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. 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 Weapons Weapons Melee User User 0 1 Melee 1 Exitus pistol 1 8	IMPERIUM Agents of the Imperium					VINDICARE ASSASSIN - Shadowstrike Marksman										176 Pts		
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 Moral test. 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 a turbo-penetrator ragainst 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. 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 Bautle-shocked. When doing so, if that enemy unit is also Bautle-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 **Weapons** Melee** User** User** User** User** 0 1 Melee** 1 8 Exins pistol - Sniper** 1 8	1	7		¥		(4)				6			X	14		0		0
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 mode has resolved its ranged attacks, select one enemy unit that was hit by one or more of those attacks. That unit must take a Moral test. 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. 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 Weapons Melce User User 0 1 Melce 1 Exitus pistol - Sniper 1 8		7"			2+	2+	4	4				4	4	4	6+	1	6+	4++/4++
Leach 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. 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 - Weapons - Weapons - Melee - User - User - 0 - 1 - Melee - 1 - Exitus pistol - Shot - Sniper - 1 - 8								Uni	t Apti t	udes								
- 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. 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 Weapons Weapons Melee User User 0 1 Melee 1 Exitus pistol 1 8	Deadshot						_						_					
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 Weapons Melee User User 0 1 Melee 1 Exitus pistol 1 8	Exitus Ammo			- Sh - Tu a turbo-p	nield-brea urbo-pene penetrator	ker: Invuertrator: A r round ga	lnerable gainst Vo ain the I	saves cam ehicles, she Devastating	not be tak ots from a Wounds	en agains a turbo-p s special 1	st Wound enetrator rule.	ds, glancing l	hits, or p	penetrati	ng hits fro	om a shie	ld-breake	
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 Weapons Melee User User 0 1 Melee 1 Exitus pistol 12" 3 5 -2 3 Pistol - Sniper 1 8	Spy Mask			All succe	essful To	Hit rolls	made by	a Vindica	re Assass	in, exclu	ding Snap	Shots, have	e the I gr	nores Co	ver specia	al rule.		
Independent Character / Defensive Grenades / Fearless / Infiltrate / Stealth / Precision Shot / Lone Operative / Move Through Cover / Lightning Reflexes Weapons Melee User User 0 1 Melee 1 Exitus pistol 12" 3 5 -2 3 Pistol - Sniper 1 8	No Escape			rule is se	elected to	Fall Back	x, model	s in that er	nemy uni	t must tak	ke Despei	rate Escape	tests as	if their u	nit was B a	attle-shoc		-
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	Exitus rifle					4	·8"	1	7	-3	D 3+3	Heavy - Sr	niper				1	18

Infantry

Assigned Agents Root out Heresy