The second of th		IMPERIUM Agents of the Imperium				VINDICARE ASSASSIN - Shadowstrike Marksman 176 Pts									6 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, schert one enemy unit that was hit by one or more of those attacks. That unit must take a Battle-shock test. Each time a Vinderare Assassin ries a weapon with this aptitude, choose one of the three following types of ammunition: - Shaddshowaker. Invulnerable saves cannot be taken against Wounds, gleating hits, or penetrating hits from a shieldshowaker 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 Devestating Wounds special rule. - Hellfire: Most from a hellite round abays 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 fexcluding 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 I 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	1	(N.	0	The state of the s			6			X	14		0		O
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Independent Character / Defensive Grenades / Fearless / Infiltrate / Stealth / Precision Shot / Lone Operative / Move Through Cover / Lightning Reflexes	No Escape		n	nodels in t	hat enemy	unit must	take Despe	erate Escap	oe tests as if									
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								Psy	chic Dor	nains								

Weapons	*	Φ		O	(3)	₫	Pts
Combat knife	Melee	User	User	0	1	Melee	0
Exitus pistol	12"	3	5	-2	3	Pistol - Sniper	8
Exitus rifle	48"	1	7	-3	D 3+3	Heavy - Sniper	18
	Faction .	Aptitudes					Unit type
Assigned Agents	Mission Tatics						Infantry