

# IMPERIUM

## Agents of the Imperium

## VINDICARE ASSASSIN - Shadowstrike Marksman

176 Pts

1



7"

2+

2+

4

4

4

4

4

6+

1

6+

4++/4++

## Unit Aptitudes

Deadshot

Each time this model makes a ranged attack, if a Critical Hit is scored, add 3 to the Damage characteristic of that attack. After this model has resolved its ranged attacks, select one enemy unit that was hit by one or more of those attacks. That unit must take a Battle-shock test.

Exitus Ammo

Each time a Vindicare Assassin fires a weapon with this aptitude, choose one of the three following types of ammunition:  
 - Shield-breaker: Invulnerable saves cannot be taken against Wounds, glancing hits, or penetrating hits from a shield-breaker round.  
 - Turbo-penetrator: Against vehicles, shots from a turbo-penetrator round count as Strength 10. Against all other targets, shots from a turbo-penetrator round gain the Devastating Wounds special rule.  
 - Hellfire: Shots from a hellfire round always wound on a 2+.

Spy Mask

All successful To Hit rolls made by a Vindicare Assassin, excluding Snap Shots, have the Ignores Cover special rule.

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 / Defensive Grenades / Fearless / Infiltrate / Stealth / Precision Shot / Lone Operative / Move Through Cover / Lightning Reflexes

## Weapons



Nb

Pts

Combat knife

Melee

User

User

0

1

Melee

1

Exitus pistol

12"

3

5

-2

3

Pistol - Sniper

1

8

Exitus rifle

48"

1

7

-3

D3+3

Heavy - Sniper

1

18

## Faction Aptitudes

## Unit type

Assigned Agents Root out Heresy

Infantry