their cunning and stealth to infiltrate the enemy army. Usually this is done by eliminating individuals and taking their place. By disguising themselves with the recently deceased's armour and wargear and using Polymorphine to change their body, the Callidus Assassin can assume the identity of almost anyone in the enemy force. Using this technique the Callidus Assassin can get close to enemy commanders or powerful psykers, influencing their strategy and finally killing them when the opportunity arises.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Callidus Assassin	6	8	8	5	5	4	8	4	10

SPECIAL RULES

Imperial Assassin. The Callidus Assassin is trained in the ancient arts of death as taught to all Assassins regardless of their temple. The special rules for Psychology, Leadership, Gas Weapons, Dodge, Vision and Infiltration apply.

Evade. Callidus Assassins spend years training their muscles and honing their bodies with gymnastic and callisthenic exercises. This primarily gives them the physique to accept the Polymorphine drug, but also benefits them on the battlefield where their suppleness allows them to move swiftly and duck, dive and weave through a hail of incoming fire. Any enemy shooting at the Callidus Assassin from short range suffers a -2 to hit penalty, while any enemy shooting at long range suffers a -1 penalty. This bonus only applies if the Callidus Assassin is out in the open, not if she is behind cover.

Jump Back. A Callidus Assassin must be able to stay close to her chosen target, which may mean ignoring bodyguards and screens of troops sent to delay her. A Callidus Assassin may use her great speed and agility to leave a hand-to-hand combat unharmed. At the start of the hand-to-hand combat phase the Callidus Assassin may disengage from combat



By their very nature, Assassins are covert and stealthy warriors who cannot afford to be discovered, so we painted their synskin suits black with blue-grey highlights. This also made them look appropriately sinister. Details on weapons, buckles and other equipment were then picked out in contrasting colours.

by jumping back. The Callidus Assassin may do this automatically and the opponent gains no free strike. Simply move the Callidus Assassin up to 2" out of hand-to-hand combat. This move may not be used to enter another hand-to-hand combat.

Reign of Confusion. Whilst masquerading as a member of the enemy force, a Callidus Assassin is trained to sow seeds of doubt and confusion by giving out bad advice and subtly misinterpreting orders. To represent this, a player with a Callidus Assassin in his army may force their opponent to discard one of their Strategy cards, chosen at random and without using it, at the start of the game.

Lord Siltarius felt the sense of victory draining from him as he listened to Villar's report. Blast them, he had been so close! Meddling Imperial fools! But what to do now? They were rapidly closing in on his bunker. A valiant last stand? As he pondered, his indecision was interrupted by his trusted adjutant.

"Your Rhino is waiting outside sir, perhaps you will observe the situation more accurately from the ridge?"

"Yes, yes, we can't allow them to exploit their breakthrough." As usual, Villar had seen the best choice. Siltarius followed his adjutant from the bunker to his personal transport. He ordered his bodyguards aboard as Villar climbed through the driver's hatch. Lost in thought, Siltarius strolled to the rear doors and climbed in himself. The bodies of the soldiers who had boarded moments before him lay dead all around, but before he could cry out a hand clamped firmly across his mouth.

"Your crimes are at an end rebel" a voice hissed in his ear. "The Emperor deems you unworthy and you are hereby removed from office." As darkness engulfed him, the blue flicker of a long blade illuminated a hate-filled face, the face of his loyal adjutant Villar...

CALLIDUS ASSASSIN WARGEAR

Dictatus Callidus:

"We are the killing tools of the Imperium, we live to honour the Callidus temple and die to serve the Emperor."

A Callidus Assassin is armed with a C'tan Phase Sword, Neural Shredder, Polymorphine and Poison Blades. This wargear must be taken and may not be swapped for other wargear. The special rules are as follows:

C'TAN PHASE SWORD: The Phase Sword was found on one of the long dead worlds of the C'tan. Excavations by the Adeptus Mechanicus uncovered numerous artefacts of extremely advanced technology, but of their makers, the enigmatic C'tan, there was no evidence.

The blade of the Phase Sword is unusual in its ability to phase in and out of real-space by molecular realignment, so it is capable of bypassing armour and protective fields. A model wounded by a C'tan Phase Sword does not receive an armour save, even for armour fields.

Str	Dam	Mod	Pene	Special
5	1	No Save	2D6+5	Parry

NEURAL SHREDDER: The Neural Shredder is of unknown origin, although some speculate that it is but one of a range of psychic weapons developed by the Adeptus Astra Telepathica. If, at the end of the Imperial player's hand-to-hand phase, the Callidus Assassin is not in base-to-base contact with any enemy models then she may fire the Neural Shredder. To fire the Neural Shredder place the Flamer template so that the pointed end is touching the Assassin. Any models wholly under the template are hit automatically, while models partially under the template are hit on the D6 roll of 4+. All models hit must pass a Leadership test with a -2 modifier to their Leadership characteristic. If the test is failed the model suffers 1 wound with a -3 saving throw modifier. Armour fields do not protect against the Neural Shredder.

POLYMORPHINE: The Callidus Assassin is not deployed at the start of the game. Instead, the player may reveal at any time that the Callidus Assassin is in fact disguised as one of the enemy! The player can select either an Ork, Squat, Human, Genestealer Hybrid or Eldar and substitute the Callidus Assassin for that model. The model must be a basic trooper model and not a character model, vehicle crewman or have a heavy weapon. In addition, as armour restricts the movement of the Assassin, the model the Assassin replaces cannot have an armour saving throw better than 3+ on 1D6. The Assassin discards any captured wargear as she casts off her disguise, and has only the weapons and wargear normally carried.



POISON BLADES: A Callidus Assassin frequently has to operate with little or no weaponry. However, a Callidus Assassin is never totally unarmed and will always manage to secrete several needle-like Poison Blades about her person. The Callidus Assassin can drive these through weak-points in armour, such as eyes and other exposed areas.

If there are still enemy models in base-to-base contact with the Assassin at the end of the hand-to-hand combat phase, she may attack one with a Poison Blade. The Poison Blade hits on a D6 roll of 3+, inflicting a S4 hit that causes 1 wound, with no armour saving throw allowed. Armour fields may save as normal.

Dictatus Callidus:

"To assume the shape of the accursed and deliver death from the purity within you - that is to be Callidus."

EVERSOR ASSASSINS

EVERSOR ASSASSIN 240 points

The Eversor is possibly the most gruesome of the many temples of the Officio Assassinorum. The Eversor specialise 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 rebel governors who have plans to move against the Imperium with a large armed force of renegades. Rather than meet this threat with a huge and costly war that will use up precious resources and probably leave whole planets ravaged, the High Lords will sanction the use of an Eversor Assassin. An Eversor 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 renegades are totally cleansed and that no would-be successors may take over. The enemy are utterly destroyed forever by the Eversor's unstoppable attack.

In order to fulfil these gruelling objectives, the Eversor temple trains its Assassins to be utterly ruthless and completely dedicated to the Imperium. Using specialised knowledge of genetics and human biology, every single Eversor Assassin is engineered to be a super-human killing

"Sow the seeds of damnation and I shall reap the souls of the tainted"

Modus Executus

machine, their bodies driven beyond normal human capabilities by genetic alterations and advanced bionics. In addition, the Eversor temple has developed a range of combat drugs to alter the Assassin's state of mind to that of a psychopath, and push his bio-enhanced body to its absolute limit.

Each Eversor Assassin develops hyper-immuno systems to counter the toxins in the many drugs used by the temple. However, a large number of the drugs are also highly addictive. Without them the Assassin will almost certainly die, with them the Assassin is turned into an unstoppable killing machine. The inevitable result of this is that the Assassin becomes addicted to the killing itself! The only way Eversor Assassins can be kept under control 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 Eversor temple



An Eversor Assassin cuts a bloody swathe through the bodyguard of Karandras the Shadow Hunter.



CODE NAME: Eversor Assassin 0034/H/N/Tormentius

LOCATION: Segmentum Obscurus – Uphrateus

MISSIONS TO DATE: 67

MISSION SUCCESS: 98.3%

STATUS: ~~Permanently~~ *REVOKED*

have 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 he is transferred from the cryo-crypt to a special drop pod, where neuro links feed the details of the mission to him while he remains in cryo-suspension. The pod is launched at the target planet, as remote links with the spaceship reanimate

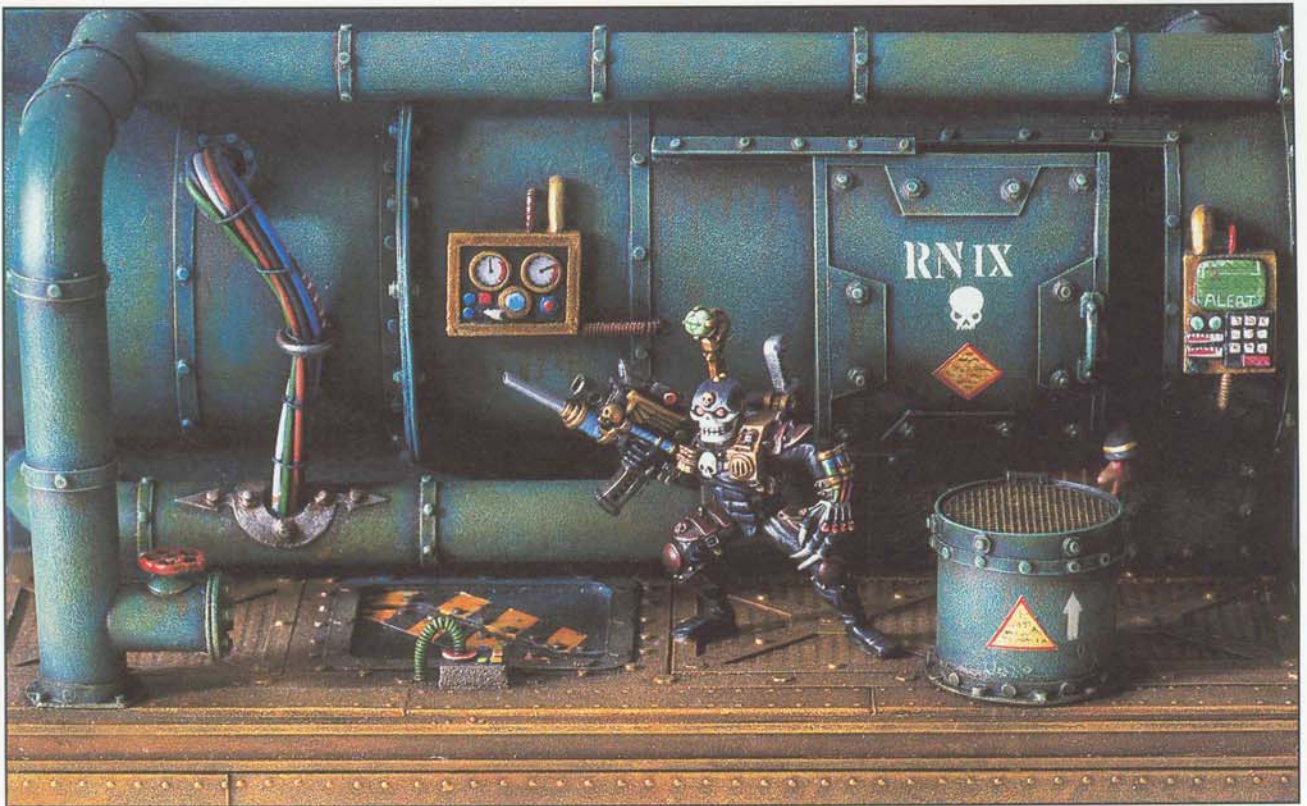
the Assassin and ready his finely-tuned body with all he needs to complete the mission. When the pod impacts, the Assassin will be fully awake and ready to begin his grim task. He will be totally unaware of the time spent in cryo-suspension – he might have spent years or even centuries in a frozen state, but to the Assassin the time gap between the end of the last mission and the start of the next will be mere moments. He will be psyched up and ready to satiate his desire to slaughter the enemies of the Imperium. Cutting a swathe of destruction through the heart of the enemy, the Eversor's assault is so swift and ruthless that his foes are rarely aware that they are under attack until the doors of their sanctuary are torn off their hinges – by which time it's far too late!

BIO-KILLERS

Recruits for the Eversor temple are invariably chosen from the youngest of the available novitiates. This is because only a body which isn't fully developed is able to accept the many genetic alterations that the novitiate will undergo. The process of becoming an Eversor Assassin is arduous and long, the extensive testing, genetic manipulation and drugs turning each Assassin into

a living, breathing experiment. 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



An Eversor Assassin tracks his prey to the heart of a rebel stronghold in this diorama by Mike McVey.

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 endo-skeletal restructuring, increasing his stamina and aerobic performance and allowing him to fight for days without tiring or the need for rest. Muscular hypertrophy enables the Assassin to explode into a fury of hyperactivity, speeding up his cerebral functions and combat reflexes. 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, but when the Assassin is really driving his body to the limits, both hearts can kick in. This ensures that he can maintain the excessively high heart-rate demanded by his enhanced bio-chemical body, without seizing up.

If the trainee's body survives all of the implants and modifications then his cerebral cortex is also enhanced by fitting his brain with 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 his mission at any cost. Adrenal ducts are implanted, speeding up the brain's higher functions, allowing the Assassin to make complex calculations and tactical decisions in

seconds. The adrenal ducts are also able to feed the brain, allowing the Assassin to work briefly in a hard vacuum.



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. A lot 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 is fatally flawed by his inability to totally stabilise his body. Whilst the Eversor lives he can keep everything under control using his hyper-immuno system and advanced cerebral cortex. These enable him to constantly re-immunise himself and maintain safe levels and combinations of chemicals within his body. However, should the Assassin's hearts stop or his brain fail, the chemical concoctions inside him will react at a rapidly accelerating rate. As the dead Assassin's control over his body deteriorates, he spontaneously combusts with quite horrifyingly explosive results!

"Fear me, for I am your apocalypse"

Modus Executus

"Do you think he can hear us?"

Kald nervously rubbed frost from the view plate on the crypt.

"Fear not Kald, his metabolism is so greatly slowed that even if he could hear us we would sound as incomprehensible as the buzzing of a gnat."

The armaglass plate was already frosting over again, but Kald had caught a glimpse of the Assassin within. His mask was off and his face frozen in a rictus of fury, teeth clamped together and lips drawn back in a snarl. He was obviously young and would almost have looked comical but for the pure wells of hatred that were his eyes. Kald shuddered and turned away.

Adeptus Skarlok hummed the liturgy of connection as he anointed the gargyle-mouthed sockets on the side of the

crypt with purified oils. Kald hurried to help him as he lifted the armoured cable which snaked across the floor.

"There" Skarlok grunted, the word punctuated by the click of the cable going into the socket. A complex series of runes lit around the edge of the crypt, mostly green, a few amber and two flickering uncertainly towards red. Skarlok frowned and administered a sharp, ritual blow to the top of crypt – the runes obediently steadied on green.

"There," he repeated and turned to face Kald. "Now the Emperor is telling our Eversor friend here exactly what to do when he's dropped on the planet".

"Praise be to the Emperor" Kald responded automatically, eyes still on the misting glass plate.

"Aye lad", Skarlok said "and a poison curse on all heretics".

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Eversor Assassin	6	8	8	5	5	4	8	4	10

SPECIAL RULES

Imperial Assassin. The Eversor Assassin is trained in the ancient arts of death as taught to all Imperial Assassins regardless of their temple. The special rules for Psychology, Leadership, Gas Weapons, Dodge, Vision and Infiltration apply.

Combat Master. The Eversor Assassin's bio-strengthened body and neuro-enhanced reflexes make him an utterly awesome hand-to-hand combat foe. The more the enemy tries to harm the Assassin, the faster and more deadly he becomes. If the Eversor Assassin is attacked in hand-to-

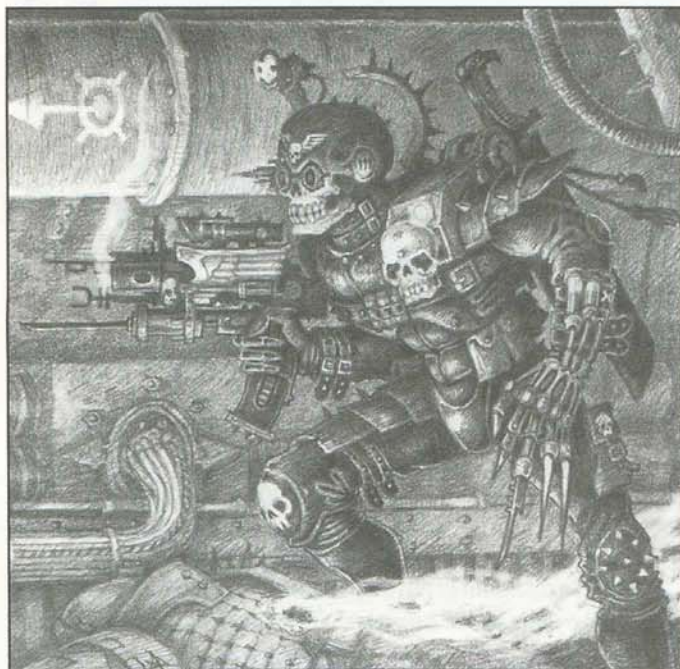
hand combat by multiple opponents then he can use the enemies' numbers against them. For each opponent after the first, add +1 to the Assassin's Weapon Skill.

Fear. The raw ferocity and ruthlessness of the Eversor Assassins is renowned across the galaxy. Because of this an Eversor Assassin causes *fear* as described in the psychology section of the Warhammer 40,000 Rulebook.

Fast shot. Often the Eversor Assassin has to cut his way through the enemy forces in order to complete his mission. With the aid of his cybernetic metacarpal implants, the Eversor Assassin may fire his Executor Pistol a number of times equal to his Attacks characteristic. This means that unless the Eversor Assassin has had his Attacks characteristic reduced by some means, for example a psychic attack, then he may fire his pistol four times in each shooting phase. The Assassin may use this skill whilst on overwatch.

Wounding the Eversor. The Eversor Assassin's metabolism is so pumped full of combat drugs and toxins that he literally exudes poisons. If the Eversor Assassin is wounded in hand-to-hand combat then he will spray poisonous blood and acids over his attacker. The model that made the attack takes a Strength 4 hit causing 1 wound with a -1 saving throw modifier.

Killing the Eversor. The Eversor Assassin is constantly immunising and neutralising himself against the drugs, toxins, nerve agents, acids, venoms and viruses that flow through his body. Alone, any one of these substances is lethal to a normal human, but together there is the further danger of them reacting with each other. Fortunately the Eversor Assassin can prevent this from happening, but only while he lives. As soon as he dies, the process of neutralisation stops and the chemicals react, causing him to spontaneously combust in a very gruesome and violent manner. If the Eversor Assassin is reduced to 0 wounds, he will explode with the same effect as a plasma grenade (see the Warhammer 40,000 Wargear book for details).



EVERSOR ASSASSIN WARGEAR

An Eversor Assassin is armed with an Executor Pistol, Sentinel Array, Neuro-Gauntlet and Eversor Combat Drugs. In addition, as Eversor Assassins are equipped to fight a small war if necessary, they also carry a power sword and are equipped with a supply of melta-bombs. This wargear must be taken and may not be swapped for other wargear. The special rules are as follows:

EXECUTOR PISTOL: The Executor Pistol is standard issue for all Eversor Assassins, and consists of a master-crafted bolt pistol with a combined needle pistol. The Assassin must decide whether he wishes to fire the needle pistol or the master-crafted bolt pistol, he cannot fire both in the same shot. The Assassin may use his Fast Shot skill to split shots between the needle pistol and the master-crafted bolt pistol. See the Wargear book for details of the needle pistol.

EXECUTOR PISTOL

Weapon	RANGE		TO HIT		SAVE ARMOUR			
	S	L	S	L	STR	DAM	MOD	PENE
Bolt Pistol	0-12	12-24	+2	+1	4	1	-1	D6+4
Needle Pistol	0-8	8-16	+2	-	3	1	-1	D6+3

Special: Close Combat

SENTINEL ARRAY: The Sentinel Array is a pack containing motion trackers and target acquisition systems, allowing the Eversor Assassin to sense enemy troop movements from all sides. The Sentinel Array enables the Eversor Assassin to spot hidden troops at double his Initiative distance. In addition, the Eversor Assassin has a 360° fire arc, this means he may fire his weapons in any direction he chooses.

NEURO-GAUNTLET: The Neuro-Gauntlet consists of an exo-skeleton hyper-alloy glove, with neuro-toxin injectors fitted to the fingers. The lethal toxins mean that enemies die in an excruciatingly painful and violent manner. Against living targets the following rules apply: Any squad which takes a casualty from the Neuro-Gauntlet must make an immediate Break test. If a model is wounded by the Neuro-

Gauntlet but isn't killed, then the potent cocktail of acids and toxins will halve all its characteristics (rounding all fractions up), including any remaining Wounds, for



the rest of the battle. The Eversor temple constantly modifies the toxins and acids used in the Neuro-Gauntlet so that they remain effective against almost all potential enemies, this includes Tyranid creatures. However, there are no known toxins to affect daemons; a daemoniac creature wounded by the Neuro-Gauntlet does not halve its characteristics.

Str	Dam	Mod.	Pene.	Special
7	1	-4	D6+D12+7	See rules

EVERSOR COMBAT DRUGS: The Eversor Assassin may take one dose of any one of the following drugs at the beginning of his turn. There are enough doses to last the entire battle.

Fury. The Assassin may triple his movement when he charges or runs. This lasts for the duration of the turn.

Terminus. Until the end of your opponent's next turn, the Assassin may carry on fighting and will not explode even if he is reduced to 0 Wounds! However, if the Assassin is still on 0 Wounds at the end of your opponent's next turn, or at the end of the game, then he will die and explode as normal.

Destroyer. During his turn, if the Assassin kills his opponent and uses his follow-up move to enter another close combat, he may attack again immediately. After each follow-up move, roll a D6. On a 1-3 the Assassin gets no more attacks this turn, on a 4-6 he may fight another round of combat immediately.

CULEXUS ASSASSINS

CULEXUS ASSASSIN 210 points

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. The reason for this is not because of the way that the Culexus Assassins operate, or even any particular hideous or nasty methods of killing their targets. It is because of the Culexus 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 he possesses a very rare genetic defect, creating something that is totally unique and yet utterly abhorrent to the Imperium.

Every living being has some sort of presence in the warp, where the soul bursts 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 a psyker they are, the brighter their soul burns within the warp. The Culexus Assassin is special 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 for no known reason in less than one in a billion individuals, and most find them utterly horrifying. 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 your attention to their eyes: pools of blackness that seem to suck you into a void of nothingness. It is hardly surprising that Pariahs are often treated like outcasts or lepers, rejected by their parents and banished from settlements. Local superstitions warn about touching them, saying that to do so would bring bad luck. Many Pariahs are resigned to their fate and lead simple lives as loners, leaving heavily populated areas. The

Inquisition often find Pariahs that have become hermits, or have been reduced to squalor and are trying to scrape a living in the depths of a hive city.

For a short period of time Pariahs were transported back to Terra aboard the Black Ships with other untamed

"That which is unknown and unseen always commands the greatest fear"

Motto of the Culexus Temple.



psykers. Once on Earth they would be handed over for experimentation by the Biologis Departmentorium of the Adeptus Mechanicus. It wasn't long before a large number of Pariahs were languishing in the cells at the experimental laboratories.

Such a large number of Pariahs began to cast a shadow in the warp, blocking out the Astronomicon, the vital beacon used to guide spaceships to far reaches of the Imperium. This was the first disturbing revelation of their potency. Other branches of the Administratum, especially those that relied upon psykers, were horrified. Soon several of the High Lords of Terra were making moves towards having Pariahs outlawed and the Inquisition was given the task of ruthlessly exterminating any more that were found. A number of the High Lords including the Paternal Envoy of the Navigators, the Master of the Adeptus Astra Telepathica and the Master of the Astronomicon were pushing for the Master of the Administratum to make this an official decree so that they could rid the Imperium of these freaks that threatened their establishments.

This was most unfortunate for the Officio Assassinorum who had secretly been working closely with the Magos Biologis and Genetors of the Adeptus Mechanicus to see if it was possible to use the Pariahs to kill psykers. 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 a religious witch-hunt...

The decree from the Master of the Administratum never came, it didn't need to. The Adeptus Mechanicus announced that it was ending the Pariah project and made a great show of closing down the laboratories and executing many of the lab specimens. Satisfied that no further action was needed, the High Lords returned 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, beyond the reach of the Astronomicon and the more zealous branches of the Adeptus Terra. It was here that the Culexus temple was created.

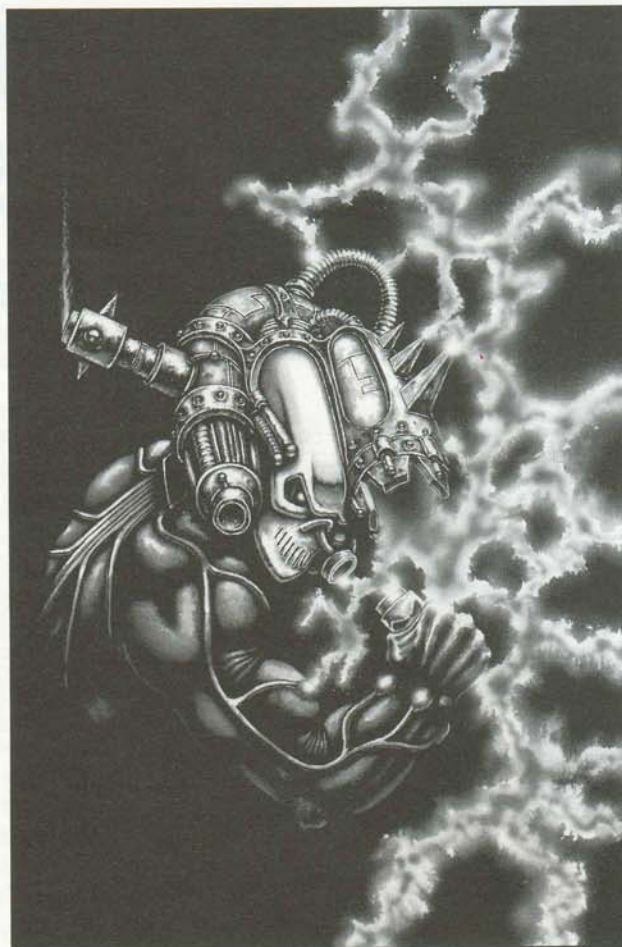
THE FORTRESS

It is within this secret fortress that the Culexus temple operates and it is the Officio Assassinorum that is responsible for maintaining the fortress and ensuring that all Pariahs are contained within its bounds. Most of the other ancient temples are granted a certain amount of autonomy, allowing the general day-to-day running, training and sometimes mission assignation to be taken care of by the older, more experienced Assassins, often ones whose age or injuries prevent them from operating on active service. However, the Culexus temple is ruled directly by high ranking officials of the Officio Assassinorum. All Pariahs and Culexus Assassins are kept within the fortress. If any are ever allowed to leave then it is always under a veil of secrecy and with the highest levels of security. It cannot be doubted that the Culexus temple has proved itself of invaluable use to the Imperium on countless occasions. Even so, there are factions within the Imperium that would see every Pariah executed and the Culexus temple utterly destroyed.

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 this 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 while it is active, most people can barely stand to be in the same room as a Pariah. Each Culexus Assassin is accompanied by a Custodian, who operates the *Animus Speculum* and ensures that his charge remains under his control and does not arouse suspicions amongst other forces fighting in the campaign.



The Culexus temple has found that, much like a psyker, a Pariah's capabilities can be trained and enhanced. This turns the slight distrust that a Pariah causes in the people nearby into the nauseous, head-spinning effect which is the trademark of a Culexus Assassin. On the battlefield the



Culexus Assassin carries no guns or hand-to-hand weapons, for he needs none and would be distracted by their use. Once on the battlefield the Custodian, probably positioned safely within a command bunker or on an orbital battleship, will release his hold over the Assassin. The large eye in the *Animus Speculum* opens and only then does the full intensity of the Assassin's horrific capabilities flood the battlefield.

The Culexus Assassin attacks using his own innate abilities enhanced by years of training, mental exercises and arcane wargear. He slips through battle lines and bodyguards, his negative aura muddling the minds of conventional troops, allowing him to close upon his targets. Bolts of negative warp energy blast the minds of enemy psykers and strip them of their powers before he moves in for the kill, sapping the very life-force from their bodies.

"You do know that I am doing this for your own good, my old friend. The daemons that are within you must be exorcised, so you can once more join the Emperor's fold."

Lord Vandire during the psychic trepanning of the Master of the Adeptus Astra Telepathica

CULEXUS ASSASSIN WARGEAR

A Culexus Assassin is armed with an Etherium, Force Matrix, Animus Speculum and Psyk-out Grenades. This wargear must be taken and may not be swapped for other wargear. The special rules are as follows:

ETHERIUM: The Etherium is a highly advanced form of Aegis Suit, built into the Culexus Assassin's synskin. This, combined with the Culexus Assassin's innate abilities, means that psychic attacks pass right through him as if he were invisible. This makes it very difficult for weapons that are in any way connected to the warp to harm him. If he is attacked by warp weapons such as force swords, Witch Blades, Vortex grenades, D-cannons or psychic powers then roll a dice. On a D6 roll of 2 or more the attack has no effect on the Culexus Assassin, although the attack is not nullified. Force weapons may still wound the Assassin. However, the psyker may not add his mastery level to the strength or use extra force cards to enhance the attack. If the attack has a blast marker, then other models within the blast may still be affected. A bolt that hits the first model in its path may pass right through a Culexus Assassin and continue until it hits another model or runs out of range. This is a unique way of avoiding psychic attacks and even provides protection against powers played with the Ultimate Force warp card.

FORCE MATRIX: The Force Matrix consists of a series of psychic conduits that run within the Assassin's Etherium, and is made from a material similar to that used in force weapons. When a psyker taps into the warp, he is not always totally

efficient at using all the energy: a lot of excess energy is simply left to dissipate. The Force Matrix acts as a conductor, absorbing this excess warp energy providing the Culexus Assassin, who is unable to tap directly into the warp, with a source of warp energy. The closer the Culexus Assassin gets to psykers, the more energy the Force Matrix will absorb.



At the beginning of each psychic phase roll a D3 to determine the number of force points that the Force Matrix absorbs. In addition, for each psyker within 12" you may add +1 to the score. So, if two psykers are within 12" of the Culexus Assassin, the Force Matrix will absorb D3+2 force points. Force points can be used to fire blasts from the Animus Speculum. Any force points left at the end of the psychic phase are lost as the Force Matrix is unable to store warp energy for a prolonged period of time. If the Energy Drain card is played then any force points are lost and the psychic phase ends as normal.

ANIMUS SPECULUM: As well as acting as a restraining device, the Animus Speculum is a weapon capable of firing lethal blasts of negative psychic energy. By focussing the Assassin's aura through the single eye on the front it becomes a thin beam of energy, burning the target's brain and

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Culexus Assassin	6	8	8	5	5	4	8	4	10

SPECIAL RULES

Imperial Assassin. The Culexus Assassin is trained in the ancient arts of death as taught to all Imperial Assassins regardless of their temple. The special rules for Psychology, Leadership, Gas Weapons, Dodge, Vision and Infiltration apply.

Soulless. Even normal troops find the Culexus Assassin abhorrent, such that their minds refuse to believe that he could possibly exist, causing their subconscious to block out the Assassin's awful presence.

If an enemy character, squad, vehicle, vehicle squadron or support weapon battery wishes to shoot or charge at the Culexus Assassin then you must roll a D6. On a roll of a 2 or more the Culexus Assassin has distracted the unit and they may not fire. Instead the unit must choose another target to shoot at. If the unit fails to charge it may charge another enemy model or it may continue with its move as if a charge had never been declared. On a roll of 1, the

sucking out its soul. These blasts can be deadly to all, but psykers who rely upon the warp for energy are particularly vulnerable, and can find themselves robbed of their powers.

In the psychic phase the Culexus Assassin may use the Animus Speculum to unleash blasts of negative psychic energy. The Assassin may fire one blast for each force point used to power the Animus Speculum (using force points gained from the Force Matrix). Regardless of the number of force points the Culexus Assassin has, no more than three blasts may be fired in any one psychic phase. Roll to hit for each blast separately, using the Culexus Assassin's BS, just like a normal shooting attack. The Culexus Assassin may fire blasts while in hand-to-hand combat, but these must be fired against foes in base-to-base contact. Each blast may be fired at a different target as long as it is in the Assassin's arc of fire.

If a blast wounds a psyker then there is a chance that the blast will destroy one of his powers. Both players should secretly roll a D6, and add as many force cards as they want to, the Culexus Assassin using force points from his Force Matrix. Both players then reveal their score. If the psyker gets the higher score, or the result is a tie, then he has defended himself against the Culexus Assassin. If the Culexus Assassin gets the higher score then he wins the psychic combat and the psyker must discard one of his powers, chosen at random.

The warp cards Reflection, Daemonic Attack and Destroy Power may not be used to stop the blasts and have no effect; a psyker may only attempt to nullify a blast that is fired directly at him. Each blast must be nullified individually and counts as having the same mastery level as the psyker. This means

that it will always be nullified on a D6 roll of 4 or more.

The effects of each blast are summarised below.

Weapon	RANGE		TO HIT		SAVE ARMOUR			
	S	L	S	L	STR	DAM	MOD.	PENE
Blast	0-12	12-24	+1	-	5	1	-5	2D6+5

Special: Destroys psyker's powers.

PSYK-OUT GRENADES: Psyk-out Grenades are used exclusively by the Culexus temple and the Daemon Hunters of the Ordo Malleus. Each grenade is similar in design to a frag grenade, however it is laced with a highly dangerous substance that is only produced by the Golden Throne on Terra. The dust-like substance is heavily impregnated with negative psychic energy and is very rare. When some has been collected, the Imperium's finest armourers use the dust to make Psyk-out grenades and Psycannon rounds.

The grenade has a 2" blast marker; roll to hit and scatter as normal. The grenade detonates with the same effect as a frag grenade, resolve any hits and wounds as normal. In addition, any psykers either wholly or partially under the blast marker will be affected by the negative psychic energy. The psyker may not use any of his powers for the rest of the turn. Any psychic powers that the psyker has in play at that moment are automatically nullified and any force cards stored in a force weapon or similar item must be discarded.

Str	Dam	Mod.	Pene.	Special
3	1	-1	N/A	Psychic null-zone

Every time the Assassin uses a Psyk-out Grenade roll a D6. On a roll of a 1 or 2 the grenades have run out and may not be used for the rest of the battle.

Assassin is successfully spotted and any weapons in the unit that are able to do so may shoot at the Culexus Assassin, rolling to hit and damage as normal; chargers may charge and fight in hand-to-hand combat as normal.

If there is a psyker within charge range of the Culexus Assassin then the Assassin may choose to charge the psyker in favour of other models. The Assassin can simply slip by enemy squads and bodyguards.

However, if the Assassin is wounded, then his weakened state will cause him to lose this ability for the rest of the game and he may be shot and charged at as normal.

Anti-Psyker. The Culexus Assassin is not a psyker and may not use any of the warp cards dealt to the Imperial player in the psychic phase. The Culexus Assassin gains force power from his Force Matrix, the rules for which are described above.

Psychic Abomination. All psykers consider such a being as a Culexus Assassin to be an absolute abomination. Even monstrosities such as a Tyranid Hive Tyrant can balk at the prospect of being permanently severed from their psychic abilities and the Hive Mind. The Culexus Assassin causes terror in all psykers. Even psykers that are immune to psychology, cause terror themselves or are assumed to

automatically pass any Leadership based test must pass a Terror test. There are absolutely no exceptions to this, a model with psychic powers must take a Terror test if it starts its turn within 8" of a Culexus Assassin, is charged by, or wishes to charge a Culexus Assassin.

The Assassination of the Master of the Adeptus Astra Telepathica

Date: 0067215/M36

This assassination is noteworthy because its target, Lord Phaedrur, did not die, nor was it the intention that he should die. Vandire was having considerable trouble bringing the Adeptus Astra Telepathica under his control. The Master of the Adeptus Astra Telepathica, Lord Phaedrur, was a potent psyker and as such was not swayed by Vandire's charisma. No matter how rousing his speeches were, Phaedrur could always see through the plots and deceptions revealing Vandire's true intentions.

Vandire knew that Phaedrur was using his considerable psychic powers to stay one step ahead of him. Simply having Phaedrur killed would never do, he would just be replaced by an equally powerful psyker. No, this required something more cunning. Vandire lured Phaedrur into a trap, using his Culexus Assassin to nullify Phaedrur's psychic capabilities. He strapped the helpless Phaedrur to a specially prepared life-support machine, whereupon the Culexus Assassin finished the job! By permanently severing Phaedrur's ability to tap into the warp he made him incapable of using psychic powers. Normally such an operation would kill, but with a life-support system and a bribed Magos Biologis, Vandire was able to keep Phaedrur alive. The Master of the Adeptus Astra Telepathica was utterly distraught; robbing him of his psychic powers was like blinding a man and leaving him to wander in the darkness. On several occasions Phaedrur tried to take his own life, but Vandire was always there to remove the blade from his hand or to loosen the noose around his neck. In the end, Vandire achieved his aim and gained control over the Adeptus Astra Telepathica. He promised Phaedrur that he wouldn't disclose the loss of his psychic capabilities if he agreed to do his bidding. With his position in danger, Phaedrur had little choice in the matter.



Warp Disturbance. The Culexus Assassin causes the warp to act in a very strange way. His negative psychic abilities cause it to swirl around him in a vortex, in effect he creates a very small, localised warp storm, making it very dangerous for psykers to use their powers. Any psyker, including friendly psykers, within 24" of the Culexus Assassin that attempts to use a power must roll a D6. If the roll is less than or equal to the number of force cards he played with the psychic power, then the power is immediately nullified and the psyker suffers a wound with no armour saves allowed. If a power is played using the Ultimate Force warp card, the power counts as being powered by three force cards and cannot be nullified. However, the psyker must still roll a dice, if he rolls 3 or less then he takes a wound.

Life Drain. Many psykers not only use their powers to cast bolts of fire and lightning or throw a psychic shield around themselves, they also augment their physical capabilities. This is why many psykers are far more potent combatants than their non-psychic counterparts. Merely by moving into close proximity, a Culexus Assassin can sap a psyker of his life-force. In order to do this to its fullest effect the Culexus Assassin must physically touch the psyker. This power may only be used against psykers that are in hand-to-hand combat with the Culexus Assassin. Before fighting each round of hand-to-hand combat the psyker should roll 2D6 and add his Leadership characteristic to the score. The Culexus Assassin should roll 3D6, choose the two highest dice and add his Leadership characteristic to the score. If the scores are drawn or the Culexus Assassin loses, the attack has no effect, and the hand-to-hand combat continues as normal.

For each point that the Culexus Assassin beats the psyker's score by, he can drain 1 point from any one of the victim's WS, BS, S, T or Ld characteristics. If any of the psyker's characteristics are reduced to 0, then the psyker is killed and removed as a casualty. Drained characteristics are lost for the rest of the battle. If the Culexus Assassin is in hand-to-hand combat with more than one psyker, then test for each psyker separately.

A SHORT NOTE ON DAEMONS

A Culexus Assassin's special attacks do affect daemons that are psykers. This includes units of daemons such as Plaguebearers of Nurgle, Daemonettes or Horrors of Tzeentch. Bloodletters, like all daemons of Khorne, are not affected as they do not have psychic powers. Blasts from the Animus Speculum, the effects of the Life Drain ability and any blows struck by the Culexus Assassin in hand-to-hand combat, count as psychic attacks and daemons receive no saving throw on behalf of their daemoniac aura.

For example, if the Culexus Assassin wounds a Plaguebearer with a blast from the Animus Speculum, then he may attempt to destroy one of the unit's psychic powers. If the Culexus Assassin is in hand-to-hand combat then he may use his Life Drain ability on the Plaguebearer. If the Culexus Assassin is in hand-to-hand combat with more than one Plaguebearer then test for each one separately.

CODEx™

Assassins

This book is one of a range of Codex supplements for the Warhammer 40,000 game. Each Codex forms a complete hobby guide to a particular part of the Warhammer 40,000 universe. Packed full of background information, special rules, army lists and much, much more, they form an invaluable guide to collecting, painting and gaming with armies of Citadel Miniatures.

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Culexus Temple

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