

ASSASSINORUM EXECUTION FORCE

SETUP

Place the **Astropathic Sanctum** board sections together, with the **Temple of Shades** board next to them.

Players decide who controls which **assassins** (use all 4). Place the assassin models on the 4 **infiltration point** squares. Each assassin takes the 4 counters that correspond to their **tactics**.

Roll 4 dice, one at a time, placing 1 **chaos cultist** with an autogun on each of the corresponding **entry points** (facing in the direction of the arrow). If a cultist rolls an occupied square, place it on the nearest empty entry point. These cultists are **on patrol**.

Place the **chaos sorcerer** on the ritual site square in the Temple of Shades, facing in the direction of the longest arrow.

Shuffle the Event cards and Room cards separately and place them facedown in separate decks.

TURN SEQUENCE

1. ASSASSIN PHASE

Choose an assassin to **perform up to 2 actions** as listed on its reference card. The same action cannot normally be played twice in the same phase. Then choose another assassin that has yet to perform any actions this phase and perform its actions.

Proceed to the Chaos phase when all assassins have performed their actions.

Alerting Renegades

A renegade **on patrol** automatically goes **on alert** (place an **On Alert counter** next to it) when any of these happen:

- An assassin moves into a square within the renegade's LOS.
- An assassin shoots or fights the renegade but fails to kill him.
- Another renegade makes a reaction attack within 6 squares of the renegade.
- Another renegade is killed within the renegade's LOS.

2. CHAOS PHASE

1. Move Chaos Familiar

At the start of the first Chaos phase, place the **chaos familiar** on square 1 of the ritual tracker on the Temple of Shades board. It cannot be killed or stunned. At the start of each subsequent Move Chaos Familiar step, **move the chaos familiar** to the next numbered square; if occupied, move the model to the next unoccupied numbered square.

2. Draw Event Cards

Draw 1 Event card and resolve its effects.

Then count the number of renegades currently **on alert** and draw and resolve that many extra event cards, one at a time, up to a maximum of 3 additional cards.

3. Renegades on Patrol

In an order chosen by the players, **select a renegade on patrol, roll a dice, and move the model that many squares forward**.

Each time a renegade moves into or over a square with a **patrol arrow** (assuming it does not gain LOS to an assassin), turn the model to face the indicated direction before continuing with any remaining movement.

If there is more than 1 patrol arrow, roll a dice to determine which way the model will face (as shown).

Renegades cannot move diagonally or onto any unrevealed room location square. A renegade may move through other servants of chaos, but if he ends his move on one, increase the move until he can be placed in an empty square. If it is not possible to move a renegade for any reason, he does nothing this phase.

If at any point during its move, a renegade on patrol gains LOS to an assassin, he stops and goes on alert.

4. Renegades on Alert

In an order chosen by the players, **each renegade on alert performs actions according to the Renegades On Alert chart**.

If, when you choose a renegade on alert, there are no assassins on the same board (or if the only one present is the Callidus Assassin using her *polymorphine* tactic), that renegade does nothing this Chaos phase.

5. Raise the Alarm

All renegades who were within 6 squares of a renegade **on alert** who performed a fight or a shoot action this phase now go **on alert**.

ASSASSIN ACTIONS

Move

Assassins can move up to 6 squares. They cannot move diagonally but may turn to face any direction at any point movement. Assassins can move through a square occupied by another assassin, but cannot end their move on an occupied square. They cannot move through walls, objects or squares occupied by servants of chaos.

Sprint

Follow all the rules for a move action, but roll 1 dice and move up to that many squares. An assassin may move and sprint in the same turn.

Synskin Heal

Roll a dice: on a roll of 2-6, remove 1 Wound counter from the assassin. On a roll of 1 the healing attempt fails.

Fight

A model can **fight** an adjacent model it is facing. Assassins may turn to face any direction before performing a fight action.

Shoot

A model can **shoot** a model it has LOS to that is within 6 squares. A model cannot perform a shoot action if there is an enemy model adjacent to it. Assassins may turn to face any direction before performing a shoot action.

When **fighting** or **shooting**, roll the number of dice shown beside the model's relevant fight or shoot action on its reference card. If, after modifiers and re-rolls, the highest dice result is greater than or equal to the target's **resilience**, that model suffers a hit: place a Wound counter next to it.

FACING, DISTANCE & LOS

No model can occupy a square occupied by another model. Models must face one side of the square they are occupying.

To determine the distance between models, count the number of squares along the shortest path from one to the other (not along diagonals or through walls or objects).

A model is **adjacent** to another model when it is in one of the 4 orthogonal squares surrounding it (unless that square is on the other side of a wall).

A model can see all of the squares it has **line of sight** (LOS) to: the square in front of it and all the squares in a straight line beyond it, and the squares to the left and right of the one in front of it and all the squares in a straight line beyond them. A model cannot have LOS through a wall, object or another model and cannot see the squares beyond them.

ROOMS

Placing Room Cards

The first time an assassin has LOS to an **unrevealed room location** (6 darkened squares bounded by a white line), interrupt the assassin's action and shuffle the deck of Room cards.

Turn over a number of cards equal the number in Roman numerals on the board. Select the Room card with the lowest number on it and place it on the darkened squares so its arrow is aligned with the white arrow on the board. Return all other cards to the Room deck.

If any of the Room card squares have chaos stars on them, place 1 chaos cultist with an autogun on each, facing in the direction of the star's longest arrow. If there are no cultists with autoguns available, place one with an autopistol instead. If there are none of those left, do not place a cultist.

Renegades placed on Room cards are **stunned** until the start of the next Assassin phase, when the Stunned counter is flipped to **on alert**.

The assassin can then continue its action.

Control Bank and Teleportarium Rooms

The assassins must discover both the **control bank room** and the **teleportarium room**. The teleportarium cannot be used until the control bank is activated by an assassin occupying one of the 4 squares bounded by a blue line at the end of the Assassin phase. Assassins can then use the teleportarium in any subsequent turn.

The Temple of Shades

If any assassins occupy one of the 4 squares bounded by a blue line at the end of the Assassin phase, they are placed on one of the Temple of Shade's teleportarium squares. Assassins cannot move back to the main board.

The first time an assassin uses the teleportarium, remove all **chaos space marines** from the main board and roll 3 dice, one at a time. Place 1 new chaos space marine on each of the Temple's entry points that correspond to the results, facing the direction shown by that its arrow (1-4) or patrol arrow (5-6). If a model rolls an occupied square, place it on the nearest empty entry point. These chaos space marines are **on patrol**.

While there are any assassins on the Temple board, a renegade that enters play does so on one of the Temple's entry points. If there are no assassins on the Temple board, renegades enter play on the main board as normal.

If all surviving assassins are on the temple board, remove all models and counters from the main board.

ASSASSIN TACTICS

Each assassin has a **primary tactic** they can use up to 3 times during a game (white counters), and an **omegon tactic** which they may use once (red counter). You may use a tactic at any point during your turn as it does not count as an action, but each assassin can only use 1 tactic per turn. When you use a tactic, discard the appropriate tactic counter.

STUNNED & DEAD

If a model is **stunned**, place a Stunned counter next to it (if the model is a renegade on alert, flip its On Alert counter instead). A stunned model has no LOS and can perform no actions or tactics. Renegades cannot go on alert while stunned.

Remove the counter from a stunned assassin when the effects wear off. Flip the counter on a stunned renegade to **on alert** when the effects wear off whether or not it was on alert before being stunned.

Once a model has a number of Wound counters equal to its **stamina**, it is killed and immediately removed from the board. Dead assassins play no further part in the game, but renegade models may be recycled.

WINNING & LOSING

If the chaos familiar reaches square 16 (or that square is occupied when it tries to move into it), or all the assassins are killed, the players lose the game.

If Lord Drask is assassinated before the chaos familiar reaches square 16, the players win the game.

ASSASSINORUM EXECUTION FORCE

TURN SEQUENCE

1. ASSASSIN PHASE

Each assassin, in an order chosen by the players, may **perform up to 2 actions**. The same action cannot normally be played twice in the same phase.

Proceed to the Chaos phase when all assassins have performed their actions.

A renegade **on patrol** automatically goes **on alert** when any of these happen:

- An assassin moves into a square within the renegade's LOS.
- An assassin shoots or fights the renegade but fails to kill him.
- Another renegade makes a reaction attack within 6 squares of the renegade.
- Another renegade is killed within the renegade's LOS.

2. CHAOS PHASE

1. Move Chaos Familiar

Move the chaos familiar to the next numbered square along the ritual tracker.

2. Draw Event Cards

Draw 1 Event card and resolve its effects.

Then count the number of renegades currently **on alert** and draw and resolve that many extra event cards, one at a time, up to a maximum of 3 additional cards.

3. Renegades on Patrol

In an order chosen by the players, **renegades on patrol move D6 squares along their patrol route**.

If at any point during its move, a renegade on patrol gains LOS to an assassin, he stops and goes on alert.

4. Renegades on Alert

In an order chosen by the players, **each renegade on alert performs actions according to chart on the right**.

If, when you choose a renegade on alert, there are no assassins on the same board (or just the Callidus Assassin using her *polymorphine* tactic), that renegade does nothing this phase.

5. Raise the Alarm

All renegades within 6 squares of a renegade **on alert** who performed a fight or a shoot action this phase now go **on alert**.

ASSASSIN ACTIONS

Move up to 6 squares.

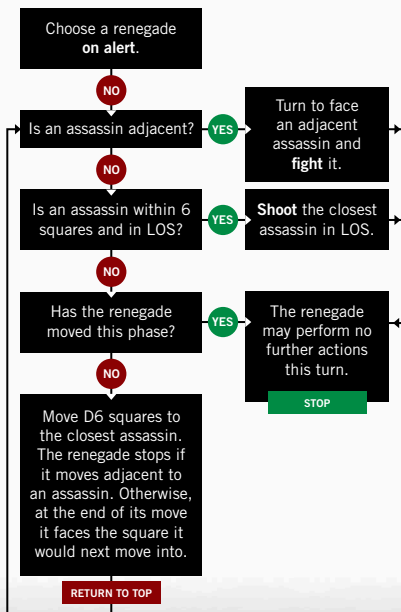
Sprint move, rolling D6 and moving up to that many squares. You may move and sprint in the same turn.

Synskin Heal Roll D6: on 2-6, remove 1 wound.

Fight an adjacent model you are facing. You may turn to face any direction before a fight action.

Shoot a model within 6 squares and LOS. You cannot perform a shoot action if there is an enemy model adjacent to you. You may turn to face any direction before performing a shoot action.

Fighting or shooting: roll the number of dice shown beside your relevant fight or shoot action. If, after modifiers and re-rolls, the highest result is greater than or equal to the target's **resilience**, that model suffers a wound.



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