

OFFICIO ASSASSINORUM EXECUTION FORCE

POINTS: 100 + MODELS

The agents of the Officio Assassinorum are a deadly scalpel deployed when the sledgehammer of the Imperium's armies is too blunt and unsubtle a weapon to bring to bear. These killers are amongst the most proficient masters of the arts of death in the known galaxy. Their reach, it is said, extends from the heart of the Eye of Terror to the coldest reaches of the Halo Zone.

An individual Assassin is a fearsome weapon, used only on the very highest of authority and against the most serious of threats. Yet, there have been times when even an Assassin was deemed incapable of striking down a target. At such times, the High Lords of Terra have ordered an Execution Force, consisting of a number of assassins working in concert, to be dispatched.

It cannot be overstated just how serious a threat the Imperium must be facing for the High Lords to issue such an order. To deploy just a single Assassin is to commit a scarce and invaluable resource, for the temples recruit only a handful of Assassins each year. Yet, to send forth an Execution Force is to deploy such a weapon that their replacement, should they be lost, might take many years, and the Assassinorum would be weakened in the meantime. As a result, such a force is assembled only rarely, and only when the very future of an entire sector may hang in the balance.



The last recorded deployment of an Execution Force was against the so-called 'Chosen of Abaddon', four enemies of the Imperium so steeped in blasphemy and murder that an entire team of assassins was dispatched to slay them upon Abaddon's flagship. To date, the status of the team is not known, leading the masters of the Officio Assassinorum to fear the team lost, and the Chosen of Abaddon still at large.

FORMATION:

2-6 Imperial Assassins of the same temple. Details of these can be found in Codex: Daemonhunters and Codex: Witch Hunters.

SPECIAL RULES

Ultimate Assassins: The Execution Force (but not the rest of your army) benefits from the Flank March and Strategic Redeployment strategic assets.

Temple: Depending on the temple from which the Execution Force is drawn, it will benefit from the following special rules.

Vindicare Temple: Vindicare Assassins sometimes combine their fire for terrifying effect, enabling them to pin down not just single enemy units but at times, entire armies. Should all of the assassins fire upon the same target you may force one enemy unit per each assassin firing to take a Pinning test provided those units have line of sight to the target. No unit can be forced to take more than a single test per turn in this manner.

Culexus Temple: The presence of a single Culexus Assassin causes a mighty disturbance in the ebb and flow of the Warp. When a group of them are present in the same area, their powers are merged; echoing, reverberating and resonating in a manner crippling to psykers in the vicinity. The range of the 'Psychic Abomination' special rule is increased by 6" for each assassin in the Execution Force.

Callidus Temple: Callidus Assassins are masters of intrigue, using their disguises to sow confusion in the enemy ranks. When a number of the Assassins combine their efforts, enemy units may find themselves issued orders entirely contradictory to their superiors' intentions. When using the 'A Word In Your Ear...' special rule, you may instead choose to reposition a single enemy unit up to 6" for every assassin in the Execution Force, and may choose the facing of any enemy units repositioned.

Eversor Temple: A team of Eversor Assassins making concerted attacks against an enemy can entirely wipe out isolated targets in a series of devastating raids and ambushes, often ensuring the targets don't even survive to fight the actual battle. You receive the Surgical Raids Strategic Asset for free. Rather than the single attack described in the asset's rules, each target suffers one attack per assassin in the Execution Force.