

# KILL TEAM

# OFFICIO ASSASSINORUM

## DATASLATE: OFFICIO ASSASSINORUM

This team list uses the profiles and special rules found in Dataslate: Officio Assassinorum, Codex: Astra Militarum, Codex: Skitarii, Codex: Eldar, Codex: Dark Eldar, Codex: Necrons and Codex: Tau. If a rule differs from that found in the Dataslate, it will be clearly stated.

## LIGHTNING REFLEXES

A model with this special rule has a 4+ Invulnerable save. In addition, it does not suffer the Initiative penalty for charging enemies through difficult terrain, and may Jump, Climb, Diving Charge, and Climbing Charge without taking the Initiative test.

## OPERATION ASSASSINATE

Assassins gain additional RP and Renown based on models that suffer a Dead! result on the Special Injury Table after being removed as a casualty by an Assassin. Every Team Leader killed by an Assassin grants +2 RP and +1 Renown – this is in addition to the Assassin achievement. Every Special grants +1RP. Core models do not grant bonus RP.



## ARMORY OF THE OFFICIO

When purchasing Wargear upgrades from the Officio Assassinorum Armory during a Campaign, these upgrades are not “locked” to one Assassin but instead are added to a pool of gear shared between all Assassins in your Team.

For example: Abigail purchases a plasma pistol for her Eversor Assassin for the first Mission in a Campaign. During the second mission, she can give that plasma pistol to her Callidus Assassin if she does not want to field the Eversor, or wants to give the Eversor a different loadout during that mission.

Wargear purchased for a Callidus Assassin listed as “Callidus Only” can only be shared between Callidus Assassins.

## INDEPENDENT OPERATIVES

Assassins always pass Rout tests. Teams of Assassins may only take the Comms Relay, Medical Facilities, and Recon Satellite upgrades for their Base. Assassins cannot achieve the Considerate Commander or Always Outnumbered Achievements.

## MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1-6 Special models

# SPECIAL

## CALLIDUS ASSASSIN

90 points

WS	BS	S	T	W	I	A	Ld	Sv	
8	8	4	4	3	7	4	10	-	
10	10	4	4	3	9	6	10	-	

  

<p><b>Unit Type</b> Infantry (Character)</p> <p><b>Wargear:</b></p> <ul style="list-style-type: none"> <li>• Polymorphine</li> </ul>	<p><b>Special Rules:</b></p> <ul style="list-style-type: none"> <li>• Fearless</li> <li>• Fleet</li> <li>• Infiltrate</li> <li>• Independent Operative</li> <li>• Lightning Reflexes</li> <li>• Move Through Cover</li> <li>• No Escape</li> <li>• Unerring Strikes</li> <li>• Reign of Confusion</li> </ul>	<p>OPTIONS: A Callidus Assassin may take any of the following:</p> <ul style="list-style-type: none"> <li>• May take a C'tan Phase Sword <span style="float: right;">20 pts</span></li> <li>• May take Poison Blades <span style="float: right;">15 pts</span></li> <li>• May take a Neural Shredder <span style="float: right;">10 pts</span></li> <li>• May be upgraded to a Grand Master, using the second profile listed and improving the Assassin's Invulnerable Save to 3+. <span style="float: right;">40 pts</span></li> <li>• May take items from the Officio Assassinorum Armoury, including those listed as Callidus Only</li> </ul>
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**Polymorphine**

When a Callidus Assassin is deployed using her Infiltrate special rule, she can be set up anywhere on the table that is more than 1" from any enemy unit, whether deployed enemy units can draw a line of sight to her or not. If a Callidus Assassin starts the game in Reserves, she can choose to move on from the enemy board edge when she arrives. In either case, during the first game turn, or during the game turn in which the Callidus Assassin arrives from Reserves, the enemy player rolls 2d6. Only models within that many inches may fire at the Callidus Assassin, and can only fire Snap Shots when targeting her.

  

**Unerring Strikes**

During the Assault Phase, enemies cannot take Look Out, Sir! tests against the Callidus Assassin's close combat attacks.

## CULEXUS ASSASSIN

80 points

WS	BS	S	T	W	I	A	Ld	Sv
8	8	4	4	3	7	4	10	-
10	10	4	4	3	9	6	10	-

### Unit Type

Infantry (Character)

### Wargear:

### Special Rules

- Fear
- Fearless
- Infiltrate
- Independent Operative
- Life Drain
- Lightning Reflexes
- Move Through Cover
- No Escape
- Preferred Enemy (Psykers)
- Psychic Abomination

### Life Drain

If the Culexus Assassin is armed with any Melee or Pistol weapons, he may elect to fight during the Fight sub-phase as if he did not have them, losing the bonus for having multiple weapons, any bonuses to Strength, and any special rules granted by any equipped Melee or Pistol weapons. If he does so, armor saves cannot be taken against his close combat attacks, any close combat attack inflicted by a Culexus Assassin that rolls a 6 To Wound has the Instant Death special rule, and any close combat attack inflicted by a Culexus Assassin that is allocated to a Psyker has the Instant Death special rule.

### Psychic Abomination

Psykers, friend or foe, within 12" of a Culexus Assassin have -3 Leadership, do not generate any Warp Charge (i.e. they do not add dice to their owning player's Warp Charge Pool in the Psychic phase) and only harness Warp Charge points on a 6. A Culexus Assassin can never be targeted or affected by psychic powers – other units in the Culexus Assassin's vicinity that are hit by beam or nova powers, or by Witchfire powers that use templates, are hit/affected normally. Any blessing or malediction psychic powers affecting a unit immediately cease to be in effect if the unit moves within 12" of a Culexus Assassin or vice versa.

OPTIONS: A Culexus Assassin may take any of the following:

- May take an Animus Speculum 15 pts
- May take Etherium 40 pts
- May purchase Psyk-Out Grenades 1pt/ea
- May take the Animus Perditor 30 pts
- May be upgraded to a Grand Master, using the second profile listed and improving the Assassin's Invulnerable Save to 3+. 40 pts
- May take items from the Officio Assassinorum Armoury, excluding those listed as Callidus Only

## EVERSOR ASSASSIN

80 points

WS	BS	S	T	W	I	A	Ld	Sv
8	8	4	4	3	7	4	10	-

### Unit Type

Infantry (Character)

### Wargear:

- Frenzon
- Terminus Gland

### Special Rules

- Fast Shot
- Fearless
- Feel No Pain
- Furious Charge
- Infiltrate
- Independent Operative
- Lightning Reflexes
- Move Through Cover
- No Escape

### Fast Shot

Whenever the Eversor Assassin fires a Pistol-type weapon, he does so 4 times. In the case of the Executioner Pistol, these shots may be any combination of Bolt or Needle Pistol shots. The Eversor Assassin may shoot at different targets using the Suppressing Fire rule as listed in the Heralds of Ruin Kill Team rules, except the distance allowance between the primary and secondary targets is increased to 6". If an Eversor kills its primary target, it may charge at a different target within 3" of the primary target.

### Frenzon

The Eversor Assassin moves in a whirlwind of violence, aiming to strike down the entire enemy force in a single furious rush of destruction. An Eversor Assassin rolls 3D6 for its charge range instead of 2D6. In addition, he receives 3 bonus Attacks in a turn in which he charged, rather than just 1. After counter-charges are made, measure 2D6" from the Eversor Assassin. All enemies within that many inches are also in the combat and must Pile In as normal during their Initiative Steps. If, after End of Combat Pile Ins, no models are in base contact with the Eversor, the combat ends as per the Rulebook.

OPTIONS: An Eversor Assassin may take any of the following:

- May take a power sword 10 pts
- May take an Executioner Pistol 10 pts
- May take a Neuro-Gauntlet 15 pts
- May take a Sentinel Array 15 pts
- May take the Spikes of the Zealot 35 pts
- May take items from the Officio Assassinorum Armoury, excluding those listed as Callidus Only

## VINDICARE ASSASSIN

90 points

WS	BS	S	T	W	I	A	Ld	Sv	
8	8	4	4	3	7	4	10	-	
10	10	4	4	3	9	6	10	-	
<b>Unit Type</b>					<b>Special Rules:</b>				
Infantry (Character)					<ul style="list-style-type: none"> <li>• Deadshot</li> <li>• Fearless</li> <li>• Independent Operative</li> <li>• Infiltrate</li> <li>• Lightning Reflexes</li> <li>• Move Through Cover</li> <li>• No Escape</li> <li>• Stealth</li> </ul>				
<b>Wargear:</b>									
<ul style="list-style-type: none"> <li>• Exitus Rifle</li> <li>• Close Combat Weapon</li> </ul>									
<b>Deadshot</b>									
<p>Enemies cannot take Look Out, Sir! tests against Wounds made by the Vindicare Assassin. Further, all shots made by the Vindicare Assassin are Precision Shots.</p>									
<p>OPTIONS: A Vindicare Assassin may take any of the following:</p> <ul style="list-style-type: none"> <li>• May take an Exitus Pistol 10 pts</li> <li>• May take Exitus Ammo (Hellfire) 10 pts</li> <li>• May take Exitus Ammo (Shieldbreaker) 10 pts</li> <li>• May take Exitus Ammo (Turbo-Penetrator) 10 pts</li> <li>• May take Blind Grenades 3 pts/ea</li> <li>• May take a Spy Mask 5 pts</li> <li>• May take the Anima Venator 20 pts</li> <li>• May take the Exitus Gemina 25 pts</li> <li>• May be upgraded to a Grand Master, using the second profile listed and improving the Assassin's Invulnerable Save to 3+. 40 pts</li> <li>• May take items from the Officio Assassinorum Armoury, excluding those listed as Callidus Only</li> </ul>									

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## SECRECY

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### The Venenum and Vanus Temples

The Assassins of the Venenum and Vanus temples rarely take the field and fight in open battle, yet their presence is felt by the enemies of Man just the same. A Team of Assassins may include Assassins from these temples, however they are not represented by models on the field during a mission, as these Assassins work in utmost secrecy.

These Assassins count towards your 6 Assassins limit when building your team, and towards the maximum of 6 allowed during a mission. Should all other Assassins be slain during a mission, the Venenum and/or Vanus assassins count as casualties as well – it is assumed that the only reason the enemy was able to kill the revealed assassins was because they discovered the plot of the Officio Assassinorum before it could come to fruition. If all other Assassins in your Team are slain, the Venenum and Vanus Assassins are lost as well, and your Team counts as being completely destroyed – the Venenum and Vanus Assassins have returned to Terra to report your failure.

## VENENUM ASSASSIN

20 points

### The Ensured Deaths

If your Execution Force includes a Venenum Assassin during a mission, on a Wound roll of 6, other Assassins automatically Wound regardless of Toughness and gain the Instant Death special rule.

### Options

When preparing your Execution Force, a Venenum Assassin may perform the following tasks:

**Segnis Mors Poison:** After deployment, D6 models of your choice in your opponent's Kill Team must pass a Toughness test or suffer 1 Wound with no saves of any kind allowed. If this reduces the model to 0 Wounds, then they are removed from the battlefield as casualties, disregarding the Injury table. Enemy models removed as casualties this way suffer a -1 penalty to their rolls on their respective Injury Charts, including the extra tables for the Grievously Injured and Beaten Up results. 40 pts

Enemy models removed as casualties this way suffer a -1 penalty to their rolls on their respective Injury Charts, including the extra tables for the Grievously Injured and Beaten Up results.

**Mancus Poison:** All enemy models reduce their Strength, Toughness, Initiative, and Attacks by 1 (to a minimum of 1). Enemy Infantry models reduce the distance they can move by 2", including Run, Charge, Pile In, Consolidate, and Fall Back moves. 70 pts

## VANUS ASSASSIN

20 points

### Seed Mistrust

If your Execution Force includes a Vanus Assassin during a mission, enemy models suffer a -2 penalty to their Leadership. Further, your enemy receives a -1 penalty to their Reserve rolls, and enemy models may not Outflank.

### Options

When preparing your Execution Force, a Vanus Assassin may perform the following tasks:

**Know Thine Enemy:** Assassins may reroll Wound and Armor Penetration rolls of 1. 40 pts

**Sow Paranoia:** Before deployment, select D6 enemy models. Those models have the Paranoid special rule. 35 pts

### Paranoid

While this model is within 12" of any friendly model to which it also has line of sight, it must pass a Leadership test each time it attempts to move, manifest a psychic power, shoot, Run, Turbo-Boost, or declare a charge – if the test is failed, the action is forfeit and the model can do nothing else that phase as it watches for betrayal. A model that fails this test when attempting to fire Overwatch does not fire any shots, but acts normally in the ensuing Fight sub-phase. A model that fails this test on a 12 and is equipped with a ranged weapon makes a shooting attack, with a weapon chosen by the Assassin player against the closest friendly model, then Falls Back. A model that does not have any ranged weapons simply Falls Back.

# ARMOURY

See Codex: Necrons, Codex: Harlequins, Codex: Eldar, Codex: Dark Eldar, Codex: Tau, Codex: Blood Angels, Codex: Skitarii, Codex: Adeptus Mechanicus for rules on the following pieces of armoury wargear:

- Warscythe (Callidus Only)** – 25 pts
- Tachyon Arrow (Callidus Only)** – 15 pts
- Fusion Gun (Callidus Only)** – 10 pts
- Shuriken Pistol (Callidus Only)** – 5 pts
- Haywire Grenades (Callidus Only)** – 3 pts/ea
- Huskblade (Callidus Only)** – 10 pts
- Razorflail (Callidus Only)** – 15 pts
- Rail Rifle (Callidus Only)** – 20 pts

An Assassin may take one item from the following list, except for grenades, of which they may take any number:

- Bolt Pistol** – 5 pts
- Plasma Caliver** – 20 pts
- Grav Pistol** – 15 pts
- Inferno Pistol** – 15 pts
- Arc Pistol** – 10 pts
- Arc Rifle** – 15 pts
- Flechette Blaster** – 15 pts
- Frag Grenades** – 1 pt/ea
- Krak Grenades** – 1 pt/ea

An Assassin may take up to two items from the following list:

- Power Sword** – 15 pts
- Power Maul** – 15 pts
- Power Axe** – 15 pts
- Power Fist** – 15 pts
- Power Lance** – 15 pts
- Close Combat Weapons** – 3 pts
- Melta Bombs** – 5 pts

## Animus Perditor (Culexus Only) – 20 pts

The Animus Perditor is a legendary helm used by a Culexus so skilled, her name was lost to the annals of time, known only to the highest powers that govern the Imperium of Man. Whispers speak of men going mad without cause, of corpses found with burned-out eyes and self-inflicted wounds. Other whispers still speak of a skull-faced shadow of torment, and other whispers yet call this Culexus daemon.

	Range	S	AP	Type
Animus Perditor	18"	6	1	Assault X, Absorbed Warp Charge, Soul Perdition

**Soul Perdition:** The Animus Speculum dampens or amplifies a Culexus' Pariah gene; the Animus Perditor drives it like a nail into the souls of those around him. All models, friend or foe, suffer -1 Leadership while within 12" of the Culexus Assassin, cumulative with that of Psychic Abomination. At the beginning of the opposing player's turn, enemy units within 12" of the Culexus Assassin bearing the Animus Perditor must make a Leadership test. If they pass, they suffer no ill effects. If they fail, each model takes a single hit with a Strength equal to the Strength of the model. Cover saves cannot be taken against these hits, and they can never be allocated to another model.

## Spikes of the Zealot (Eversor Only) – 35 pts

Installed into his skull helm, this device interfaces with the lobo-chips already implanted into his skull, and have an effect akin to the Butcher's Nails implanted in the traitor primarch Angron. Combined with the chemicals running in his veins and the Assassin's already-blind devotion to the Emperor, the Spikes of the Zealot drive the Eversor Assassin's insane rage to impossible levels as they burst through ceramite walls, screeching incoherently.

The Eversor Assassin gains the Preferred Enemy special rule. In addition, Eversor Assassin may charge through impassable terrain even at models he cannot see, but must make a Strength check for every 1" or fraction thereof of impassable terrain that he passes through. Should he fail any, however, the charge fails, even should the rolled charge range be found to be sufficient to travel around the impassable terrain.

## Exitus Gemina (Vindicare Only) – 25 pts

The Exitus Gemina is an experimental Exitus device, crafted to hold not one, but two machine-spirits within. The spirits, code-named Gehenna and Abyssus, bring the Emperor's wrath upon His foes in different manners – Gehenna, who seeks to slay as many as possible, and Abyssus, who desires death absolute and complete.

	Range	S	AP	Type
Exitus Gemina (Gehenna)	72"	X	2	Heavy 2, Sniper, Exitus Ammo, Rapid Retargeting
Exitus Gemina (Abyssus)	72"	X	1	Heavy 1, Sniper, Exitus Ammo, Headhunter

**Rapid Retargeting:** If the Vindicare uses the Suppressing Fire special rules, there is no limit to the distance between primary and secondary targets, but otherwise follows all the usual rules for shooting and Suppressing Fire.

**Headhunter:** Models slain by a Vindicare using the Abyssus profile automatically suffer the Out of Action result on the optional Injury table. During campaigns, models that are slain by attacks with this special rule suffer a -3 penalty to their rolls on the Core or Special

Injury table. This includes the extra tables for the Grievously Injured and Beaten Up results.

**Anima Venator (Vindicare Only) – 20 pts**

An upgraded and experimental Spy Mask, the Anima Venator guides the Vindicare's sights to enemies with haste, unleashing volleys of sniper fire even against targets dashing past him. The Anima Venator is seldom granted to Vindicare Assassins, for many have reported that it leaves their aiming "very twitchy".

The Vindicare has the Ignores Cover special rule and may target enemies that are Hidden, so long as he can physically draw line of sight to them. Further, as long as the Vindicare did not move during his own movement phase, the Vindicare may create a Killzone. At the beginning of the opposing player's turn, nominate and mark a point on the battlefield. Whenever an enemy model comes even partially within 4" of the marker at any point of its movement during your opponent's Movement, Shooting, or Assault phases, the Vindicare may immediately make a shooting attack against it at the end of the phase in which it passed by the marker, following all the normal rules for shooting. Every shot made after the first reduces the Vindicare's Ballistic Skill by 4, to a minimum of 1, until the end of the opponent's turn. The Vindicare then returns to full Ballistic Skill at the beginning of your turn.

**Digital Weapons – 10 pts**

The equipped model may reroll one failed To Wound roll during the Assault Phase.

**Grav-Pack – 30 pts**

Used by some Imperial Guard units for drop maneuvers, an Assassin knows how to maximize the use of a grav-pack.

The Assassin gains the Skyborne rule (see: Jet Pack and Jump units) and may make Thrust Moves like a Jet Pack unit. However, it does not gain the Bulky, Deep Strike, nor Relentless special rules.

**Encrypted LR Vox – 10 pts**

As long as the Assassin with the Encrypted Long-Range Vox is alive, the Execution Force may voluntarily Rout despite being Fearless and without incurring 50% losses, as their minder orders them to quit the field.