

Codex Assassins

Vanus Assassin

175 points

A Vanus Assassin is an additional unit added to the list of Officio Assassinorum temples on page 8 of the Assassins Codex.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Name	6	8	8	5	5	4	8	4	10



WEAPONS Las Pistol, Power Sword, Frag and Krak Grenades

WARGEAR Combi Weapon, Digi Lasers

Unlike members of the other Assassin Temples the shadowy members of the Vanus Assassin are rarely deployed to the battlefield. These operatives influence the battlefield in other, more subtle ways by manipulating the flow of information and using data to bring low the enemies of mankind. Many an enemy army has been late to a pivotal action due to receiving bad data slates of the local terrain without ever knowing a Vanus tapped into their local server and sent them on a wild goose chase. Armies have starved in the field when their supply chain delivered rations to the wrong location. More than one planetary governor or enemy general have been killed by a jealous lover who found scandalous images of sordid affairs placed by a member of the Vanus temple. These are just some ways a Vanus may influence planetary actions, or kill entire armies without ever firing a shot.

SPECIAL RULES

Imperial Assassin. The Vanus Assassin is trained in the ancient arts of death as taught to all Assassins regardless of their temple. The special rules for Psychology, Leadership, Gas Weapons, Dodge, Vision and Infiltration all apply.

Supply Drop. Unlike other assassins the members of the Vanus Temple are deployed with very little weaponry. They need to move fast and light and so rely on preplanned weapon drops or even acquiring their weapons from their enemies. To represent this a Vanus Assassin may opt to use any of the available combi-weapon options during the game, changing from turn to turn, or even phase to phase as needed.

Asymmetric Warrior. A Vanus Assassin influences the battlefield in numerous ways. See page 2 for further information.

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Asymmetric Warrior

A Vanus Assassin will often affect the strategy of both the army they are supporting and the enemy they are opposing in ways neither army will ever know about.

- If you are using **Strategy Cards** the friendly army may draw an extra Strategy Card but must discard a Strategy Card of their choice. The enemy army will only receive half of the Strategy Cards they would normally receive based on the size of the game, rounding up.
- An army that includes a Vanus Assassin will receive a +1 on the die result to determine which side selects their deployment zone.
- An Imperial Guard Army, or an Imperial Forces army drawn from the Black Codex that includes a Vanus Assassin adds 2 to their commanders Strategy Rating.
- An army that includes a Vanus Assassin may re-roll the results of the roll to determine which side deploys units with the Infiltration rule. This re-roll can be used even if the Vanus player has won the roll! Regardless of the roll a Vanus Assassin always sets up last, even if other units in its army set up first.
- If using Mission Cards an army that includes a Vanus Assassin may always choose their mission. The enemy army randomly draws two mission cards. The Vanus player chooses one of the mission cards to discard, leaving the remaining mission to be used by their opponent.

If both armies have a Vanus Assassin both players roll off for each bullet point above to see which army gets the benefit. This represents seeing which Vanus has the better data!

Special Scenario: Execution Force

In very rare situations the High Lords of Terra may decree the use of an Officio Assassinorum Execution Force. The Execution Force Special Scenario allows players to play out this rare and deadly encounter on the battlefield using an army of Officio Assassinorum assassins!

An Officio Assassinorum Execution Force is comprised of 1 Vanus Assassin as the sole Character choice. The Officio Assassinorum Execution Force may bring up to one of each of the other Assassin's. These count as Squads. Any army that may typically included Imperial Agents as allies, or an Imperial Agents army, may be included in an Execution Force army as Support options, up to 25% of the game points total. It is better to think of these troops as Imperial assets already on the ground rather than part of the Execution Force.

Missions: An Execution Force will always have the Assassins Mission Card. If a Culexus Assassin is included the Execution Force will also have the Witch Hunter Mission Card.

The opposition armies mission will be selected as listed above in the Vanus **Asymmetric Warrior** rule above.