

CODEX™ Assassins

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INTRODUCTION

"Thought begets heresy; heresy begets retribution."

Anon

Welcome, Grand Master, to Codex Assassins. Within these pages you will find everything you need to unleash the devastating warriors of the Officio Assassinorum against the enemies of the Emperor.

THE ASSASSINS

There are many weapons the Imperium can bring against treacherous commanders, alien leaders and subversive cultists. It commands the vast might of the Imperial Guard and Navy, which have the power to raze whole worlds and slaughter any number of foes. It can call upon the aid of the Space Marines to bring swift and final vengeance against those who would threaten the Emperor's domains. The gigantic Titans and other war engines of the Adeptus Mechanicus can obliterate cities. Yet all these fail to instill the dread which the enemies of Mankind feel at the mention of a single word – Assassin!

The Officio Assassinorum is responsible only to the fabled Senatorum Imperialis – the High Lords of Terra who interpret the Emperor's Will. Silent, deadly and ruthlessly efficient, an Assassin can strike at the heart of the problem, quickly and cleanly removing those who would dare oppose the Emperor. Impassive and impersonal, an assassination sends a clear message to heretics and rebels – no one is beyond the Emperor's justice.

The Officio Assassinorum is divided into a number of different Temples, each specialising in a certain manner of death. From the shape-changers of the Callidus Temple to the horrifying psyker hunters of the Culexus Temple, the Officio Assassinorum's servants deal death in many, many ways.

ASSASSINS IN GAMES OF WARHAMMER 40,000

Assassins are highly skilled, with very specialised wargear. They are a simple solution to offsetting certain weaknesses in an army, or for further bolstering your strengths. Having problems dealing with pesky Eldar Warlocks or Ork Nobz? Why not field a Vindicare Assassin to pick them off from afar! Is your

Imperial Guard army suffering badly because it lacks units which can take on the enemy in an assault? Sounds like the bio-alchemical nightmare of an Eversor Assassin would come in handy...

Assassins also give you a chance to show off your painting skills if you want. Each of them is a character model – the miniatures have lovely areas of detail which you can really spend some time on. Just have a look at some of the Assassin miniatures shown on the inside covers and then say with all honesty that you wouldn't like at least one sitting on your shelf!



WHAT'S IN THIS BOOK?

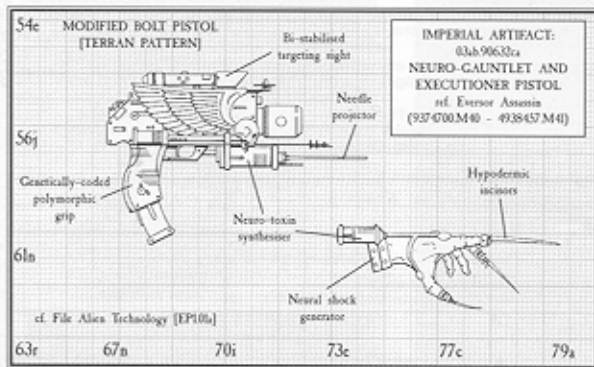
This Codex breaks down into the three main sections listed below, each of which illuminates a different area of using Imperial Assassins in your games of Warhammer 40,000.

The Officio Assassinorum. This section contains the different game rules and army list entries for the Assassins you can include in your army.

Painting and gaming advice. Included are some tips on painting and modelling Assassins. There are also some ideas about different ways you might like to use Assassins in your games.

Background. A collection of background material from various sources, including information on the terrible times of the War of Vindication.

IMPORTANT NOTE: You must have an Imperial army of some description (Space Marines, Imperial Guard or Sisters of Battle, for example) to use an Assassin. If you don't have one of these armies, you're going to have to come up with a very good reason why an Assassin should be supporting your cause!



OFFICIO ASSASSINORUM ARMY ENTRY

On the pages that follow, you'll find entries for the different types of Assassin available for your Warhammer 40,000 battles. This army list allows you to employ Assassins in battles using the scenarios included in the Warhammer 40,000 rulebook, but it also provides you with the basic information you'll require in order to field an Assassin in scenarios you've devised yourself, or as part of a campaign series of games, or whatever.

This army list is slightly different to others we have published so far. For a start, you can only ever have one Assassin in your army, even if you are playing with more than one 'detachment' (see page 131 of the Warhammer 40,000 rulebook). Secondly, the army list is in two parts. The first section details the rules which apply to all types of Imperial Assassin. The second part comprises the rules and wargear for the different Assassin Temples, which are in addition to the general rules in the first part.

ELITES

O-1 IMPERIAL ASSASSIN

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Assassin	50	5	5	4	4	2	5	3	10	4+

Assassins can be included in any Space Marine, Imperial Guard and Sisters of Battle army. Assassins count as one of your Elites choices, and you may never have more than one Assassin in your army.

All Imperial Assassins have the profile and special rules given here. In addition, they have extra wargear and special rules, depending upon the Temple to which they belong, detailed in the individual entries on the following pages.

SPECIAL RULES

Independent Character: All Assassins are trained to work alone, and so follow the rules for independent characters given in the Warhammer 40,000 rulebook. However, an Assassin can never join another unit and they always fight individually.

Infiltrators: Assassins must be able to sneak past guards and through even the tightest defences to reach their targets. An Assassin may set up using the rules for *Infiltrators* if the mission being played allows this. In missions where there is no special rule for *Infiltrators*, the Assassin must be deployed with the rest of the army as normal.

Fearless: Assassins are implacable, never resting until they or their target is dead. Assassins never fall back, they are assumed to automatically pass any Morale checks they are required to make, even against attacks which normally force their target to fall back with no test taken. Assassins cannot be pinned.

Dodge: Imperial Assassins have superb reflexes, able to leap out of the way of an attack. An Assassin's 4+ save is invulnerable.

Temple: An Assassin must belong to one of the following Temples, selected when you are choosing your army. They may not change their equipment or take any additional wargear.

Points values: An Assassin's points value is based upon the Temple they belong to.

Vindicare	+60 points	Callidus	+70 points
Eversor	+45 points	Culexus	+55 points



Mother Gullet

Legends tell of a daring and hideous crime, perpetrated by a Callidus Assassin against a planetary governor who thought himself strong enough to defy Imperial rule. The governor doted on his infant son, and had him guarded night and day to prevent his kidnapping. According to the tale, a Callidus Assassin disguised herself as the child's nanny, and so gained access to the princeling. Employing the shape-changing powers of polymorphine, the resourceful Assassin swallowed the child like a python, and carried it away past the guards in her belly.

The Slaughter of Clan Mackenzie

The ruling family of Duroamin VI in the Ultima Segmentum was the Clan Mackenzie, an ancient colonial family, led by Grand Duke Fraser Mackenzie. It became evident that the Clan Mackenzie were financing pirate raids on their neighbours, paying for stolen goods taken from the rival mining worlds of Rouan and Nearly-There. An Eversor was despatched to wipe out Grand Duke Mackenzie and all his living relatives, during their Grand Hootmanay (a local heretic festival), which was held every summer. The Eversor succeeded in killing all three hundred and seventeen members of the Clan Mackenzie (the youngest being three weeks old, the eldest one hundred and forty two), although at times the Assassin was forced to resort to various improvised weapons to complete the daunting task, including a silver soup spoon and a butter knife.

VINDICARE TEMPLE

Officio Assassinorum mission status report

FILE TO: INQ/OS-729894-VT

SUBJECT: Morias Skult, Vindicare Temple 2nd class

TARGET: Urgak the Unstoppable, alien war leader, Ork species

MISSION DATE: 4718924M40

TARGET LOCATION: Roxanzand, Chelio Sector

TARGET SELECTION DATA: During routine survey sweeps of the Roxanzand system, it was discovered that the Orks of Roxanzand were uniting behind a single leader, known as Urgak 'the Unstoppable'. Our survey reports showed that the Orks had gathered in the northern continent and had begun construction of a large number of war engines, most notably a Gargant. The resources for a full scale response were unavailable at the time, and so the Senatorum Imperialis was approached for sanction of the deployment of an Assassin. The Orks believed Urgak was chosen by their gods to lead this increased war effort, and we surmised that the Ork nation he had created would fragment again if he could be removed. Authorisation for the use of a Vindicare Assassin was duly approved, and Agent Morias Skult was transported to the area aboard one of the Officio Assassinorum's own rapid response vessels.

MISSION PRIMARY OBJECTIVE: Elimination of Urgak the Unstoppable.

MISSION SECONDARY OBJECTIVES: Destruction of Gargant war engine; destruction of workshops and weapon factories; elimination of Orks.

MISSION DATA: Agent Skult was delivered to the surface via a standard one-man drop pod, without detection. Under cover of darkness, Agent Skult was able to infiltrate the Ork settlement. Five enemies were fatally removed during this period of infiltration, and their bodies disposed of with hyphosphorus quick-burning incendiaries. Agent Skult then proceeded to insert himself onto the near completed Gargant. High-charge low-mass explosives were concealed at vulnerable points on the structure of the Gargant. Agent Skult then removed himself from the settlement and took position atop a nearby rocky promontory, to await the Orks in the morning.

Three and a half hours after dawn, many of the Orks were continuing construction work aboard the Gargant. Fuel and ammunition was being loaded on board. Roughly four hours after dawn, much of the activity ceased, as Urgak conducted an inspection of his prized war engine. It was at this point that Agent Skult executed his plan. With a single head-shot from Agent Skult's exitus rifle, Urgak was eliminated. Specially constructed hyphosphorus gel-tipped ammunition was used to set fire to the Gargant, which in turn triggered the high explosives planted within. These secondary detonations caused a chain reaction within the fuel and ammunition storage areas and the resultant blast area extended roughly five hundred yards into the surrounding settlement. Unfortunately, the majority of this detonation was directed through the back of the Gargant where the explosive materials were stored and the armour was at its thinnest. Therefore much of the Gargant's frontal portions escaped relatively undamaged. Agent Skult then returned to his drop pod and activated the retrieval system. Estimates place total Ork casualties in the 800-900 region.

MISSION RESOLUTION FACTOR: 86.3%. Although Urgak was removed and the Gargant partially destroyed, many workshops escaped intact and it is feared that given sufficient impetus and time, the Orks could resume construction of their arsenal.

SUBSEQUENT ACTIVITY: Imperial Navy vessel to bombard construction site from orbit. This was not previously possible during the period of time that was expected to elapse before the Gargant was operational and therefore mobile and difficult to locate.

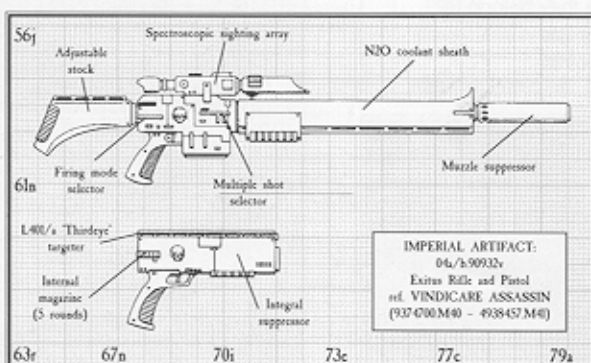


VINDICARE ASSASSINS

WARGEAR

Spy Mask: The Vindicare's spy mask reduces the cover save of his target by one (a 5+ cover save becomes a 6+ save, a 6+ save is negated and so on). In addition, the spy mask means the Vindicare rolls 2D6x5 for determining how far he can see when the Night Fighting rules are being used.

Stealth Suit: Any unit wishing to shoot at the Vindicare Assassin must test to see if he can be seen, using the Night Fighting rules on page 134 of the Warhammer 40,000 rulebook (the Vindicare must be within 2D6x3 inches of the unit or it must select another target). If the Night Fighting rules are being used, the Assassin can only be seen if he is within half the normal range of the unit's vision (i.e. if they score an 18, they can only see the Assassin if he is within 9").



Exitus Rifle: The exitus rifle is treated as a sniper rifle (range 36", hits on a 2+, wounds on a 4+) with an Armour Piercing value of 2. In addition, the Vindicare has one of each of the following special rounds, which may be fired instead of a normal shot (keep a note of which special rounds have been fired). The special rounds are used one at a time and you must declare that you are using one of the special shots before you roll the dice to hit.

Shield-Breaker: The shot ignores any invulnerable save conferred by a model's wargear – not invulnerable saves which the model has as part of its basic characteristics. For example, a Greater Daemon's 5+ invulnerable save can be taken as normal, but a Chaplain's 4+ rosarius save would be ignored.

Turbo-Penetrator: This inflicts 2 Wounds on any model wounded. If fired at a vehicle, the shot has an Armour Penetration value of 3D6.

Hellfire: The shot wounds on a 2+ instead of a 4+.

Exitus Pistol: The exitus pistol has the following profile:
Range: 12" Strength: 5 AP: 2 Pistol

SPECIAL RULES

Marksman: You may nominate the model targeted by the Vindicare Assassin when he is shooting, such as a Sergeant or a heavy weapons trooper. This means you get to choose which model is taken off, not the enemy. In addition, the Vindicare can target any model in range and line of sight, regardless of any targeting restrictions (such as independent characters within 6" of another unit).

Exitus Acta Probat: the Outcome Justifies the Deed.

Dictatus Vindicare

CULEXUS TEMPLE

"I commit this message to crystal, as a record for eternity of my last thoughts in this realm. I have seen what will come to pass, and I have seen the face of he who will end my life. A black shadow is even now stalking me across this barren, lifeless world. I have seen him only by his absence. He is a void in the skein of time, a no-thing upon reality. The Rune of Oblivion is his sign; the Rune of Ending is his destiny. My Oblivion, my Ending.

It is a creature of utter abhorrence; of near unspeakable horror to me. Only the



Humans could spawn such a creature, so debased are they, so lacking in breeding. Yet even they, as crude and blind as they are, can see this creature, this thing, for what it truly is, though they have no real understanding of its inexistence. I know more about this alien fiend than they do. I know why it is a soulless monstrosity, for I have spoken to the Solitaires who know so well about such things, about the stealing of spirits from bodies that yet live on. It is unnatural, for it is not of the Chaos that binds all things together. It has no life in the Otherworld, it has no existence except in the physical. It is a dead thing that thinks and breathes, a most hideous abomination. Even the Humans who tolerate the stench and squalor of their own kind cannot bear this monster. Ungifted as they are, their latent psychic powers, of which they understand so little, warn them of the danger it poses. Their skin crawls with nameless dread, their stomachs churn with subconscious loathing. Yet this is but a slight reaction compared to the disgust I feel when I consider its non-existence.

Though they hate this creature that their own kind have spawned, the Humans, so low and despicable as they are, would stoop to welcome it, to make use of its vile properties. Though their own near-sighted seers would gladly see this creature eradicated for all eternity, the double-faced and treacherous humans lie to each other and turn these things upon their foes when eyes are cast elsewhere.

They send them out to hunt for those with the Sight, those such as myself.

For this creature is an anathema to the Gift of the Mind. Its void blankets the Flame of Life that burns in the Otherworld for all true creatures. It severs us from the stream of Chaos that allows us to change realities, to create dreams and nightmares from the stuff of reality. It is the darkness that blinds; the silence of the grave; the hand around the throat that stifles all breath. It shatters one's visions and befuddles one's mind, sowing confusion and terror wherever it passes. It drains the very spirit from your body, wrenching your essence from the glories of the Otherworld and condemning it to the ashes and dust of mundanity.

They try to control it with their clumsy technology, using devices which they barely comprehend, to guard others against the hungering maw which serves as its spirit. To even consider harnessing such unpleasant freaks of creation is to invite disaster. I would laugh at the irony of it, were it not so offensive – the Humans hunt and kill those with the gift, fearing for their safety, when their true nemesis, the real creature which will be their doom, is nurtured upon their bosom. How Human that is.

This thing stalks me now and I, I who have seen the birth of stars and the death of galaxies, I am afraid."

Eldar Parseer Lithandros-Esmanthil

CULEXUS ASSASSINS

WARGEAR

Etherium: Any unit wishing to shoot at or charge the Culexus Assassin, and any psyker trying to target him with a psychic power, must first pass a Leadership test. If the test is failed they may attack another target instead.

Animus Speculum: The animus speculum has the following profile. For every psyker within 12" of the Culexus Assassin, add +1 to the animus speculum's Assault value (i.e. Assault 2 becomes Assault 3 if there is one psyker within 12").

Range: 12" Strength: 5 AP: 1 Assault 2

Psyk-Out Grenades: Instead of firing the animus speculum, the Culexus Assassin may throw a psyk-out grenade. This is only useful against psykers. Psyk-out grenades have a range of 6". Roll to hit as normal. If the psyker is hit, they must pass a Leadership test on 2D6. For each point the psyker fails the test by, they lose 1 Wound. Saving throws may be taken as normal. For example, a psyker (with Ld 7, due to the Soulless rule, opposite) rolls 9, and so loses 2 Wounds.

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

Dictatus Culexus

SPECIAL RULES

Psychic Abomination: Any psyker within 6" of the Culexus Assassin at the start of their turn must pass a Morale check or fall back. If they are with a unit, then the unit will also fall back.

Soulless: Any unit (friend or foe) with a model within 12" of the Culexus Assassin counts as having Leadership 7, unless it would normally be less than this.

Psyker Assassin: The Culexus Assassin can always target a psyker specifically with any shooting attacks, regardless of whether the psyker is in a unit, an independent character, etc. The Culexus Assassin may ignore other models when charging into an assault if this will allow it to get into contact with a psyker.

Life Drain: The Culexus Assassin may use this ability when in close combat with a psyker. Before any attacks are worked out, but after models are moved, both players roll 2D6 and add the Leadership value of their respective models (remember the Soulless rule, above). If the Culexus Assassin scores higher, the psyker loses one Wound, with no saving throws of any type allowed (not even invulnerable saves). This is worked out at the start of every round of close combat and Wounds inflicted by this attack count towards the combat resolution. All other close combat attacks are worked out as normal.



CALLIDUS TEMPLE

EXTRACT FROM INTERROGATION OF MILORD RADISCH,
AIDE TO FORMER IMPERIAL COMMANDER BRASSIKA OF ORLENZA

Directed to: Inquisitor Lourde
Commit to: Imperial Record CALA 322/28a
Inquisition Record INR[OrdSic] 23412/323
Crossfile to: Elimination of Renegades
Transmitted: Orlenza Triartes
Input Date: 7386143.M38

Thought for the Day: He who loses a limb lives on. He who loses his head does not.

Inquisitor Kale: In your own words, please describe the course of events which led up to Imperial Commander Brassika's death.

Milord Radisch: It was all the fault of that mercenary, Le Kard. It was all his, I mean her, I... I don't know what I mean!

IK: Start from the beginning. Who is this Le Kard?

MR: He was introduced as a mercenary commander from the Aleti system, our neighbours. He had replied to the Imperial Commander's inquiries after men who could lead fighting units. We had heard of him before - he had aided Laskith Ireni, the Duke of Aleti, against the Ork pirates several years ago. As requested by the Imperial Commander, I carefully ascertained the extent of his loyalty towards Terra.

IK: And how loyal was this Le Kard?

MR: Oh, he was very crude, entirely motivated by money. Very material and shallow.

IK: An he was suited to the role you had planned for him?

MR: Oh indubitably! He was very coarse, vulgar, but he was a very experienced fighting man. I say man, but...

IK: Keep to the point!

MR [coughs quietly]: Of course, I'm sorry. He had all manner of things to tell the Imperial Commander about. Disposition of forces, supply lines, logistics and all the rest. Mundane things like that. A very technical sort of soldier. Down to business, no élan, if you get my meaning.

IK: I do not, but continue anyway.

MR: As we expected, our announcement that we were to sever ties from the Imperium until better trade terms were negotiated wasn't taken very well. We had already imprisoned the law enforcers of the Adeptus Arbites, with a very cunning subterfuge if I might say so. You see we got them all too...

IK: Stay with Le Kard, we'll talk about the Arbitrators later.

MR: Could I have some wine, if it pleases you?

IK: You cannot. Continue.

MR: A little civility wouldn't... [MR screams as pain lance is inserted into spine].

[Recess while MR recovers; Blasphemy, Vulgar Profanity and Making Immoral Suggestions added to list of charges against MR.]

MR: Sorry. Well, the Emperor sent two whole regiments of Imperial Guardsmen here to enforce his trade negotiations. But we weren't going to bow to bullying tactics like that, so we attacked them. The men fought ever so bravely, but it turned out that they were in all the wrong places. Our armies were surrounded or cut off within a week. Of course, the Imperial Commander was very annoyed with Le Kard. He'd lied to us, used us for profit. He'd promised us victory but it was obvious he was a charlatan. Well, we managed to grab him and throw him in the dungeons until the Imperial Commander could decide what to do with him. Then the Commander had a little brainwave, you see, and decided to have the treacherous serpent impaled outside the gates. We haven't impaled anybody on Orlenza for centuries - it was a very decadent choice, but popular with the Court. The whole Court went down there to watch the Imperial Commander inform Le Kard of his grisly fate. But when they opened the doors, Le Kard was gone! Just vanished, his clothes piled in a corner! More peculiar than that, there was a lady there, dressed in this sheer black outfit. Very attractive and athletic, she made the Imperial Commander's chief concubine look positively plump. Well, no sooner had the door been opened than out leapt this hellion. She grabbed the Imperial Commander's cue and wrapped it around his throat! We all stood there horrified, and I vaguely remember Milady Winter fainting. It all happened in such a rush, I can't really remember what happened next. She pushed past me, stabbing me in the leg with Milady Dorian's hatpin, if you please. One of the guards tried to wrestle her to the ground and suddenly he was this mewling, crumpled heap on the flagstones, blood pouring from his stomach. Makes me very ill just to think about it. Then she was gone.

IK: And you have never seen this woman before or since that occasion, perhaps in Le Kard's company?

MR: Never. He was quite a loner really, never let anybody into his chambers, kept the door barred and locked. He even found the secret door and blocked that with a dining table! It's a mystery to me.

EXTRACT ENDS

CALLIDUS ASSASSINS

WARGEAR

C'tan Phase Sword: The C'tan phase sword can only be used in close combat. No armour saves are allowed against hits from a phase sword, not even invulnerable saves!

Neural Shredder: The neural shredder uses the flame template and is fired just like a flame weapon. Roll to wound as follows. The neural shredder has Strength 8, but rather than using the targets' Toughness values, their Leadership is used. Other than this, the To Wound chart is used as normal. For example, a Ld 9 model is wounded on a 5+. A roll of a 1 always fails to inflict a wound. Against vehicles, roll a D3 on the Glancing Hits table, as the crew's brains are partially protected by the vehicle's armour. The neural shredder has the following profile:

Range: Template Strength: X AP: 1 Assault 1

Polymorphine: The Callidus Assassin is always in reserve, even in missions which do not normally use the Reserves rule. When she becomes available, she may be placed anywhere on the battlefield, and can move and fight normally in the turn she arrives.

Poison Blades: If the Callidus Assassin is still in base contact with an enemy model at the end of the assault phase, after all combats have been resolved, she may make an extra attack with her poisoned blades (roll to hit after any consolidation moves). She gets 1 Attack which always wounds on a 4+. Normal armour saves are allowed.

SPECIAL RULES

Jump Back: At the start of any assault phase, the Callidus Assassin can attempt to disengage from combat. Roll a D6 - on a roll of a 1 she fails to disengage and must fight on in the combat normally, on a roll of 2 or more she moves that many inches away from the enemy. This move cannot be used to move into contact with a different enemy model. If this leaves the enemy unit unengaged, they may make a consolidate move at the end of the assault phase.

A Word In Your Ear... The player with the Callidus Assassin can move one enemy unit up to 6" after both sides have deployed, but before the first turn starts. The unit's new position must be within the normal deployment zone, and the owning player may choose the facing of the unit after it has been moved.

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

Dictatus Callidus

EVERSOR TEMPLE

Vice Prefect Blake peered over the shoulder of one of the tech-adepts at the monitoring station. The display was covered in obscure orange lines and letterforms which were incomprehensible to him.

"Any activity?" Blake asked, standing straight once more. The tech-adept turned slowly to look at him, as if noticing his commander's presence for the first time.

The adept's voice was shrill and he spoke in a rapid, clipped way. "Tracked an object falling from orbit, master. Most probably it was a meteorite. It impacted towards the top of the next valley. The siege continues, master."

Satisfied that all was well, Blake set off for his morning stroll. He wasn't expecting any trouble here, up in the mountains. The real danger was back in Selin City, where the Prefect's forces had besieged the Arbiters Precinct. There was little chance of the Emperor's forces arriving - Prefect Dalio had dealt with the Astropaths personally. This monitoring station was just a sign of the Prefect's brilliant attention to every detail, merely a cautionary measure.

The dawn sun shone dimly through the freezing mist, casting an orange glow around the bunker as the Vice-Prefect stepped out. Blake yawned and stretched, trying to ease the stiffness in his limbs left after six hours on duty. The sentry, Horul, appeared from round the corner of the plascrete building, rubbing his hands together to keep them warm. Blake nodded his head in greeting, but neither of them said anything, each preferring the calm silence of the early morning. They stood like that for a few minutes, each lost in their own thoughts. It was Horul who broke the silence, interrupting Blake's reverie.

"What was that?" He asked suddenly, peering out into the gloom.

"What was what?" Blake answered, having noticed nothing amiss.

"I thought I heard something. A growl or snarl or something like that." Horul explained, unholstering his autopistol.

"A Cudbear? Down from the mountains, perhaps?" Blake suggested nervously, his voice quavering as he copied Horul and took out his sidearm.

A sudden movement to the left snapped both their heads round. Out of the mist sprang a black-clad figure. Its face was a grinning skull and one hand was

tipped by shining claws, the other gripping a gleaming sword. With a roar it leapt upon Horul, smashing his pistol out of his hand with the blade and burying its talons into his chest. Horul's high pitched screech lasted for a split second before he fell silent, blood dribbling from his lips.

Blake was already running for the bunker portal. As he punched the code into the cryptolock he glanced over his shoulder. The creature lifted Horul's body off the ground with its clawed hand and then tossed it aside, droplets of crimson spattering its skull mask. With a hiss the door opened and Blake slipped inside. As the deadbolts locked the door shut again, the Vice-Prefect pointed his bolt pistol at the locking mechanism and fired. The dataslab cracked down the middle.

"Get in now, you beast!" panted Blake as he hurried down the corridor towards the command chamber. As he reached the end of the passage he heard the dull thump of a melta charge being set off. Half turning to look back he saw the armoured door begin to rock on its inches-thick hinges. With a screech of shearing metal, the door was ripped off its hinges, thick black smoke from the melta bomb billowing in through the opening. Without thought Blake slammed the butt of his pistol into the alarm activator beside the command chamber door and the air was filled with a piercing siren. As the smoke cleared, Blake could make out that grinning skull leering at him along the passageway. The monster started running towards him, moving incredibly fast, its eyes fixed on Blake's.

It was still a few metres away when the guards spilled out of a side corridor. The first was looking towards Blake when the creature's claw lashed out, separating his head from his body. The second gave a strange squeaking noise of absolute terror before the serrated blades punched through his chest. Blake was almost sick when he noticed several inches of metal protruding from the guard's back. Pistol fire filled the corridor and the mysterious attacker pitched forward under the hail of bolter and las-shots. As it rolled to its feet again, Blake saw that it had sheathed its sword and drawn an intricate, double-barrelled pistol in that split-second. Blake backed into the command chamber as the creature fired a volley of shots into the side corridor.



It continued to fire even as it turned its gaze back towards him. It was then that Blake realised the tech-adept was telling him something.

"...located multiple signals in orbit, master. They are Imperial ships of war," the tech-adept concluded. Blake didn't reply, his attention was locked on the horror stalking down the corridor towards him. He noticed vials of different coloured liquids attached to its body and watched with sickened fascination as they began to empty, pumping their contents into his assailant's body. The creature gave a visible shudder and then let out a bone-chilling cry.

"We must signal the Prefect, master," Blake heard the tech-adept say, but the voice sounded distant, a galaxy away.

The Emperor's wrath was standing barely two metres from him now and he looked at its eyes properly for the first time. Two pits of blood red greeted him, orbs filled with rage and hatred and a thirst for violence which he had never considered possible.

"I think it's too late..." Blake found himself muttering to the tech-adept.

With a hiss the beast leapt...

EVERSOR ASSASSINS

WARGEAR

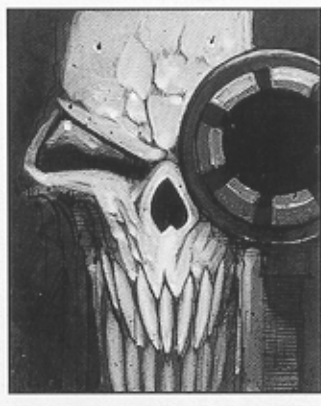
Executioner Pistol: The executioner pistol is a bolt pistol/needle pistol combi-weapon, and may be fired as one or the other, but not both in the same turn. These have the profile given below. The needle pistol always wounds on a roll of 4+, regardless of the target's Toughness. A needle pistol has an armour penetration of D6 against vehicles.

Bolt Pistol: Range: 12" Strength: 4 AP: 5 Pistol
Needle Pistol: Range: 12" Strength: X AP: 6 Pistol

Power weapon and melta-bombs: These follow the standard rules in the Warhammer 40,000 rulebook.

Neuro-Gauntlet: This is a close combat weapon. Roll to hit as normal, but don't roll to Wound. Instead hits cause one wound on a D6 roll of 4+ regardless of the target's Toughness, and with no armour save allowed (invulnerable saves may be taken as normal). Vehicles hit by a neuro-gauntlet take a glancing hit on a D6 roll of 6, regardless of the vehicle's Armour value.

Combat Drugs: The Eversor Assassin can charge 12" in the assault phase (or double the distance of the dice roll if moving through difficult terrain). When the Eversor charges into combat, it gains an extra D6 Attacks rather than just +1 Attack.



SPECIAL RULES

Fast Shot: The Eversor's heightened metabolism allows it to act with incredible speed. The Eversor never counts as moving when firing its executioner pistol (so it may always fire twice).

Bio-Meltdown! If the Eversor is killed, place a blast marker centred over the model. Any model touched by the template takes an automatic Strength 5 hit, with saving throws allowed as normal. The Eversor is then removed from play.

Fear me, for I am your apocalypse.

Dictatus Eversor

GAMING WITH ASSASSINS

Over the page you will find a new Warhammer 40,000 mission – Assassination! – which represents an Assassin being aided in a mission by friendly forces. This is just one of the ways you can fight unusual battles with Assassins. The next few pages feature a handful of different ways you can use your Assassins in your games of Warhammer 40,000.

A ONE-MAN ARMY

A game with obvious appeal is the single Assassin versus an entire force. There are a number of ways you can do this. At the most straightforward level, the Assassin's opponent is allowed a small army – in other words, a commander and bodyguard. The Assassin starts a fair distance away (24" is a good rule of thumb), and must kill all of the enemy before he or she is eliminated. However, there are some variations on this theme:

A lone Vindicare Assassin is holed up in a commanding position, and is pinning down the enemy squads as they try to advance. He must be killed before the army can continue.

Jerome the Unsaintly

Cardinal Jerome of Oristia IV amassed a great deal of wealth from fraudulent Ecclesiarchal levies on his diocese. He used this to begin building his own army, in a bid to return to the time during the Age of Apostasy when the Frateris Templars were one of the most feared military forces in the Galaxy. A Vindicare Assassin shot him in the roof of his mouth, as he sang subversive hymns during his daily morning ablutions.



well – as long as he doesn't move within 2" of an enemy, then his location remains secret; just note down a new hiding place within 6" of the last and remember that his exitus rifle is Heavy 1.

The only way the enemy army can find the Assassin is to be within 2" of his hiding place at the end of a turn. When this happens, the Assassin is placed on the battlefield – it then becomes a fight to the death! This is a highly entertaining battle, as the Assassin sneaks about from vantage point to vantage point, while the opposing player desperately tries to look back along lines of fire to determine the Assassin's position, and his units lose men and get pinned in place, disrupting the search.

An Eversor Assassin has been dispatched to assault an enemy command post and destroy anything it comes across.

This game works well as a two-player game, but can be played solo as well. The command post is represented by floorplans (Space Hulk boards are ideal), which are laid out at the start of the game. With two players, the defending player picks an army of 750-1,000 points and assigns a unit to each room of the command post. These units are not placed on the table, and may do nothing until the Assassin enters the room or a friendly model, which has encountered the Assassin, enters the room. In addition, at the end of any turn in which there was

When setting up your battlefield, make sure there is quite a lot of terrain that the Vindicare could be hiding in – rocky outcrops, abandoned watchtowers, ruined buildings, tall trees and so on. The Assassin player does not place a miniature on the tabletop to begin with, but instead writes down the whereabouts of the Assassin's hiding place. The opposing player has 750-1,000 points-worth of units trying to advance across the battlefield.

Play as normal, except that whenever the Assassin player wants to check line of sight to a target, their opponent is obliged to turn away. It's a good idea for the Assassin's position to give him a line of sight over many of the obstacles on the tabletop, so that it isn't too easy to work out where he is hiding. Also note that the Assassin is allowed to change position as

shooting or close combat, the defending player may roll a D6 for any unit in a room adjacent to the one in which the combat/shooting took place. On a roll of 4, 5 or 6 they are alerted by the sounds of combat and are placed on the table at the start of their next turn. Defenders who are broken fall back towards the nearest friendly-occupied room.

As a solo game, the Assassin player must pick the defending army, and when units would be placed on the table, randomly generate which of the units appears. You'll have to use a bit of common sense when controlling the defenders. Basically, most squads will attempt to stand and shoot at the Assassin. Close combat experts, such as Orks or Dark Eldar Wyches for example, will try to assault the Assassin.

An enemy army has unwittingly invaded a world used by one of the Officio Assassinorum Temples as a training ground. They suddenly find themselves beset by a veritable army of Assassins!

This is a pretty simple but fun battle. The Assassin player only ever uses one Assassin at a time, but every time the Assassin is killed, another takes their place. You should nominate a feature on the tabletop to be the entrance to the Temple's hidden complex – the Assassins must prevent any enemy model moving into contact with the entrance. Keep track of the number of Assassins killed, then swap sides with your opponent to see if they can do better!

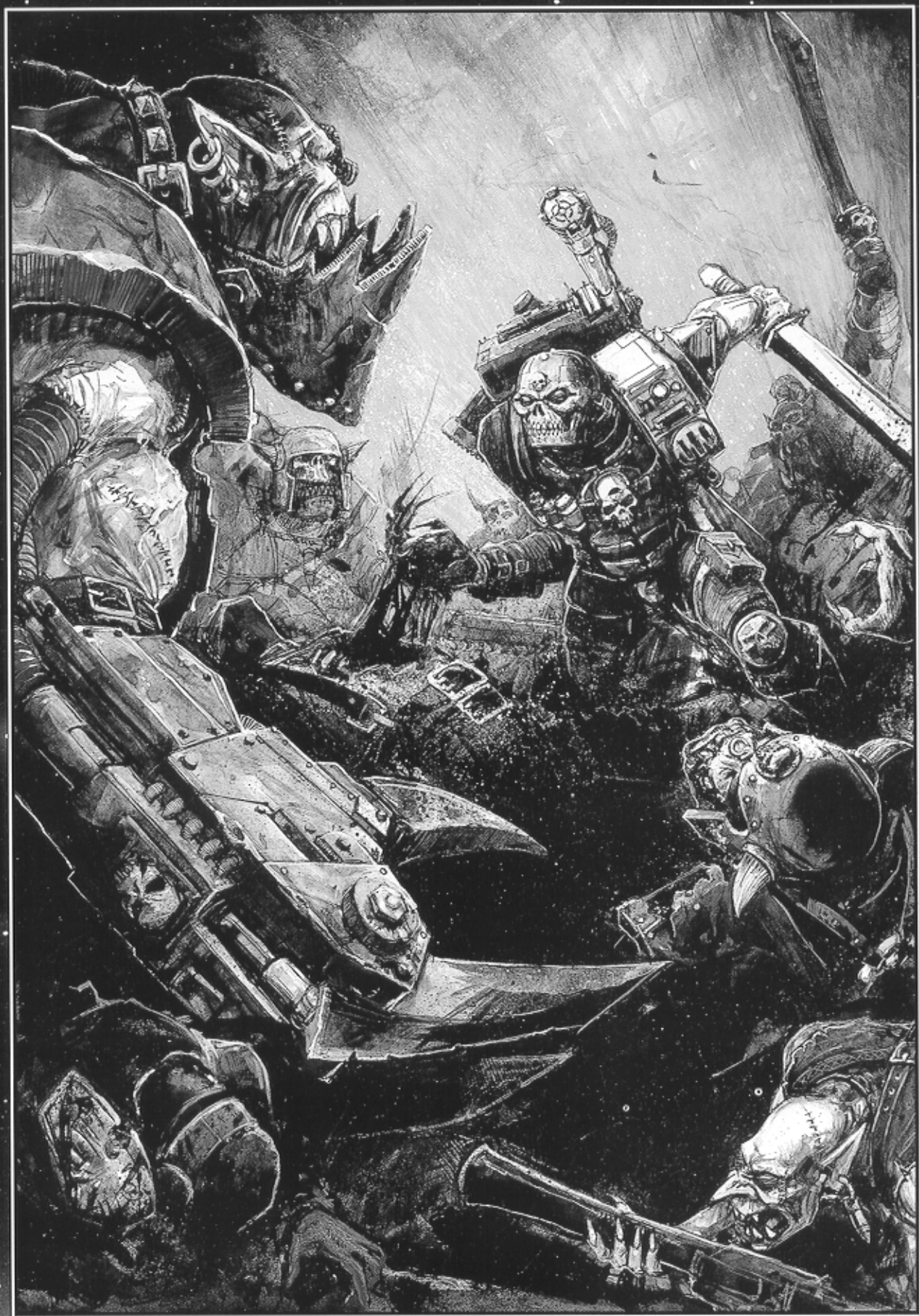
COVERT OPERATIONS

The majority of the time, an Assassin will work alone. Occasionally, however, teams of Assassins are dispatched, or an Assassin may find him or herself fighting alongside other military forces (as in the Assassination! Mission given later). Not only that, but Assassins do not just fight alongside Imperial forces. In the Imperium's history there have been many occasions when it was deemed better to aid one enemy force over another, for the long term benefit of humanity. For example, consider two Ork warbands fighting over a world near to Imperial space. The winner of the war will then unite the survivors and possibly attack Imperial worlds. In these circumstances it may be better for a few covert Imperial agents to support the weaker of the two factions, which will then have a two-fold effect. Firstly, the war will last longer, thereby seeing the deaths of more Orks. Secondly, a weaker Warboss is more likely to spend time consolidating his grip on the world, fighting usurpers within own his ranks and so on. The Imperial agents may even change sides, thereby ensuring that no side claims a great victory, and postponing the potential invasion almost indefinitely.

What this boils down to, is the fact that it isn't totally unreasonable for an Assassin to fight alongside an Ork or Eldar army. However, I'd strongly recommend that the Assassin is played by a separate player, and that the Assassin be given very strict mission guidelines which do not necessarily benefit the 'allied' player all the time. The idea here is to make sure that the main army commander is not directly controlling the Assassin's actions. You can also do this in a regular army (say Imperial Guard or Space Marines) with the Assassin really fighting alongside the army for their own ends, rather than to help out the force commander. There are a number of ways of doing this. As mentioned above, you could have a different player using the Assassin, who sets themselves a mission which they must achieve (such as killing the enemy commander or destroying a set points value of units, etc).

Alternatively, you could say that the Assassin has to attack the most expensive enemy character model (or best psyker in the case of a Culexus) and once that character is dead, the Assassin's mission is complete and they vanish from view, never to be seen again. Another possibility is to keep track of the number of victory points scored by the Assassin. At the end of the Assassin's turn, divide this victory points total by 100 and deduct it from the roll of a D6. On a score of 0 or less, the Assassin decides they have done enough and leaves!

Well, those are just a few ideas off the top of my head. I'm sure that you're inventive enough to come up with lots more (have a look at the Assassin mission in White Dwarf 232's Chapter Approved).





**"No world shall be beyond my rule;
no enemy shall be beyond my wrath."**

Thus spake the almighty Emperor on the summit of Mount Vengeance, on Thor. And a number of his most loyal servants did meet together, eager to serve the Emperor as best they could, to help enact his dreams of conquest and rulership of the Galaxy. Skilled were they in stealth and subterfuge, accomplished in the arts of death were they. They hunted down those who would bring ruination to the Emperor's divine plan, and struck them down as a bolt from the heavens. In secrecy they acted, preferring not to have praise from the Emperor, for they felt themselves unworthy of such attentions amidst the great sacrifices and destruction of the Great Crusade. Silently did they enact their executions, moving unseen from world to world in the Emperor's wake, ensuring that promises were not reneged upon, that treaties and pacts were adhered to. In time, these loyal servants realised that they could never hide from death forever, and that their skills must be passed on to a new generation, to continue their great works. Thus they finally revealed themselves to the Emperor and he did see the magnificent duty they had taken upon themselves and he was most pleased. Great temples were constructed on Terra and the most skillful and deadly youths were sought out. Thus the *Officio Assassinorum* was created, and the names of Callidus, Venenum, Culexus, Vindicare, Eversor and Vanus were forever immortalised. The strongest survived their rigorous training, and in turn passed on their skills to others. New skills were learnt and new temples founded; the art of blade and pistol, poison and garrote were honed in every aspect conceivable. So it is that now there is indeed no world beyond the Emperor's rule; no enemy beyond the Emperor's wrath.

ASSASSINATION! SCENARIO

In this scenario, an army has been mustered to aid an Imperial Assassin in a mission to eliminate an enemy commander. The attacking army must be able to hold off the defending forces long enough for the Assassin to complete the kill.

Important Note: The defender has twice as many points to spend as the attacker. For example, 1,000 points of attackers would fight against 2,000 points of defenders.

ASSASSINATION!

ATTACKER

COMPULSORY

- 1 Elites*
- 1 Troops

OPTIONAL

- 3 more Troops
- 1 Elites
- 2 Fast Attack
- 2 Heavy Support



*Note that the Attacker's compulsory Elites choice must be an Imperial Assassin.

ASSASSINATION!

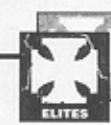
DEFENDER

COMPULSORY

- 1 HQ
- 1 Elite
- 1 Troops

OPTIONAL

- 1 more HQ
- 5 more Troops
- 1 more Elites
- 2 Fast Attack
- 2 Heavy Support



ASSASSINATION!

OVERVIEW

The Assassin must complete its mission to eliminate the opposing commander and then make its escape – all other considerations are secondary!

SCENARIO SPECIAL RULES

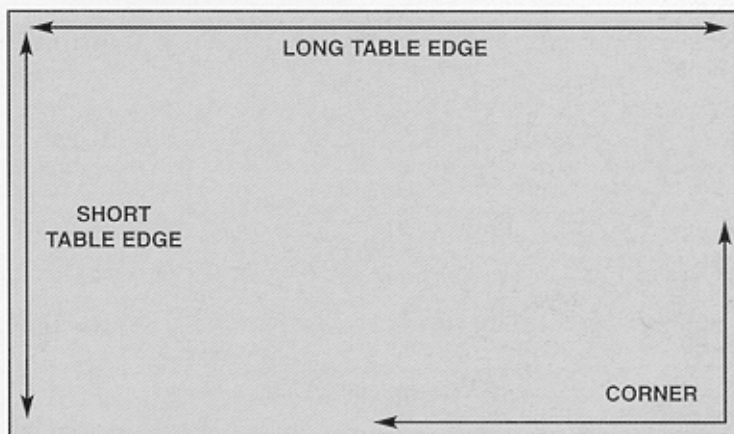
Assassination! uses the Victory Points and Infiltrators scenario special rules.

SET-UP

1 Both players roll a dice. The highest scoring player may choose their deployment zone. They may choose a long table edge, short table edge or corner. The other player deploys along the opposite edge or corner. The attacking player deploys all of their army up to 12" onto the table. The defending player then deploys his army up to 12" from the opposite edge or corner.

2 Infiltrators are deployed after all other units have been placed on the table, anywhere not within 18" of an enemy model. If both sides have infiltrating units, each player rolls a dice, the highest scoring player can decide whether to deploy their infiltrators first or second.

3 The attacker has the first turn.



MISSION OBJECTIVE

The Assassin must eliminate the enemy character with the highest points value (the defender must declare which model it is!), and survive to the end of the battle.

If the Assassin has not killed its target by the end of the game, then the defenders win outright. If the Assassin's target is killed and the Assassin is still alive at the end of the battle, then the attacker wins. If the target is eliminated and the Assassin has also been killed, then use victory points to determine the winner, but do not count victory points for the Assassin or their target (i.e. only other units count towards victory points).

RESERVES

None.

GAME LENGTH

The game lasts 6 turns.

LINE OF RETREAT

Units which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.



"Most vexing and challenging of my duties was the implementation of the hidden order known as the *Ordo Sicarius*. The *Ordo Sicarius* was set up at my own instigation, following my investigations into the supposed death of the Grand Master of Assassins, during the conflict known as the Wars of Vindication. For those not aware of these events, I include a quick summary.

The Wars of Vindication took place shortly after the death of High Lord Goge Vandire, during the Age of Apostasy. It appears that Vandire had managed to corrupt many within the *Officio Assassinorum*, just as he had bribed and blackmailed his way to influence within other organisations such as the *Adeptus Astra Telepathica*, *Ecclesiarchy*, *Administratum* and *Imperial Guard*. Foremost amongst Vandire's agents was one Tziz Jarek, of the *Callidus* Temple. Using the shape altering compound polymorphine, Jarek had assassinated the true Grand Master and assumed his identity. However, unbeknownst to Jarek, the Grand Master had expected such a plot and had a loyal *Callidus* Assassin take his place in his chambers. So it was that Jarek had not killed the true Grand Master, who secretly mustered those Assassins still loyal to him to fight against this usurper. A heinous battle raged within the Imperial Palace itself, with many innocents dying as the Assassins brought their terrible skills to the war. The ancient arsenal of the *Officio Assassinorum* was opened and terrifying weapons used once more, weapons whose use had been banned by the *Senatum Imperialis* since their discovery. Gene-sympathetic nerve gases polluted the corridors, while neutronic warheads destroyed whole wings of the Palace. In the end, the true Grand Master assassinated Jarek and then disappeared in self-imposed exile. Whether he is still alive is not known to me (though rest assured I have spared nothing in my endeavours to locate him).

Upon my recommendations, the following changes were made to the *Officio Assassinorum*:

1. The Assassin Temples were distributed to various locations, so that should one fall to alien influence, daemonymancy or heresy, the others would remain untainted.
2. Any Assassination to be allowed only by a two-thirds vote of assent in the *Senatum Imperialis*.
3. All Assassinations to be followed by a detailed account of the mission activity, subject to Inquisitorial inspection at any time.
4. All Assassins, with exception of those of the *Eversor* Temple, to undergo regularly repeated psycho-doctrination, again under the eye of the Inquisition if deemed necessary.

Within the Inquisition itself I have assembled a number of like-minded Inquisitors and formed the *Ordo Sicarius*. We will maintain a close watch on the activities of the *Officio Assassinorum*, and act according to our findings. However, this mandate led to a major problem which had to be overcome before we could continue. As would be expected, considering the nature of its work, the *Officio Assassinorum* is as secretive as our own organisation. But as we have all been taught, to truly investigate a suspicious organisation, one must work from within its confines, not from without.

We have therefore managed to insert a number of our agents into each of the Assassin Temples. These Assassin-Inquisitors perform the roles of Assassins as would normally be expected, but during the aforementioned psycho-doctrination sessions, we are able to release from them any sensitive information which other Assassins may be less ready to divulge. In this manner, we have already headed off two assassination attempts on the High Lords themselves, and prevented the major embarrassment of the assassination of one of our own Inquisitors, who had been working covertly with the *Orks of Lamina Sector*."

Extract from the Memoirs of Inquisitor Jaeger, suppressed circulation by Order of Inquisitor Madak.



Night Hunter

One of the strangest assassinations in the *Officio Assassinorum*'s records is that of the Space Marine Primarch Konrad Curze. When his Legion, the Night Lords, turned traitor during the Great Heresy, Konrad became known as Night Hunter. A *Callidus* Assassin managed to locate Night Hunter within the Eye of Terror and killed him. What makes this case so different is the belief that Night Hunter is the only Primarch definitely known to have been assassinated, and that Night Hunter's powers of foresight had forewarned him of the assassination attempt, but he took no extra precautions to defend himself, claiming that the Imperium's actions vindicated his decision to rebel against the Emperor.

The Morisha Incident

Urhua Thereaux, Assassin of the *Venenum* Temple, was dispatched in 563.M37 to assassinate the renegade Governor Yawell, ruler of the planet Morisha on the Eastern Fringe. During transit, the starship was caught in a warp rift, holding the vessel in a temporal stasis for some six hundred and ninety-eight years. Not knowing that this had occurred, Thereaux proceeded to her target, only to find Yawell long since dead and replaced by an anti-Imperial democratic committee, consisting of some 1,000 members. Faced with such an extreme task, Thereaux only succeeded in killing the committee members after spending three days poisoning all the chairs in the council's auditorium, before a meeting of the full committee.