

IMPERIUM  
Agents of the Imperium

CALLIDUS ASSASSIN - Veiled Shadowblade

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	7"			2+	2+	5	4			4	5	4	6+	1	6+	4++/4++


Unit Aptitudes







Polymorphine	When a Callidus Assassin is deployed using her Infiltrate aptitude, 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, enemy units can only fire Snap Shots when targeting her. At the end of your opponent's turn, if this model is not within Engagement Range of any enemy units, you can remove it from the battlefield and then, in the Reinforcements step of your next Movement phase, she can reuse the Infiltrate special rule as previous. If the battle ends and this model is not on the battlefield, it counts as destroyed.
Reign of Confusion	If your army includes a Callidus Assassin, you can re-roll the dice when attempting to Seize the Initiative. In addition, your opponent suffers -3 to the first Reserve Roll he makes during the game. Moreover, once per battle, after your opponent uses a Stratagem, this model can use this special rule. If it does, until the end of the battle, the CP cost your opponent must pay to use that Stratagem again is increased by 1CP.
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 / Fearless / Infiltrate / Hit & Run / Fleet / Fight First / Precision Strike / Lone Operative / Move Through Cover / Lightning Reflexes
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Psychic Domains

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Weapons								Pts
Neural shredder		Template	1	1	-4	D3	Pistol - Ignores Cover - Neural Shock	11
Phase sword		Melee	User	+1	-4	1	Melee - Devastating Wounds - Lethal Hits	15
Poison Blades		Melee	User	+1	0	2	Melee - Rending - Poisoned (3+) - Anti-Infantry	5
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Faction Aptitudes								Unit type
Assigned Agents		Mission Tatics						Infantry