

# 1850 Pts - Officio Assassinorum - Joshua Death 3rd Overall Michigan GT 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Combined Arms Detachment (9 ⚔, 1257 pts)</b>												
Farseer Skyrunner	1	☠	5	5	3	4	3	5	1/2	10	3+4(i)	115
(C:CE, pg. 109); <b>Eldar Jetbike</b> ; <b>Infantry</b> (Character); Rune Armour; Shuriken Pistol; Witchblade; Ghosthelm; Eldar Jetbike; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; <b>Warlord</b> ; Ancient Doom; Battle Focus; Independent Character; Psyker (Mastery Level 3); Runes of the Farseer; <b>Daemonology: Sanctic Powers</b> ; <b>Divination</b> ; <b>Runes of Fate</b> ; <b>Telepathy</b>												
Windriders	3	☠	4	4	3	4	1	5	1	8	3+	81
(C:E, pp. 41 & 97); <b>Eldar Jetbike</b> ; 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); <b>Eldar Jetbike</b> ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Revenant Titan	1	Grp: ☠	WS: 3	BS: 4	St: 10	FA: 12	SA: 12	RA: 10	In: 2	At: 1		900
Structure: 3 PowerField: - HP: 9 ; (Escalation, pp. 72-73 or Apoc, pg. 149); <b>Vehicle</b> (Superheavy Walker); Revenant Missile Launcher: 24" Range; S5; AP3; Heavy 4; Sonic Lance x2; Eldar Titan Holo-fields; Agile; Jump Jets												
Skyshield Landing Pad	1	☠										80
(Stronghold Assault, pg. 33); <b>Unusual</b> ; Landing Pad Configuration; Ready for Takeoff												
Combined Arms Detachment	1	Grp: Detachment										0
<b>Formation: The Heroes Path (4 ⚔, 305 pts)</b>												
The Heroes Path [HQ]	1	Grp: ☠										305
A Solitary Path												
Death Jester (Elite) [HQ]	1		5	5	3	3	2	7	3	10	-/5(i)	[60]
<b>Infantry</b> (Character); Flip Belt; Holo-Suit; Shrieker Cannon; Fear; Fleet; Furious Charge; Hit & Run; Independent Character; Precision Shots; Death Is Not Enough												
Shadowseer (Elite) [HQ]	1		6	4	3/5	3	2	7	3/4	10	-/5(i)	[100]
<b>Infantry</b> (Character); Flip Belt; Holo-Suit; Hallucinogen Grenade Launcher; Shuriken Pistol; Miststave; Fear; Fleet; Furious Charge; Hit & Run; Independent Character; Psyker (Mastery Level 2); The Mask of Secrets [HQ]												
Solitaire (Elite) [HQ]	1		9	9	3	3	3	10	6/7	10	-/3(i)	[145]
<b>Infantry</b> (Character); Flip Belt; Holo-Suit; Harlequin's Caress; Harlequin's Kiss; Deep Strike; Eternal Warrior; Fear; Fearless; Fleet; Furious Charge; Hit & Run; Precision Strikes; Blitz; Impossible Form; The Path of Damnation; Prismatic Blur												
<b>Fast Attack: Inquisitorial Valkyrie Assault Carrier Squadron (2 ⚔, 144 pts)</b>												
Ordo Malleus Inquisitor (HQ) [Inq]	1		4	4	3	3	3	4	3/4	10	4+	34
(Codex: Inquisition); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Psyk-out Grenades; Carapace Armour; Bolt Pistol; Chainsword; Servo-skulls (x3); Independent Character; Stubborn												
Inquisitorial Detachment [Inq]	1	Grp: Detachment										0
Inquisitorial Valkyrie Assault Carrier Squadron (Fast) [Inq]	1											110
(IA2 - 2E, pg. 230)												
Valkyrie [Inq]	1	Grp: ☠	BS: 3	FA: 12	SA: 12	RA: 10	HP: 3	Save: -				[110]
(IA2 - 2E, pg. 230); <b>Vehicle</b> (Flyer w/ Hover mode, Transport); <b>12 model</b> capacity; Extra Armour; Searchlight; Multilaser; Hellstrike Missiles (x2); Heavy Bolter Sponsons (x2)												
<b>: Officio Assassinorum Detachment (1 ⚔, 140 pts)</b>												
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); <b>Infantry</b> (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)												
<b>Total Cost:</b>											<b>1846</b>	

Option Footnotes	
Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 124.
Vehicle Equipment	
Eldar Titan Holo-fields	See Escalation, pg. 73 or Apoc, pg. 147..
Psychic Powers	
<b>Daemonology: Sanctic Powers</b>	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).
<b>Divination</b>	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).
<b>Runes of Fate</b>	0 - Guide, 1 - Executioner, 2 - Doom, 3 - Will of Asuryan, 4 - Fortune, 5 - Miind War, 6 - Eldritch Storm (C:E, pg. 71).
<b>Telepathy</b>	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	
A Solitary Path	
Agile	Agile
Ancient Doom	See C:E, pg. 25.
Battle Focus	See C:EC, pg. 148.
Blitz	
Death Is Not Enough	
Deep Strike	Deep Strike (see WH40k, pg. 162).
Eternal Warrior	Eternal Warrior (see WH40k, pg. 163).
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Fleet	Fleet (see WH40k, pg. 164).
Furious Charge	Furious Charge (see WH40k, pg. 164).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Hit & Run	Hit & Run (see WH40k, pg. 165).
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).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Jink	Jink (see WH40k, pg. 167).
Jump Jets	See Escalation, pg. 73.
Landing Pad Configuration	A Skyshield Landing Pad has certain rules depending on its current configuration, shielded or unfurled, as described below. At the beginning of the Movement phase, before rolling for Reserves, a model in base contact with a Skyshield Landing Pad can change its configuration from shielded to unfurled (or vice versa). If there are models from both sides in base contact with the landing pad, its configuration cannot be changed. (See Stronghold Assault, pg. 19).
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 Pysker 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).
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).
Precision Shots	Precision Shots (see WH40k, pg. 169).
Precision Strikes	Precision Strikes (see WH40k, pg. 169).
Preferred Enemy (Psykers)	Preferred Enemy (see WH40k, pg. 169).
Prismatic Blur	
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 2)	Psyker (see WH40k, pg. 170).

Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Ready for Takeoff	A Skyshield Landing Pad can be upgraded to have this special rule. When deploying your army, you can deploy one of your Flyers with the Hover type option to each of your Skyshield Landing Pads that have this upgrade, even though Flyers normally have to start the game in reserves. Flyers that deploy in this way start the game hovering and cannot Zoom in the first game turn. (See Stronghold Assault, pg. 33).
Relentless	Relentless (see WH40k, pg. 170).
Runes of the Farseer	See C:E, pg. 109.
Stubborn	Stubborn (see WH40k, pg. 172).
The Path of Damnation	
<b>Terrain Type</b>	
<b>Unusual</b>	Unusual (See Stronghold Assault, pg. 33)
<b>Unit Type</b>	
<b>Eldar Jetbike</b>	See WH40k, pg. 45.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Flyer w/ Hover mode, Transport)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Superheavy Walker)	See WH40K rulebook, pgs. 44-49.
<b>Wargear</b>	
Animus Speculum	18" Range; S 5; AP 1; Assault X, Absorbed Warp Charge (see Officio Assassinorum or Mont'ka - The Rules, pg. 67).
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Carapace Armour	Confers a 4+ Armour Save.
Chainsword	S User; AP -; Melee.
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 Assassinorum or Mont'ka - The Rules, pg. 67).
Extra Armour	Extra Armour (see WH40k, pg. 98).
Flip Belt	See C:E, pg. 66.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Ghosthelm	See C:EC, pg. 153.
Hallucinogen Grenade Launcher	18"R, S1, AP -, Assault 1, Blast, Hallucinogenic.
Harlequin's Caress	S User, AP -, Melee, Caress of Death (C:H, pg. 91).
Harlequin's Kiss	S User, AP -, Melee, Kiss of Death (C:H, pg. 91).
Heavy Bolter Sponsons	Range 36"; S5; AP4; Heavy 3.
Hellstrike Missiles	72" Range; S8; AP3; Ordnance 1, One Shot Only (see C:IG, pg. 56).
Holo-Suit	See C:E, pg. 65.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Mesh Armour	See C:E, pg. 65.
Miststave	S+2, AP -, Melee, Concussive, Fleshbane.
Multilaser	Range: 36"; S 6; AP -; Heavy 3.
Psyk-out Grenades	Psyk-out Grenades (see Codex: Inquisition).
Searchlight	(see WH40k, pg. 98).
Servo-skulls	Servo-skulls (see C:GK, pg. 62).
Shrieker Cannon	(24"R, S1, AP5, Assault 1, Bio-explosive, Bladestorm, Pinning, Poisoned (2+)) or (24"R, S6, AP5, Assault 3, Bladestorm) (C:H, pg. 96).
Shuriken Pistol	12"R; S4; AP5; Pistol, Bladestorm (C:EC, pg 150).
The Mask of Secrets	
<b>Weapons</b>	
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg 149).
Shuriken Pistol	12"R; S4; AP5; Pistol, Bladestorm (C:EC, pg 150).
Sonic Lance x2	Hellstorm, SX, AP2, Primary Weapon 1, Pinning, Soundquake (Escalation, pg. 73).
TL Shuriken Catapults	12"R; S4; AP5; Assault 2, Bladestorm, Twin Linked (C:E, pg 68).
Witchblade	S User, AP -, Melee, Armourbane, Fleshbane (BRB, pg. 61).