
























IMPERIUM				EVERSOR ASSASSIN - Rageborne Executioner												163 Pts	
Agents of the Imperium																	
1																	
	9"			2+	2+	5	4				4	6	4	6+	1	6+	4++/4++
Unit Aptitudes																	
Frenzon	In your Command phase, select one of the effects below to apply until the start of your next Command phase: - Adrenal Surge: This model is eligible to shoot and declare a charge in a turn in which it Rund. - Predatory Focus: This model's weapons have the Precision Shot and Precision Strike special rule. - Killing Rampage: This model's weapons have the Sustained Hits 3 special rule.																
Sentinel Array	An Eversor Assassin fires Overwatch using his full WS.																
Fast Shot	Whenever an Eversor Assassin fires his executioner pistol, he does so 4 times. All of these shots must be at the same target unit, but can be any mixture of bolt pistol and needle pistol shots.																
Bio-meltdown	When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers D3 mortal wounds.																
No Escape	Each time an enemy unit (excluding Monster and Vehicle units) that is within Engagement Range of one or more units with this special rule is selected to Fall Back, models in that enemy unit must take Desperate Escape tests as if their unit was Battle-shocked. When doing so, if that enemy unit is also Battle-shocked by other means, subtract 1 from each of those Desperate Escape tests.																
Unit Special Rules																	
Independent Character / Fear / Infiltrate / Feel no Pain (4+) / Melta bombs / Fearless / Furious Charge / Lone Operative / Move Through Cover / Lightning Reflexes																	
Weapons													Nb	Pts			
Executioner pistol - Needle-pistol				12"	4	2	0	1	Pistol - Poisoned (2+) - Anti-Infantry				1	8			
Executioner pistol - Bolt-pistol				12"	4	4	0	1	Pistol				1	5			
Neuro gauntlet				Melee	-1	+1	0	2	Melee - Shred - Fleshbane - Anti-Infantry				1	10			
Power sword				Melee	User	+1	-3	1	Melee				1	10			
Faction Aptitudes														Unit type			
Assigned Agents Root out Heresy														Infantry			