



# Death – Warmed Up

*The Officio Assassinorum Revisited...*

By Derek Gillespie

In 2004, two operatives of the Assassin Temples were unleashed in Inquisitor scale. However, the rules for these deadly killers were not met with unanimous approval, and so these are now revisited with some new house rules, along with brief backgrounds of the two temples – the Vindicare and the Eversor. In addition, presented here for the first time are rules for the third of the four assassin temples – the Callidus.

## BEFORE WE GET STARTED

Players and Gamesmasters may note that, as presented here, the agents of the Officio Assassinorum are absolutely lethal, which is as it should be. However, and this is very important, they are primarily Gamesmaster tools to advance the narrative of a campaign, or for use in one-off scenarios. Under no circumstances should players “have” an Officio assassin as a member of their warband! That really isn’t the way in which these warriors function – they are lone killers, assigned their specific tasks by the High Lords of Terra, and don’t just hang around an inquisitor waiting to be given someone or something to kill.

Ideally, Officio Assassins should be used only in scenario or narrative-driven contexts. As some “bare-bones” examples;

**Save the mark!** Inquisitor X has Y turns to make it to the Mark before, or so he has heard, a Vindicare plants a bullet through the skull of the Mark. However, contrary to what he has heard, Inquisitor X is actually the target!

**Extermination!** Inquisitor X (naughty rogue that he is!) has set up a base of operations. The Officio Assassinorum has caught wind of this, and has sent in an Eversor assassin to clean out! Inquisitor X gets a few hired flunkies and/or his warband to help him escape from the vengeful assassin.

**Ambush!** Inquisitor X has once more been dabbling and messing with things better left undisturbed. A member of his staff has been not entirely himself recently.... Could something more sinister be afoot?

Now, without further ado, on with the show...

## FACETS OF DEATH

There are many tools within the arsenal of the Imperium of Man when it comes to the dealing of death in the Emperor’s name. The Imperial Guard provide the numberless masses, capable of delivering hammer blows to the foe through sheer weight of firepower or weight of bodies. The Imperial Navy are capable of levelling cities from high in orbit, providing the Imperium with the very wrath of the gods themselves. The warrior-monks of the Adeptus Astartes are rapier-like in the precision of their attacks, instilling fear in traitors, heretics and xenos-scum alike with their superhuman abilities and irresistible faith in the God-Emperor. But sometimes all of these military organisations are unable or unsuitable to carry out the task in hand. Sometimes, it requires a scalpel incision into the very heart of the enemy, and in this case then the Imperium may make use of the Officio Assassinorum.

Available for deployment only thanks to a two-thirds vote of the High Lords of Terra themselves, the Officio Assassinorum deliver death in various guises, each facet of lethality represented by one of the numerous Temples of the Officio. Almost without exception, assassins strike in a manner designed to cause fear and confusion amongst the enemy. A single operative, inserted into the heart of enemy territory, which hunts down and destroys

the designated target without assistance. Some see the deployment of an assassin as a subtle insult to the foes of the Imperium – an indication that one mere human can topple the heresy, rebellion or invasion of any enemy.

Imperial assassins are the most highly trained killers the Imperium can produce, selected at a very young age from feral or hive worlds where all children learn to kill as a matter of survival from the moment of their birth. Suitable candidates are rounded up and transported to Terra, but not all survive the journey – training and selection begins from the moment the candidates are on board the transport ships. They are set against one another and made to fight in extreme conditions – crushing gravity, near-weightlessness, total darkness, stifling heat or freezing cold, blinding light and sonic barrages are all employed. They battle combat drones and other candidates, both unarmed and fully equipped, and are exercised until their bodies are on the verge of collapse. Failure at any stage means death. Once the survivors reach Terra, they are assessed, and allocated to the various assassin temples of the Officio, each of which practices a different aspect of the art of death.



## THE VINDICARE TEMPLE

The Vindicare temple specialises in the dealing of death from afar, and over the years they have elevated the profession of sniper to a high art-form. They practice and teach the unfeeling execution of a target from afar, and the subsequent extraction of their agents without detection. To complement this, the Vindicare temple emphasises stealth and evasion techniques as well as weapons training. One of the temple's maxims is that a clean kill can only be made from an excellent firing position, and Vindicare Assassins have been known to occupy a position overlooking their target for days before finally taking their shot.

The Vindicare demoralises Imperial opponents by killing their leaders from unseen positions, often as they attempt to stir their forces with rousing speeches, or are in the act of leading men into the fray against the armies of Mankind. Uncounted rebellions have been stopped in their tracks, and false prophets have fallen on the podium, as they spread their traitorous creed.

Numerous enemy commanders have had a bullet placed through their skulls as they survey the battlefield situation from a seemingly safe position, be it within a bunker or armoured vehicle, or surrounded by protective fields of screen of bodyguards.

Vindicare Assassins are always in great demand to support Imperial forces on the battlefields of the war-torn galaxy. Overly successful alien commanders and dangerously powerful psykers often fall beneath the cross hairs of the Vindicare. In one celebrated (but carefully concealed) incident, a massed Eldar assault in the Lammas campaign was halted by a lone Vindicare Assassin hiding in a ruined hab-tower. The tower enjoyed a commanding view of the surrounding terrain, so that time and again the Eldar advance was stalled by a hail of deadly fire which slew Exarchs, Warlocks and support weapon crews in quick succession. Eventually the Eldar called in their Scouts to clear the tower, but when they entered it they found it deserted and empty.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
<b>Vindicare</b>	85	95	70	70	95	90	80	120	60
Random	75+2D10	85+2D10	60+2D10	60+2D10	85+2D10	80+2D10	70+2D10	110+2D10	50+2D10

Vindicare Assassins are *Ambidextrous*.

**Special Abilities:** Acrobatic; Ambidextrous; Catfall; Deadeye Shot; Dodge; Fast Draw; Force of Will; Hipshooting (Not with Exitus Long Rifle); Crack Shot; Nerves of Steel; Quickload; Lightning Reflexes; Stealthy; Sniper Supreme; Marksman.

**Sniper Supreme** – When on overwatch, the Vindicare does not treat the shot as a snap shot, so continues to gain all positive modifiers for aiming, rested weaponry etc.

**Marksman** – A Vindicare assassin never has to make a Nerve test to avoid shooting the closest target to them. They may single out any target they are aware of and can see, one way or another.

**Stealthy** – All attempts to detect an assassin via awareness suffer a -20% modifier.

**Equipment:** Exitus Long Rifle; Exitus Pistol; Vindicare Spy Mask; Cameoline Cloak; Assassin Body Suit (syn-skin with armour 4); Exitus Ammunition; 5 Blind Grenades; Short Sword; Medi-Pack.

**Exitus Weaponry** – Exitus weaponry represents the very pinnacle of Imperial ballistic technology, and the weapons and ammunition can only be manufactured on a select number of Mechanicus Forge Worlds. Only the operatives of the Vindicare Temple make use of this class of weaponry, and in their highly skilled hands it becomes even more lethal than usual...

Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
<b>Exitus Long Rifle</b>	Basic	H	Single	+10	3D10+4	10	[2] 45

Exitus Long Rifles have a built-in laser sight.

Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
<b>Exitus Pistol</b>	Pistol	F	Single/semi(2)	+10	3D10+4	12	[2] 25

All shots from Exitus weapons count as silenced, and therefore do not reveal the firer's location (see Awareness, pp52-53, Inquisitor rulebook).

**Exitus Ammunition** – In addition to their normal, highly effective, ammunition, Exitus weapons are capable of making use of several types of extremely potent ammunition, which are issued to Vindicare assassin in extremely limited numbers due to their rarity.

Vindicare assassins carry only one each of the following rounds of Exitus ammunition. They may be loaded into and fired from either the Exitus Long Rifle or the Exitus Pistol.

**Hellfire Round** – Exitus Hellfire rounds contain a potent mix of toxic and corrosive acids, which cause horrendous tissue damage. Hellfire rounds do 3D10 damage, and do a further D10 damage if not stopped by armour, cover etc.

**Shield-Breaker Round** – Designed to prevent the Vindicare's quarry escaping death too easily, the shield-breaker round is designed to cause a localised burst of electromagnetic interference that shorts out protective shield equipment. A target hit by a Shield-Breaker automatically has any force fields destroyed permanently. If a shield is shorted out, the target takes hits to D3 random locations, each doing D6 damage, due to explosive discharge of the field. There is no further damage to the target. A target hit by a shield-breaker round who has no fields at all takes D10 damage. Note that Shield-Breaker rounds have no effect upon fields created by psychic powers.

**Turbo-Penetrator Rounds** – Turbo-Penetrator rounds are designed to bypass all but the strongest of armour types, and allow the Vindicare to kill targets by placing a bullet through the strongest cover the target can find, even plasteel or adamantium! Turbo-penetrator rounds ignore the first 6 points of armour on any given location, and then half the value of whatever is left (so power armour affords  $[10-6]/2 = 2$  points of armour!). Turbo-penetrator rounds do 3D10+4 damage, and automatically inflict one additional injury on the target location (so a Heavy wound becomes Serious, a serious wound becomes Acute, etc.). Turbo-penetrators do not affect armour provided by force fields.

**Vindicare Spy Mask** – Vindicare assassins wear a highly advanced mask across their face, containing several sensory and targeting devices, as well as acting as a communication system for the assassin and monitoring his own vital systems.

The Spy Mask combines the following pieces of equipment: Comm-Link, Re-breather, Advanced sight and hearing autosenses, bio-scanner and motion tracker auspexes, range finder, infrascope and motion predictor gunsights.

**Assassin Syn-Skin** – Like normal imperial syn-skin for the purposes of resistance tests, but made with an additional lightweight and strong fibre mesh, giving the assassin armour 4 on each location covered. For the purposes of Encumbrance, each point of armour is weight 1 as opposed to weight 5.

**Cameoline Cloak** – The ultimate Imperial camouflage technology, Cameoline cloaks blur and distort the outline of the wearer in the eyes of anyone looking at them, subtly mimic the terrain surrounding the wearer and serve to mask the user from the prying eyes of scanning devices.

Anyone wearing a Cameoline cloak gains the special ability Camouflage, modified to extend the awareness penalty to auspexes as well as visual awareness. Note that the penalty is not applied to psychic means of detection.

## THE EVERSOR TEMPLE

The Eversor is possibly the most gruesome of the many temples of the Officio Assassinorum. The Eversor specialise in shock and terror tactics, instilling fear of Imperial retribution into the hearts and minds of all who hold positions of power, and the methods of the Eversor temple are neither subtle nor concealed and their Assassins are known and feared across the galaxy. Eversor Assassins are primarily used against rebel governors who have plans to move against the Imperium with a large armed force of renegades. Rather than meet this threat with a huge and costly war that will use up precious resources and probably leave whole planets ravaged, the High Lords will sanction the use of an Eversor Assassin. An Eversor rarely has just a single target. His mission will be to rip the heart out of the rebel operation, wreaking havoc and destruction. Such brutality ensures that the renegades are totally cleansed and that no would-be successors may take over. The enemy are utterly destroyed forever by the Eversor's unstoppable attack.

In order to fulfill these grueling objectives, the Eversor temple trains its Assassins to be utterly ruthless and completely dedicated to the Imperium. Using specialised knowledge of genetics and human biology, every single Eversor Assassin is engineered to be a super-human killing machine, their bodies driven beyond normal human capabilities by genetic alterations and advanced bionics. In addition, the Eversor temple has developed a range of combat drugs to alter the Assassin's state of mind to that of a psychopath, and push his bio-enhanced body to its absolute limit.

Each Eversor Assassin develops hyper-immune systems to counter the toxins in the many drugs used by the temple.

However, a large number of the drugs are also highly addictive. Without them the Assassin will almost certainly die, with them the Assassin is turned into an unstoppable killing machine. The inevitable result of this is that the Assassin becomes addicted to the killing itself! The only way they can be kept under control is to keep the Eversor Assassins in cryo-suspension until they are required for a mission. Each Eversor Assassin is stored in a cryo-crypt on board one of the many secret spaceships that the Eversor temple maintain, scattered across the Imperium. These ships operate under a constant state of alert, waiting only for orders from the High Lords of Terra to unleash their deadly cargoes.

When an Eversor is selected for a mission he is transferred from the cryo-crypt to a special drop pod, where neuro links feed the details of the mission to him while he remains in cryosuspension. The pod is launched at the target planet, as remote links with the space-ship reanimate the Assassin and ready his finely-tuned body with all he needs to complete the mission. When the pod impacts, the Assassin will be fully awake and ready to begin his grim task. He will be totally unaware of the time spent in cryosuspension - he might have spent years or even centuries in a frozen state, but to the assassin the time gap between the end of the last mission and the start of the next will be mere moments. He will be psyched up and ready to satiate his desire to slaughter the enemies of the Imperium. Cutting a swathe of destruction through the heart of the enemy, the Eversor's assault is so swift and ruthless that his foes are rarely aware that they are under attack until the doors of their sanctuary are torn off their hinges – by which time it's far too late!

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
<b>Eversor</b>	95	80	120	120	95	90	80	120	60
Random	85+2D10	70+2D10	110+2D10	110+2D10	85+2D10	80+2D10	70+2D10	110+2D10	50+2D10

**Special Abilities:** Acrobatic; Ambidextrous; Catfall; Dodge; Fast Draw; Feint; First Strike; Hipshooting; Force of Will; Furious Assault; Nerves of Steel; Quickload; Lightning Reflexes; True Grit; Terrifying; Stealthy; Bio-Meltdown; Sociopathic; Combat Master; Terminus.

**Stealthy** – All attempts to detect an assassin via awareness suffer a -20% modifier.

**Bio-Meltdown** – Eversor assassins are maniacal killing machines, fuelled on a potentially lethal cocktail of drugs and stimulants. They resist these stimulants via a range of biological implants and counter-balancing drugs, but these safeguards all fail if the assassin is ever killed, resulting in a particularly violent chain reaction! This causes the assassin's body to spontaneously combust, with horrifying results.

If an Eversor assassin is ever killed by any means, the assassin explodes! This counts as a plasma grenade detonation, centred on the dead assassin.

**Combat Master** – Eversor assassins are trained to deal with large numbers of enemies in close combat at one time, and fully expect to have to utilize this aspect of their training. In multiple combats, Eversor assassins count the number of parries made against each opponent individually when working out their parry penalties.

**Sociopathic** – An Eversor assassin is not allowed to break off from combat to engage other foes or to retreat and lick its wounds. They are utterly intent upon the death of every opponent in the combat arena, and do not ignore a “lesser target” in favour of a “greater” one. Therefore, an Eversor must kill every opponent they are in combat with before moving on to another, unless the Eversor is aware of another opponent or assassin’s life is put in jeopardy by another target attacking him. In this case, the Eversor will abandon a felled opponent in favour of killing the new target.

**Terminus** – An Eversor assassin is fitted with special drug glands which only activate near-death, keeping the hideously wounded assassin moving for a while longer. If an Eversor assassin is ever killed (i.e. the damage total equals the toughness value of the assassin), the Terminus drugs kick in automatically. After this point, the assassin may remain in play for a further D3 turns, or until an amount of damage equal to 25% of his toughness is again inflicted, whichever is shorter. After this, the assassin explodes as normal.

**Equipment:** Neuro-Gauntlet; Executor Pistol with four Bolt Weapon Reloads; Sentinel Array; Skull Mais; Assassin Body Suit (syn-skin – armour 4), 5 Blind Grenades; 5 Melta Bombs; Power Sword; advanced secondary bionic heart and lungs; stimm-gland implants with 'Slaught, Psychon and Spur; injector implants containing Barrage (10 turns).

*Note: the Eversor Assassin will activate Barrage only in extreme circumstances, mainly if it believes it is close to death and wants to maximize the carnage it can cause before dying. Barrage is a bit of a one-way ticket, and the assassin is quite lethal enough without it anyway!*

**Secondary Bionic Organs** – Note that the advanced bionic heart and lungs of an Eversor are not replacing the original organs, but in addition to them! Thus, if hit by a haywire or EMP device, the assassin does not suddenly lose heart and lung function, but does lose any additional bonuses provided by these bionic organs.

**Neuro-Gauntlet** – Neuro-Gauntlets are rare close combat weapons wielded by the operatives of the Eversor temple. Taking the form of a close-fitting glove equipped with numerous short talons on the fingers, the Neuro-Gauntlet overloads the nervous system of the target with powerful electric shocks, causing both physical trauma and near-unbearable pain.

Reach	Damage	Parry Penalty	Weight
Neuro-Gauntlet	1	4D6	-25%
			10

*Neuro-Gauntlets are shock weapons (see p77, Inquisitor rulebook)*

**Executor Pistol** – Executor Pistols are custom-made combi-weapons, combining the dual functions of bolt pistol and needle pistol into a single weapon. The assassin can change between either of the two firing modes by means of a shot-selector built into the weapon. It takes a single action to change the firing mode of the pistol.

	Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
<b>Bolt</b>	Pistol	J	Single/semi(2)	–	2D10+4	12	[2]	30
<b>Needle</b>	Pistol	E	Single	–	2D6	3x6	–	–

When firing in needle pistol mode, the Eversor can make use of any of three toxin types - Bloodfire, Choke and Stun. Toxins are selected by a shot-selector, and changing type takes a single action. The pistol contains six rounds of each toxin, and these cannot be reloaded once they have been used. The bolt pistol function can be reloaded normally.

**Assassin Syn-Skin** – Like normal imperial syn-skin for the purposes of resistance tests, but made with an additional lightweight and strong fibre mesh, giving the assassin armour 4 on each location covered. For the purposes of Encumbrance, each point of armour is weight 1 as opposed to weight 5.

**Sentinel Array** – The Eversor wears upon its back and chest a pack containing many advanced scanning and detection devices. The information gathered is then relayed directly to the Eversor via a Mind-Impulse Unit, allowing the assassin to gain knowledge about the position of its quarry.

The Sentinel Array contains the following pieces of equipment: Bio-Scanner and Motion Tracker auspexes, Mind Impulse Link. The auspexes always scan on “active” settings without the assassin needing to use an action to do so.

The armoured cowling of the Sentinel Array means that the Assassin has armour 6 on his chest to the front and back as opposed to armour 4.

**Skull Mask** – The Eversor temple plays on the sheer terror caused by the attack of their assassins by equipping them with gruesome looking masks, shaped after a human skull, often set in a leering grin. As well as increasing the air of fear around the assassin, the mask contains autosenses and sights that allow the assassin to operate at peak efficiency.

The Skull Mask contains the following pieces of equipment: advanced sight and hearing autosenses, infrascope gunsight, filtration plugs.

The armoured exterior of the Skull Mask grants the Eversor assassin armour 6 to his head.

## THE CALLIDUS TEMPLE

The Callidus Temple is the most subtle of the ancient hidden temples of the Officio Assassinorum, specialising in the artful deception of the enemies of the Imperium. Acting covertly, the Callidus Assassin gets close to those who would subvert and threaten Imperial society, working their way through the ranks of traitors and heretics to pull the disease out by its roots.

To achieve its exacting tasks, the Callidus Temple specialises in the use and development of the shape-altering drug Polymorphine. With this remarkable drug alone, a Callidus Assassin can masquerade as any human, making and breaking bonds on a molecular and cellular level to allow Callidus assassins to alter their appearance at will. In addition, the Medicus Adepts of the Imperium have developed a range of surgical implants to allow Callidus Assassins to mimic members of alien races, such as Orks, Eldar and even the grotesque form of the Genestealer hybrid. It takes years of training to successfully use Polymorphine, and the consequences of failure to master the drug during training can range from the extremely fatal, to the crippling, fatal, or even worse. During the centuries of use of the drug within the Callidus temple, it has been discovered that the female body is far better suited to shape-shifting than the male, with the result that almost all Callidus operatives are female.

On military missions, Callidus Assassins are dropped behind enemy lines, where they use their cunning and stealth to infiltrate the enemy army. Usually this is done by eliminating individuals and taking their place, with the help of Polymorphine

and the armour and wargear of the recently deceased. Using this technique, the Callidus Assassin can get close to enemy commanders or powerful psykers, influencing their strategy and finally killing them when the opportunity arises. Callidus also perform long-term infiltration missions, often spending weeks, months, or even years inserting themselves deep into the workings of the target organization. With extreme patience and care, the Callidus will work her way into a position to get as close to the target as possible, often ending up as a trusted advisor or confidante. Often, a Callidus assassin will not simply kill the target at the first opportunity, but will use her position of trust and influence to disrupt whatever plans the target is formulating, sowing the seeds of confusion, suspicion and mistrust far and wide through those surrounding the unknowing target.

When the time finally comes to eliminate the target, the Callidus assassin has many advantages on her side. First and foremost, the extreme shock for the target when they discover a close advisor to be a shape-shifting killer often renders them nonsensical for long enough for the Callidus to execute the kill with no immediate resistance whatsoever. Even if this is not the case, the adepts of the Callidus Temple wield some of the most powerful weaponry in the Imperium, scarce understood by the Adeptus Mechanicus, but lethally effective nonetheless. Once the kill has been made, the Callidus frequently has to fight her way free, frequently from very large bodyguard cadre, and from within sealed fortresses, but all her training is directed towards reaching a specific target, making the kill and escaping once more, while minimizing the chance of a successful retaliation.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
<b>Callidus</b>	95	80	70	70	110	90	80	120	60
Random	85+2D10	70+2D10	60+2D10	60+2D10	100+2D10	80+2D10	70+2D10	110+2D10	50+2D10

**Special Abilities:** Acrobatic; Ambidextrous; Blademaster; Catfall; Dodge; Fast Draw; Feint; First Strike; Hipshooting; Force of Will; Nerves of Steel; Quickload; Lightning Reflexes; Stealthy; Subdue; Combat Master; Jump Back.

**Stealthy** – All attempts to detect an assassin via awareness suffer a -20% modifier.

**Combat Master** – Callidus assassins are trained to deal with large numbers of enemies in close combat at one time, and fully expect to have to utilize this aspect of their training. In multiple combats, Callidus assassins count the number of parries made against each opponent individually when working out their parry penalties.

**Jump Back** – Callidus assassins are trained to bypass bodyguards sent to intercept them in combat as quickly as possible, allowing them to concentrate on the job in hand - namely, eliminating their target! Unlike a normal fighter, when a Callidus assassin executes a Break Off manoeuvre in close combat, she always adds +20% to her Initiative score, and +40% if at arm's length. If the Break Off is successful, then the assassin may use the free run action to move straight passed the opponent from whom she has just broken off. Normally, a fighter cannot run past a foe during a Break Off unless there is no other option.

**Equipment:** C'tan Phase Sword, Neural Shredder,\* Polymorphine Injectors, Poisoned Blades, Assassin Body Suit (syn-skin with armour 4), Callidus Combat Armour (armour 5 to head, chest and abdomen),\* 5 Blind Grenades, Medi-kit.

\* Whether or not these items of equipment are carried depends on whether or not the Callidus assassin makes use of the Polymorphine drug - see below for more details.

**C'Tan Phase Sword** – Made from a fragment of the Living Metal that encases the god-like alien C'tan, the phase sword exists neither in the real universe, nor wholly in the Warp, but in a dimension of its own. This allows it to pass through the strongest barrier, bypassing armour and even forcefields. The C'tan phase sword has the profile below. It is a power weapon and, in addition, the damage it inflicts is never reduced by enemy protection such as armour, force fields or even psychic power. Cover also has no effect on a C'tan phase sword.

### Reach    Damage    Parry Penalty

2        4D6        -20%

**Neural Shredder** – The rules for this item can be found on p.73 of the Inquisitor rulebook.

**Callidus Combat Armour** – If the Callidus assassin is not planning on using Polymorphine to get right next to the target before striking, then she may enter combat wearing a suit of carapace armour modified by the Callidus temple for their operatives.

The Combat Armour is more lightweight than most carapace armour, and so provides marginally less protection, but is more flexible, and still allows the assassin a full range of movement. The armour gives an armour value of 5 to all locations covered. Each point of armour only counts as weight 2, as opposed to 5, when it comes to working out Encumbrance values.

In addition to this, the head piece contains advanced sensory equipment which can be overlaid upon the assassin's vision. The assassin counts as having advanced sight and hearing auto-senses, filtration plugs, an infrascope gunsight and a bio-scanner auspex. She must choose to activate the bio-scanner as normal, otherwise it scans on passive only.

**Assassin Syn-Skin** – Like normal imperial syn-skin for the purposes of resistance tests, but made with an additional lightweight and strong fibre mesh, giving the assassin armour 4 on each location covered. For the purposes of Encumbrance, each point of armour is weight 1 as opposed to weight 5.

**Poisoned Blades** – Callidus assassins may often find themselves in situations when they cannot carry the signature weaponry of their temple. However, they are never completely unarmed, and will carry upon themselves several thin, stiletto-like blades, often poisoned, that they can use to attack their target if the opportunity arises.

**Reach    Damage    Parry Penalty**

1	D6	-35%
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The blades may be coated with one toxin of the GM's choice. Toxins are detailed on p.89 of the Inquisitor rulebook.

**Polymorphine** – Polymorphine is the signature tool of the Callidus temple. It is also, in gaming terms, the hardest part of the assassin's armoury to represent! How much Polymorphine is allowed to affect a game is the decision of the GM, though there are a few options detailed here to give you some ideas.

*Option A:* The assassin has revealed herself just before the game begins, and does not use Polymorphine at all while the game lasts. This is the simplest option to use, for obvious reasons! Use the assassin exactly as presented above, and play the game as normal.

*Option B:* The assassin has assumed the identity of one of the target's closest associates - one of the inquisitor's warband members themselves! This is a very harsh option to give the player facing the assassin - not only does he lose a warband member instantly, but that member turns into a death-dealing killing machine of the highest calibre, out for his blood! The GM can secretly (or randomly) determine before the game starts which warband member is the assassin, and decide when to activate the Callidus. Once this happens, the first action of the Callidus must be to change form by reversing the Polymorphine transformation. After this, the assassin acts normally.

Anyone witnessing the transformation must pass a Nerve test or treat the assassin as Terrifying for the next D3 turns, and as Fearsome thereafter.

If the transformation takes place "in-game" like this, then the assassin is not wearing her suit of Callidus Combat Armour, and will not be able to have been carrying her Neural Shredder (unless at the GM's discretion).

*Option C:* Instead of impersonating a close associate, the Callidus has secreted herself in a busy area she knows the target must pass through, and will work her way towards the target and strike at an opportune moment.

This is best played out as a separate scenario, with the target and accompanying warband moving through a heavily crowded area en route to what they believe to be their eventual destination. However, one of the people around them is in fact a Callidus with Polymorphine activated! To maximise the tension, there should be lots of random citizens milling around the warband, only one of whom will be the assassin. The GM should know which one is the true assassin, and should ultimately steer this model close to the warband, but it helps if plenty of "fakes" pass close by the warband as well.

Playing this out clearly requires a co-operative player. Many players, assuming they know what's going to happen, will want to shoot anything that comes near them - you'll have to force them to think in character and determine whether or not the player would really know that he or she should be fearing for his or her life! Of course, if they have no idea, then that's even better - it helps to include on the board the objective the player thought was the aim of the game, so that it's not immediately apparent something is wrong. Of course, if they excel themselves and dispatch the assassin, then they can still try to complete the original mission...

Note that the same rules for the Callidus revealing herself would apply here, as in Option B.

In terms of a campaign, a GM may like to inflict some misdirection and confusion upon a player if his or her warband has been infiltrated by a Callidus, as the assassin subtly misinterprets orders, misdirects warband members and misplaces information. The Callidus temple excels at this form of subtle sabotage, and it's only fair to give the player a vague hint something may be wrong before a cold-blooded killing machine unleashes herself upon the unsuspecting warband!

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## ABOUT THE AUTHOR

Derek Gillespie has been actively playing and Gamesmastering Inquisitor since it was first unleashed upon the gaming community. He may be best known amongst parts of the online community for his work in moderating the Specialist Games Forums, and The Conclave Inquisitor Forum since it first went online. He is a member of the Inquisitor Rules Review Board and has been an author for the various forms of GW-produced Inquisitor publications - Exterminatus magazine, Fanatic Magazine, Exterminatus.com and now Fanatic Online.