

1850 Pts - Officio Assassinorum - Tony Grippando 14th Overall Adepticon 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (9 ⚔, 802 pts)												
Farseer Skyrunner	1		5	5	3	4	3	5	1/2	10	3+4(i)	115
(C:CE, pg. 109); Eldar Jetbike ; Infantry (Character); Rune Armour; Shuriken Pistol; Witchblade; Ghosthelm; Eldar Jetbike; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Warlord ; Ancient Doom; Battle Focus; Independent Character; Psyker (Mastery Level 3); Runes of the Farseer; Daemonology: Sanctic Powers ; Divination ; Runes of Fate ; Telepathy												
Windriders	3		4	4	3	4	1	5	1	8	3+	81
(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Windriders	3		4	4	3	4	1	5	1	8	3+	81
(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Eldar Warp Hunter Squadron (IA)	1											195
(The Doom of Mymeara - 2E, pg. 209)												
Eldar Warp Hunter	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 10	HP: 3	Save: -				[195]
(The Doom of Mymeara - 2E, pg. 209); Vehicle (Skimmer, Tank, Fast); D-flail; Shuriken Cannon; Jink												
Eldar Skathach Wraithknight (IA)	1		4	4	10	8	6	5	4	10	3+	330
(The Doom of Mymeara - 2E, pg. 216); Jump Gargantuan Creature ; Webway Shunt Generator; 2x Deathshroud Cannons; Scatter Laser (x1); Ancient Doom; Bulky; Deep Strike; Fear; Feel No Pain; Hammer of Wrath; Move Through Cover; Relentless; Smash; Strikedown; Wraith Construct												
Combined Arms Detachment	1	Grp: Detachment										0
: Combined Arms Detachment (17 ⚔, 550 pts)												
Librarian (HQ) [WS]	1		5	4/5	4	4	2	4	2/3	10	3+	85
(CAA:SM, pg. 131); Chapter Tactics (White Scars); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Sword; The Hunter's Eye; And They Shall Know No Fear; Born in the Saddle; Fight on the Move; Hit & Run; Independent Character; Psyker (Mastery Level 1); Biomancy ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Divination ; Pyromancy ; Telekinesis ; Telepathy												
<i>The Hunter's Eye</i> [WS]	1	A model equipped with the Hunter's Eye adds one to his Ballistic Skill and all his ranged weapons have the Ignores Cover special rule. Whilst a model equipped with the Hunter's Eye is part of a unit, all other ranged weapons carried by models in that unit also have the Ignores Cover special rule. (See Kauyon - The Rules, pg. 38).										[20]
Scout Squad (Troops) [WS]	4		4	4	4	4	1	4	1	8	4+	55
(CAA:SM, pg. 136); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Infiltrate; Move Through Cover; Scout												
Sergeant [WS]	1		4	4	4	4	1	4	1	8	4+	[11]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout												
Scout Squad (Troops) [WS]	4		4	4	4	4	1	4	1	8	4+	55
(CAA:SM, pg. 136); Chapter Tactics (White Scars); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Born in the Saddle; Combat Squads; Fight on the Move; Hit & Run; Infiltrate; Move Through Cover; Scout												
Sergeant [WS]	1		4	4	4	4	1	4	1	8	4+	[11]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout												
Drop Pod (Fast) [WS]	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												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Drop Pod (Fast) [WS]	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 (Fast) [WS]	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 (Heavy) [WS]	2		4	4	5	5	2	4	1	8	2+	250
		(CAA:SM, pg. 161); Chapter Tactics (White Scars); Infantry ; Grav-amp; Hurricane Bolter (x2); Grav-cannon (x2); And They Shall Know No Fear; Born in the Saddle; Decimator Protocols; Fight on the Move; Hit & Run; Slow and Purposeful; Very Bulky										
Centurion Sergeant [WS]	1		4	4	5	5	2	4	1	8	2+	[90]
		(C:SM, pgs.); Chapter Tactics (White Scars); Infantry (Character); Grav-amp; Hurricane Bolter; Grav-cannon; Omniscopes; And They Shall Know No Fear; Born in the Saddle; Decimator Protocols; Fight on the Move; Hit & Run; Night Vision; Slow and Purposeful; Split Fire; Very Bulky										
Combined Arms Detachment [WS]	1	Grp: Detachment										0
: Allied Detachment (34 \times, 358 pts)												
Company Command Squad (HQ) [Mil]	1											102
		(Codex: Astra Militarum, iPad pg. 135)										
Veteran [Mil]	4		3	4	3	3	1	3	1	7	5+	[64]
		(Codex: Astra Militarum, iPad pg. 149); Infantry ; Frag Grenades; Meltagun (x4); Flak Armour										
Company Commander [Mil]	1		4	4	3	3	3	3	3/4	9	5+/5(i)	[38]
		Infantry (Character); Laspistol; Close Combat Weapon; Frag Grenades; Krak Grenades; Flak Armour; Refractor field; Senior Officer; Voice of Command										
Ministorum Priest [Mil]	1		3	3	3	3	1	3	2/3	7	5+/4(i)	25
		(Codex: Astra Militarum, iPad pg. 142); Infantry (Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour; Rosarius; Independent Character; War Hymns; Zealot										
Infantry Platoon (Troops) [Mil]	1											161
		(Codex: Astra Militarum, iPad pg. 145)										
Platoon Command Squad [Mil]	1											[51]
		(Codex: Astra Militarum, iPad pg. 145); Guardsman (x4); Platoon Commander										
Guardsman [Mil]	4		3	3	3	3	1	3	1	7	5+	[40]
		Infantry ; Frag Grenades; Flamer (x4); Flak Armour										
Platoon Commander [Mil]	1		4	4	3	3	1	3	2	8	5+	[11]
		Infantry (Character); Close Combat Weapon; Frag Grenades; Boltgun; Flak Armour; Voice of Command										
Infantry Squad [Mil]	1											[60]
		(Codex: Astra Militarum, iPad pg. 146); Krak Grenades; Combined Squad										
Guardsman [Mil]	9		3	3	3	3	1	3	1	7	5+	[45]
		Infantry ; Lasgun (x9); Frag Grenades; Krak Grenades; Flak Armour										
Sergeant [Mil]	1		3	3	3	3	1	3	2/3	8	5+	[5]
		Infantry (Character); Laspistol; Close Combat Weapon; Frag Grenades; Krak Grenades; Flak Armour										
Infantry Squad [Mil]	1											[50]
		(Codex: Astra Militarum, iPad pg. 146); Combined Squad										
Guardsman [Mil]	9		3	3	3	3	1	3	1	7	5+	[45]
		Infantry ; Lasgun (x9); Frag Grenades; Flak Armour										
Sergeant [Mil]	1		3	3	3	3	1	3	2/3	8	5+	[5]
		Infantry (Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour										
Wyvern Battery (Heavy) [Mil]	1	Grp: BS: FA: SA: RA: HP: Save: -										70
		(Codex: Astra Militarum, iPad pg. 166)										
Wyvern [Mil]	1	Grp: BS: 3 FA: 12 SA: 10 RA: 10 HP: 3 Save: -										[70]
		Vehicle (Tank, Open-Topped); Heavy Bolter; Two, Twin-lined Stormshard mortar; Searchlight; Smoke Launchers; Dozer Blade										
Allied Detachment [Mil]	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Officio Assassinorum Detachment (1 ^x, 140 pts)												
Culexus Assassin (Elite) [OA]	1		8	8	4	4	3	7	4	10	-/4(i)	140
(Officio Assassinorum *updated in WD 65); (Mont'ka - The Rules, pg. 60); 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												
Officio Assassinorum Detachment [OA]	1	Grp: Detachment										0
(Mont'ka - The Rules, pg. 56)												
											Total Cost:	1850

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 124.
Vehicle Equipment	
Dozer Blade	(see WH40k, pg. 98).
Searchlight	(see WH40k, pg. 98).
Smoke Launchers	(see WH40k, pg. 98).
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).
Runes of Fate	0 - Guide, 1 - Executioner, 2 - Doom, 3 - Will of Asuryan, 4 - Fortune, 5 - Miind War, 6 - Eldritch Storm (C:E, pg. 71).
Telekinesis	0 - Assail, 1 - Crush, 2 - Ojuration 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	
Ancient Doom	See C:E, pg. 25.
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Battle Focus	See C:EC, pg. 148.
Born in the Saddle	White Scars models with the Bike Unit type have the Skilled Rider special rule and add 1 to their Strength when resolving hits caused by the Hammer of Wrath special rule. (See CAA:SM, pg. 190).
Bulky	Bulky (see WH40k, pg. 159).
Chapter Tactics (White Scars)	Chapter Tactics (White Scars) (see CAA:SM, pg. 189-190).
Combat Squads	Combat Squads
Combined Squad	Combined Squad (see "Codex: Astra Militarum", iPad pg. 146).
Decimator Protocols	A model with this special rule can fire up to two weapons in its Shooting phase. (See CAA:SM, pg. 161).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Drop Pod Assault	Drop Pods and unit 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).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Fight on the Move	White Scars models have the Hit & Run special rule. A unit composed entirely of White Scars models can re-roll the dice when determining Run moves. (See CAA:SM, pg. 190).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Hit & Run	Hit & Run (see WH40k, pg. 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 Assasinorum or Mont'ka - The Rules, pg. 64).
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).
Jink	Jink (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 Assasinorum or Mont'ka - The Rules, pg. 60).
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 Assasinorum or Mont'ka - The Rules, pg. 64).
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 Assasinorum or Mont'ka - The Rules, pg. 64).
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 Assasinorum or Mont'ka - The Rules, pg. 60).
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
Runes of the Farseer	See C:E, pg. 109.
Scout	Scout (see WH40k, pg. 171).
Senior Officer	Senior Officer (see "Codex: Astra Militarum", iPad pg. 135).
Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 171).
Smash	Smash (see WH40k, pg. 171).
Split Fire	Split Fire (see WH40k, pg. 172).
Strikedown	Strikedown (see WH40k, pg. 172).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Voice of Command	Voice of Command (see "Codex: Astra Militarum", iPad pg. 135).
War Hymns	War Hymns (see "Codex: Astra Militarum", iPad pg. 142).
Wraith Construct	When constructing an Eldar army using the Craftworld Warhost Detachment, a single Skathach Wraithknight may be selected as a Wraith Constructs Formation or may be selected instead of the Wraithknight included in a Wraith Host Formation. (See The Doom of Mymeara - 2E, pg. 216.)
Zealot	Zealot (see WH40k, pg. 43).
Unit Type	
Eldar Jetbike	See WH40k, pg. 45.
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Jump Gargantuan Creature	See WH40K rulebook, pgs. 44-49.
Vehicle (Skimmer, Tank, Fast)	See WH40K rulebook, pgs. 44-49.
Vehicle (Tank, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Wargear	
2x Deathshroud Cannons	Focussed: Heelstorm; S 7; AP 4; Heavy 1, Monofilament, Shred. Dispersed: 48" Range; S 7; AP 4; Heavy 1, Shred, Massive Blast (7"), Monofilament.
Animus Speculum	18" Range; S 5; AP 1; Assault X, Absorbed Warp Charge (see Officio Assasinorum or Mont'ka - The Rules, pg. 67).
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.

D-flail	Blast: 36" Range; S D; AP 2; Heavy D3+1, Blast (3"), Dispersed, Barrage. Rift: Template; S D; AP 2; Heavy 1, Dispersed.
Eldar Jetbike	See WH40k, pg. 45.
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 Assasinorum or Mont'ka - The Rules, pg. 67).
Flak Armour	Confers a 5+ Armour Save.
Force Sword	S User; AP 3; Melee, Force.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Ghosthelm	See C:EC, pg. 153.
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).
Hurricane Bolter	Three weapons, each Range: 24"; S4; AP5; Rapid Fire, Twin Linked.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Mesh Armour	See C:E, pg. 65.
Omniscope	A model with an omniscope has the Night Vision and Split Fire special rules. (See CAA:SM, pg. 195).
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 Assasinorum or Mont'ka - The Rules, pg. 65.)
Refractor field	5+ Invulnerable Save (see "Codex: Astra Militarum", iPad pg. 119).
Rosarius	4+ Invulnerable Save (see "Codex: Astra Militarum", iPad pg. 120).
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg 149).
Shuriken Cannon	24"R; S6; AP5; Assault 3, Bladestorm (C:EC, pg. 150).
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Webway Shunt Generator	A Skathach Wraithknight may choose to engage its webway shunt generator instead of moving in the Movement phase. If the Skathach Wraithknight uses its webway shunt generator, it cannot use the Jump type special rules in either the Movement phase or Assault phase of that turn, but may still fire its weapons normally, Run or declare a charge in the appropriate phases. If the Skathach Wraithknight chooses to use its webway shunt generator, its controlling player may redeploy the model to any point within 12" of its original position that is at least 1" away from any enemy models and then scatter it D6", or its controlling player may choose to place the Skathach Wraithknight immediately into Ongoing Reserves instead of redeploying the Skathach Wraithknight. If its final position after the Scatter roll places it within 1" of an enemy unit, in contact with any model or within impassible terrain, the Skathach Wraithknight must be placed into Ongoing Reserves and suffers a single wound (saves may not be taken against this wound). (See The Doom of Mymeara - 2E, pg. 216.)
Weapons	
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Close Combat Weapon	S User; AP - ; Melee.
Flamer	Template; S 4; AP 5; Assault 1.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Heavy Bolter	Range 36"; S5; AP4; Heavy 3.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Lasgun	Range: 24"; S 3; AP -; Rapid Fire.
Laspistol	Range: 12"; S 3; AP -; Pistol.
Meltagun	Range 12"; S 8; AP 1; Assault 1, Melta.
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg 149).
Shuriken Pistol	12"R; S4; AP5; Pistol, Bladestorm (C:EC, pg 150).
TL Shuriken Catapults	12"R; S4; AP5; Assault 2, Bladestorm, Twin Linked (C:E, pg 68).
Two, Twin-lined Stormshard mortar	Range:48"; S 4; AP 6; Heavy 2, Barrage, Blast, Ignores Cover, Shred.
Witchblade	S User, AP -, Melee, Armourbane, Fleshbane (BRB, pg. 61).