

IMPERIUM

CULEXUS ASSASSIN - Nightmare Shade

152 Pts







Agents of the Imperium

1																	
	7"			2+	2+	4	4				4	4	4	6+	1	6+	4++/4++

Unit Aptitudes

Psychic Abomination	Psykers, friend or foe, within 12" of a Culexus Assassin have -3 Leadership, do not generate any Warp Charge and only harness Warp Charge points on a 6 (even if the unit would otherwise harness Warp Charge on another result). A Culexus Assassin has the Feel no Pain (2+) special rule against Psychic Attacks. Any blessing or malediction psychic powers affecting a unit immediately cease to be in effect if the unit moves within 12" of a Culexus or vice versa. This rule does not apply whilst the Culexus is embarked in a Transport.
Etherium	Whenever enemy units target a Culexus Assassin with shooting or close combat attacks, the shots/attacks always suffer a -3 To Hit.
Psyk-out grenades	When a unit equipped with psyk-out grenades launches an assault, any models with the Dæmon, Psyker, Psychic Pilot or Brotherhood of Psykers special rules in the assaulted unit(s) are reduced to Initiative 1 for the remainder of the phase.
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 / Fearless / Infiltrate / Preferred Enemy (Psykers) / Lone Operative / Move Through Cover / Lightning Reflexes									
Weapons								Nb	Pts
Animus speculum	24"	X	5	-2	D3	Assault - Psy-Shock - Precision Shots - Anti-Psyker - Absorbed Warp Charge		1	5
Life-draining touch	Melee	User	User	-2	2	Melee - Precision Strikes - Devastating Wounds - Anti-Psyker		1	7

Faction Aptitudes

Unit type

Assigned Agents	Root out Heresy	Infantry
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