

1850 Pts - Officio Assassinorum - Nick Rose's 3rd Place WargamesCon 2015

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (55 人, 1708 pts)												
Chief Librarian Tigurius	1		5	4	4/6	4	3	4	2/3	10	3+	165
(CAA:SM, pg. 117); Infantry (Character); Frag Grenades; Krak Grenades; Hood of Hellfire; Bolt Pistol; Rod of Tigurius; And They Shall Know No Fear; Chapter Tactics (Ultramarines); Independent Character; Master of Prescience; Psyker (Mastery Level 3); Scions of Guilliman; Biomancy; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers; Divination; Pyromancy; Telekinesis; Telepathy												
Librarian	1		5	4	4/6	4	2	4	2/3	10	3+	95
(CAA:SM, pg. 131); Chapter Tactics (Ultramarines); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Stave; Increase Mastery Level (x1); And They Shall Know No Fear; Independent Character; Psyker (Mastery Level 2); Scions of Guilliman; Auspex; Warlord; Biomancy; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers; Pyromancy; Telekinesis; Telepathy												
Ironclad Dreadnoughts	1	Grp:	WS: 4	BS: 4	St: 6	In: 4	At: 4	FA: 13	SA: 13	RA: 10		180
HP: 3 Save: - (CAA:SM, pg. 146); Drop Pod												
Ironclad Dreadnought	1	Grp:	WS: 4	BS: 4	St: 6/10	In: 4	At: 4	FA: 13	SA: 13	RA: 10		[145]
HP: 3 Save: - Chapter Tactics (Ultramarines); Vehicle (Walker); Extra Armour; Searchlight; Smoke Launchers; Meltagun; Power Fist; Seismic Hammer; Heavy Flamer; Hammer of Wrath; Move Through Cover; Scions of Guilliman												
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3	Save: -				[35]
(CAA:SM, pg. 158); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity, or; One Thunderfire Cannon and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Ironclad Dreadnoughts	1	Grp:	WS: 4	BS: 4	St: 6	In: 4	At: 4	FA: 13	SA: 13	RA: 10		180
HP: 3 Save: - (CAA:SM, pg. 146); Drop Pod												
Ironclad Dreadnought	1	Grp:	WS: 4	BS: 4	St: 6/10	In: 4	At: 4	FA: 13	SA: 13	RA: 10		[145]
HP: 3 Save: - Chapter Tactics (Ultramarines); Vehicle (Walker); Extra Armour; Searchlight; Smoke Launchers; Meltagun; Power Fist; Seismic Hammer; Heavy Flamer; Hammer of Wrath; Move Through Cover; Scions of Guilliman												
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3	Save: -				[35]
(CAA:SM, pg. 158); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity, or; One Thunderfire Cannon and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Scout Squad	9		4	4	4	4	1	4	1	8	4+	125
(CAA:SM, pg. 136); Chapter Tactics (Ultramarines); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x9); Boltgun (x9); Sergeant; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scions of Guilliman; Scout												
Sergeant	1		4	4	4	4	1	4	1	8	4+	[26]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Melta Bombs; Combi-Grav (x1); And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout												
Scout Squad	9		4	4	4	4	1	4	1	8	4+	125
(CAA:SM, pg. 136); Chapter Tactics (Ultramarines); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x9); Boltgun (x9); Sergeant; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scions of Guilliman; Scout												
Sergeant	1		4	4	4	4	1	4	1	8	4+	[26]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Melta Bombs; Combi-Grav (x1); And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Scout Squad	9		4	4	4	4	1	4	1	8	4+	134
(CAA:SM, pg. 136); Chapter Tactics (Ultramarines); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x9); Sniper Rifle (x9); Sergeant; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scions of Guilliman; Scout												
Sergeant	1		4	4	4	4	1	4	1	8	4+	[26]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Melta Bombs; Combi-Grav (x1); And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout												
Scout Squad	9		4	4	4	4	1	4	1	8	4+	134
(CAA:SM, pg. 136); Chapter Tactics (Ultramarines); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x9); Sniper Rifle (x9); Sergeant; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scions of Guilliman; Scout												
Sergeant	1		4	4	4	4	1	4	1	8	4+	[26]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Melta Bombs; Combi-Grav (x1); And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout												
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3	Save: -				35
(CAA:SM, pg. 158); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity, or; One Thunderfire Cannon and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3	Save: -				35
(CAA:SM, pg. 158); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity, or; One Thunderfire Cannon and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Centurion Devastator Squad	2		4	4	5	5	2	4	1	8	2+	250
(CAA:SM, pg. 161); Chapter Tactics (Ultramarines); Infantry ; Grav-amp; Hurricane Bolter (x2); Grav-cannon (x2); And They Shall Know No Fear; Decimator Protocols; Scions of Guilliman; Slow and Purposeful; Very Bulky												
Centurion Sergeant	1		4	4	5	5	2	4	1	8	2+	[90]
(C:SM, pgs.); Chapter Tactics (Ultramarines); Infantry (Character); Grav-amp; Hurricane Bolter; Grav-cannon; Omniscopes; And They Shall Know No Fear; Decimator Protocols; Night Vision; Scions of Guilliman; Slow and Purposeful; Split Fire; Very Bulky												
Centurion Devastator Squad	2		4	4	5	5	2	4	1	8	2+	250
(CAA:SM, pg. 161); Chapter Tactics (Ultramarines); Infantry ; Grav-amp; Hurricane Bolter (x2); Grav-cannon (x2); And They Shall Know No Fear; Decimator Protocols; Scions of Guilliman; Slow and Purposeful; Very Bulky												
Centurion Sergeant	1		4	4	5	5	2	4	1	8	2+	[90]
(C:SM, pgs.); Chapter Tactics (Ultramarines); Infantry (Character); Grav-amp; Hurricane Bolter; Grav-cannon; Omniscopes; And They Shall Know No Fear; Decimator Protocols; Night Vision; Scions of Guilliman; Slow and Purposeful; Split Fire; Very Bulky												
Combined Arms Detachment	1	Grp: Detachment										0
Elite: Culexus Assassin (1 , 140 pts)												
Officio Assassinorum Detachment [OA]	1	Grp: Detachment										0
Culexus Assassin (Elite) [OA]	1		8	8	4	4	3	7	4	10	-/4(i)	140
(Officio Assassinorum *updated in WD 65); Infantry (Character); Psyk-out Grenades; Etherium; Animus Speculum; Fear; Fearless; Independent Operative; Infiltrate; Life Drain; Lightning Reflexes; Move Through Cover; No Escape; Preferred Enemy (Psykers); Psychic Abomination												
Total Cost:											1848	

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 124.
Relics	
Hood of Hellfire	The Hood of Hellfire is a psychic hood. Furthermore, it enables Tigurius to re-roll failed Psychic tests.
Rod of Tigurius	S +2; AP 4; Melee, Concussive, Force. Master-crafted, Soul Blaze.

Doctrines	
Assault Doctrine	Affected models can re-roll To Hit rolls of 1 in the Assault phase of this turn. Affected models in Assault Squads, Bike Squads, Attack Bike Squad and Centurion Assault Squads, including any affected models with the Independent Character special rule that have joined those squads, can instead re-roll all failed To Hit rolls in the Assault phase of this turn. (See CAA:SM, pg. 189).
Devastator Doctrine	Affected models can re-roll To Hit rolls of 1 in the Shooting phase of this turn. Affected models in Devastator and Centurion Devastator Squads, including any affected models with the Independent Character special rule that have joined those squads, can instead re-roll all failed To Hit rolls in the Shooting phase of this turn. (See CAA:SM, pg. 189).
Tactical Doctrine	Affected models can re-roll To Hit rolls of 1 in the Shooting and Assault phases of this turn. Affected models in Tactical Squads, including any affected models with the Independent Character special rule that have joined those squads, can instead re-roll all failed To Hit rolls in the Shooting and Assault phases of this turn. (See CAA:SM, pg. 189).
Psychic Powers	
Biomancy	0 - Smite, 1 - Iron Arm, 2 - Enfeeble, 3 - Life Leech, 4 - Warp Speed, 5 - Endurance, 6 - Haemorrhage (see Warhammer 40,000: The Rules, pg. 192).
Daemonology: Malefic Powers	0 - Summoning, 1 - Cursed Earth, 2 - Dark Flame, 3 - Infernal Gaze, 4 - Sacrifice, 5 - Incursion, 6 - Possession (see Warhammer 40,000: The Rules, pg. 195).
Daemonology: Sanctic Powers	0 - Banishment, 1 - Gate of Infinity, 2 - Hammerhand, 3 - Sanctuary, 4 - Purge Soul, 5 - Cleansing Flame, 6 - Vortex of Doom (see Warhammer 40,000: The Rules, pg. 194).
Divination	0 - Prescience, 1 - Foreboding, 2 - Forewarning, 3 - Perfect Timing, 4 - Precognition, 5 - Misfortune, 6 - Scrier's Gaze (see Warhammer 40,000: The Rules, pg. 193).
Pyromancy	0 - Flame Breath, 1 - Fiery Form, 2 - Fire Shield, 3 - Spontaneous Combustion, 4 - Sunburst, 5 - Inferno, 6 - Molten Beam (see Warhammer 40,000: The Rules, pg. 196).
Telekinesis	0 - Assault, 1 - Crush, 2 - Ojurament Mechanicum, 3 - Shockwave, 4 - Levitation, 5 - Telekine Dome, 6 - Psychic Maelstrom (see Warhammer 40,000: The Rules, pg. 197).
Telepathy	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198).
Special Rules	
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Chapter Tactics (Ultramarines)	Chapter Tactics (Ultramarines) (see CAA:SM, pg. 189-190).
Combat Squads	Combat Squads
Decimator Protocols	A model with this special rule can fire up to two weapons in its Shooting phase. (See CAA:SM, pg. 161).
Drop Pod Assault	Drop Pods and units embarked upon them must be held in Deep Strike Reserve. At the beginning of your first turn, half of your Drop Pods (rounding up) automatically arrive from Reserve. The arrival of remaining Drop Pods is rolled for normally. Once a Drop Pod lands, all passengers must disembark and no models can embark for the rest of the game.
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Immobile	A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilized result that cannot be repaired in any way. This does not cause it to lose a Hull Point.
Independent Character	Independent Character (see WH40k, pg. 166).
Independent Operative	A model with this special rule can never be joined by another character. If a model with this special rule is your army's Warlord, it never has a Warlord trait (see Officio Assassinorum).
Inertial Guidance System	If a Drop Pod scatters on top of impassable terrain or another model (friend or foe), reduce the scatter distance by the minimum required in order to avoid the obstacle. If the Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap.
Infiltrate	Infiltrate (see WH40k, pg. 167).
Life Drain	Armour saves cannot be taken against Wounds inflicted by a Culexus Assassin's close combat attacks. Any close combat attack inflicted by a Culexus Assassin that rolls a 6 To Wound has the Instant Death special rule. Any close combat attack inflicted by a Culexus Assassin that is allocated to a Psyker has the Instant Death special rule. (See Officio Assassinorum.)
Lightning Reflexes	A model with this special rule has a 4+ invulnerable save. In addition, they do not suffer the penalty to their Initiative for charging enemies through difficult terrain (see Officio Assassinorum).
Master of Prescience	When generating psychic powers, Tigurius may re-roll any roll of the dice to see which powers he knows. In addition, if your army contains Tigurius, you can choose to re-roll any Reserve Rolls that apply to units from the same Detachment. (See CAA:SM, pg. 117).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Night Vision	Night Vision (see WH40k, pg. 40).

No Escape	Enemy characters suffer a -2 penalty to their Look Out, Sir tests against any Wounds inflicted by a model with this special rule (see Officio Assassinorum).
Preferred Enemy (Psykers)	Preferred Enemy (see WH40k, pg. 169).
Psychic Abomination	Psykers, friend or foe, within 12" of a Culexus Assassin have -3 Leadership, do not generate any Warp Charge and only harness Warp Charge points on a 6. A Culexus Assassin can never be targeted or affected by psychic power - other units in the Culexus Assassin's vicinity that are hit by beam or nova powers, or by Witchfire powers that use templates, are hit/ affected normally. Any blessing or malediction psychic powers affecting a unit immediately cease to be in effect if the unit moves within 12" of a Culexus Assassin or vice versa (See Officio Assassinorum.)
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Scions of Guilliman	If your army contains any Ultramarines units, you can choose to enact the Devastator Doctrine, Assault Doctrine, and Tactical Doctrine once each per game. When one of these Combat Doctrines is enacted, all Ultramarines models in your army are affected. (See CAA:SM, pg. 189).
Scout	Scout (see WH40k, pg. 171).
Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 171).
Split Fire	Split Fire (see WH40k, pg. 172).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Upgrades	
Increase Mastery Level	
Unit Type	
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Vehicle (Walker)	See WH40K rulebook, pgs. 44-49.
Wargear	
Animus Speculum	18" Range; S 5; AP 1; Assault X, Absorbed Warp Charge (see Officio Assassinorum).
Auspex	A model with an auspex can use it in place of making a shooting attack. If he does so, target an enemy unit within 12" (this does not count as choosing a target for his unit to shoot at). A unit that is targeted by one or more auspexes has its cover save reduced by 1 until the end of the phase. (See CAA:SM, pg. 194).
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Combi-Grav	Boltgun: 24" Range; S 4; AP 5; Rapid Fire. Grav-gun: 18" Range; S *; AP 2; Salvo 2/3, Concussive, Graviton (see WH40K, pg. 176-177).
Etherium	Whenever enemy units target a Culexus Assassin with shooting or close combat attack, the shots/attacks are always resolved as if the attacking unit had a Ballistic Skill and Weapon Skill of 1 (see Officio Assassinorum).
Extra Armour	Extra Armour (see WH40k, pg. 98).
Force Stave	S +2; AP 4; Melee, Concussive, Force.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Grav-amp	When rolling To Wound with a grav-weapon, or to determine its effects on a vehicle, the bearer can re-roll the result. (See CAA:SM, pg. 194).
Grav-cannon	24" Range; S *; AP 2; Salvo 3/5, Concussive, Graviton (see C:SM, pg. 121).
Heavy Flamer	Template; S 5; AP 4; Assault 1.
Hurricane Bolter	Three weapons, each Range: 24"; S4; AP5; Rapid Fire, Twin Linked.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).
Meltagun	Range 12"; S 8; AP 1; Assault 1, Melta.
Omniscope	A model with an omniscope has the Night Vision and Split Fire special rules. (See CAA:SM, pg. 195).
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Psychic Hood	Psychic Hood (see WH40k, pg. 26).
Psyk-out Grenades	Shooting: When a unit armed with psyk-out grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon. 8" Range; S 2; AP -; Assault 1, Blast, Psi-shock. Assault: Models with the Psyker, Brotherhood of Psykers/Sorcerers or Psychic Pilot special rules that are charging a unit equipped with psyk-out grenades do not gain bonus Attacks from charging. However, if the charged unit was already locked in combat from a previous turn, or has gone to ground, these grenades have no effect and the attackers gain bonus Attacks as normal. (See Officio Assassinorum).
Searchlight	(see WH40k, pg. 98).
Seismic Hammer	S x2; AP 1; Melee, Concussive, Specialist Weapon, Unwieldy.
Smoke Launchers	(see WH40k, pg. 98).
Sniper Rifle	Range 36"; S X; AP 6; Heavy 1, Sniper.

Storm Bolter

Range 24"; S 4; AP 5; Assault 2.