

SHADOW WAR

ARMAGEDDON



DEADLY SKIRMISH COMBAT IN A WAR-TORN HIVE WORLD

SLY MARBO

SLY MARBO

	M	WS	BS	S	T	W	I	A	Ld
Sly Marbo	5"	5	5	3	3	3	5	4	7

In a campaign, Sly Marbo is an Astra Militarum special operative that can only be used in Lone Operative games.

Sly Marbo is a natural-born survivor and a one-man army, so well disposed to killing that his commanders prefer to keep him on constant assignment.

Wargear: Sly Marbo has an envenomed Catachan blade, a ripper pistol, frag grenades, krak grenades, melta bombs, camo gear and flak armour.

Booby Traps: After both kill teams have deployed, but before the game begins, choose one piece of terrain no greater than 12" in any dimension. Roll a dice each time an enemy fighter makes a move that takes them into, through, or out of that piece of terrain. On a roll of 1, that fighter sustains an automatic Strength 6 hit. If this hit wounds the fighter, it inflicts 1 wound. Saving throws can be taken, though with a -3 save modifier. A fighter who suffers such a hit without going down or out of action is pinned.

Charmed Life: Sly Marbo has a +5 invulnerable save and can never be pinned.

Fearless: Sly Marbo automatically passes fear and terror tests.

Infiltration: Once both kill teams have been set up, but before a mission begins, you may make two free run moves with Sly Marbo. He may not do anything during these moves except run, and he may not move within 8" of the enemy.

Like a Shadow: If Sly Marbo is down at the start of your turn, he recovers automatically and can act normally that turn. In addition, he can move 5" when he makes a follow-up move.

ENVENOMED CATACHAN BLADE

Marbo carries a large Catachan knife coated with deadly toxins.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-

Parry: Sly Marbo can parry (see page 42 of the rules) with this blade.

Toxic: No To Wound roll is required when a target is hit with this weapon: if the target is hit then the toxins will automatically inflict 1 wound. Armour may still save a target as normal. Note this only applies against living targets. If this weapon hits an unliving target, then a normal To Wound roll must be made using the Strength shown in the profile.

A target suffering their final wound from this weapon does not roll on the standard Injury table. Instead, roll on the following table both when the injury is inflicted and in subsequent recovery phases.

D6 Result

- 1 No Effect:** The toxin has no effect or wears off. The target may continue to fight in the same way as if they had suffered a flesh wound except that they suffer no penalties to their Weapon Skill or Ballistic Skill.
- 2-4 Comatose:** The target is knocked comatose and falls to the ground. The model counts as down except that they cannot move.
- 5-6 Out of Action:** The target slumps lifelessly to the ground. They may be dead or barely living, but are overcome by the toxin for the rest of the game. Remove the model as you would any other that was out of action.

If this weapon hits a model that is already down and inflicts a Comatose result, then the model must roll on the chart above in subsequent recovery phases instead of the standard Injury table.

RIPPER PISTOL

Loaded with armour piercing, envenomed rounds, Marbo's ripper pistol is the final word in terminal close encounters.

~Range~		~To Hit~		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8"	8-16"	+2	-	3	1	-1	6+

Silent: This weapon emits no noise so when fired doesn't test to sound the alarm during missions such as The Raid.

Toxic: See above.



VINDICARE ASSASSIN

VINDICARE ASSASSIN

	M	WS	BS	S	T	W	I	A	Ld
Vindicare Assassin	6"	8	8	4	4	3	7	4	10

In a campaign, a Vindicare Assassin is a special operative that can only be used in Lone Operative games, and only by Space Marines, Astra Militarum, Adepta Sororitas, Grey Knights, Inquisition and Skitarii kill teams.

The assassins of the Vindicare temple spend days, weeks, sometimes months working their way into the perfect firing position. However, these superlative marksmen are not merely proficient at eliminating lone targets; faced by large numbers of foes, they can swiftly rack up a body count that would make a whole platoon proud.

The Exitus weapons wielded by Vindicare Assassins can be loaded with ammunition tailored to their target: shield-breaker rounds can scramble force fields, turbo-penetrator rounds cause devastating damage, and hellfire rounds are incredibly toxic.

Wargear: A Vindicare Assassin has a knife, an exitus pistol, an exitus rifle, blind grenades, camo gear, synskin and a photo-visor.

Fearless: A Vindicare Assassin automatically passes fear and terror tests.

Infiltration: Once both kill teams have been set up, but before a mission begins, you may make two free run moves with a Vindicare Assassin. They may not do anything during these moves except run, and they may not move within 8" of an enemy.

Lightning Reflexes: A Vindicare Assassin has a 4+ invulnerable save and can never be pinned.

Unshakeable Focus: A Vindicare Assassin does not have to shoot at the closest enemy.

EXITUS PISTOL

~Range~		~To Hit~		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8"	8-16"	+2	-	4	1	-3	6+

Exitus Ammo: Each time a Vindicare Assassin fires this weapon (including in hand-to-hand combat), choose one of the three following types of ammunition and apply the chosen ammunition's rules to that shot:

- **Shield-breaker:** Invulnerable saves cannot be taken against this shot.
- **Turbo-penetrator:** This shot has a Damage characteristic of D3, rather than 1.
- **Hellfire:** When making a To Wound roll for this shot, a roll of 2+ is successful unless the target is unliving, in which case the weapon's Strength characteristic is used as normal.

Silent: This weapon emits no noise so when fired doesn't test to sound the alarm during missions such as The Raid.

EXITUS RIFLE

~Range~		~To Hit~		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-24"	24-72"	-1	-	4	1	-3	6+

Exitus Ammo: *See above.*

Silent: This weapon emits no noise so when fired doesn't test to sound the alarm during missions such as The Raid.

Sniper Weapon: An exitus rifle takes time to set up and use. Because of this a Vindicare cannot fire it if they moved that turn.

BLIND GRENADES

These grenades are used defensively to wrong-foot oncoming attackers. The burst of light they emit is strong enough to burn retinas and fry sensor circuitry.

If an enemy fighter charges a Vindicare Assassin that is not already involved in hand-to-hand combat, they do not gain the +1 bonus for charging in the ensuing hand-to-hand combat phase.

SYNSKIN

This specialised bio-reactive body-suit is sprayed onto the body, forming a second skin which protects the wearer.

When you make an Injury roll for a fighter with synskin (other than for weapons with special Injury tables), treat a roll of 2 or 3 as a 1 instead.



EVERSOR ASSASSIN

EVERSOR ASSASSIN

	M	WS	BS	S	T	W	I	A	Ld
Eversor Assassin	6"	8	8	4	4	3	7	4	10

In a campaign, an Eversor Assassin is a special operative that can only be used in Lone Operative games, and only by Space Marines, Astra Militarum, Adepta Sororitas, Grey Knights, Inquisition and Skitarii kill teams.

Between his engineered physique and the combat stimulants that saturate his system, the Eversor can tear an Ork in half with his bare hands. Driven by psycho-indoctrinated murder-lust, the Eversor wreaks so much havoc that not only his victim, but all those around them are torn to shreds.

Wargear: An Eversor Assassin has a power sword, a neuro-gauntlet, an executioner pistol, melta bombs, synskin and a sentinel array.

Frenzon: An Eversor Assassin is frenzied.

Sprint: An Eversor Assassin may triple their movement rate when they run or charge, rather than doubling it as normal.

Lightning Reflexes: An Eversor Assassin has a 4+ invulnerable save and can never be pinned.

Bio-meltdown: When an Eversor Assassin is taken out of action, before they are removed from the battlefield, each fighter within 1" suffers an automatic Strength 5 hit. If this hit wounds a fighter, it inflicts 1 wound. Saves can be taken against any wounds caused, but have a -2 modifier. If, as a result of this rule, there are no fighters left on the battlefield (other than downed fighters) the Eversor Assassin's player wins the mission, regardless of any other conditions. Otherwise, the Eversor Assassin's player loses the mission, regardless of any other conditions.



NEURO-GAUNTLET

This killing apparatus, worn as an exoskeletal hyper-alloy glove, has neurotoxin injectors fitted in place of fingernails. Even the faintest scratch triggers the delivery of a fatal dose.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-1

Toxic: No To Wound roll is required when a target is hit with this weapon: if the target is hit then the toxins will automatically inflict 1 wound. Armour may still save a target as normal. Note this only applies against living targets. If this weapon hits an unliving target, then a normal To Wound roll must be made using the Strength shown in the profile.

A target suffering their final wound from this weapon does not roll on the standard Injury table. Instead, roll on the following table both when the injury is inflicted and in subsequent recovery phases.

D6 Result

- 1 No Effect:** The toxin has no effect or wears off. The target may continue to fight in the same way as if they had suffered a flesh wound except that they suffer no penalties to their Weapon Skill or Ballistic Skill.
- 2-4 Comatose:** The target is knocked comatose and falls to the ground. The model counts as down except that they cannot move.
- 5-6 Out of Action:** The target slumps lifelessly to the ground. They may be dead or barely living, but are overcome by the toxin for the rest of the game. Remove the model as you would any other that was out of action.

If this weapon hits a model that is already down and inflicts a Comatose result, then the model must roll on the chart above in subsequent recovery phases instead of the standard Injury table.

SENTINEL ARRAY

The sentinel array worn by all Eversor Assassins channels auto-cogitated threat-auguries at giddy speed, enabling its wielder to efficiently engage targets even when he is at risk of becoming overwhelmed.

At the end of each of your turns, if the Eversor Assassin is not engaged in hand-to-hand combat or down, you may put them on overwatch.

EXECUTIONER PISTOL

The executioner pistol is a menacing hybrid of bolt and needle pistol. It is able to change modes at the twitch of a finger, firing hypertoxin darts one second and mass-reactive shells the next. Many of the Eversor's victims are treated to both, just to make doubly sure of a messy death.

An Eversor Assassin can choose to fire either bolt pistol rounds or needle pistol rounds each time they fire this weapon. If an ammo roll is failed for one of the kinds of rounds, the Eversor Assassin can still fire the other kind of round.

Bolt Pistol Round

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8"	8-16"	+2	-	4	1	-1	5+

Sustained Fire: 1 dice.

Needle Pistol Round

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8"	8-16"	+2	-	1	1	-1	5+

Silent: This weapon emits no noise so when fired doesn't test to sound the alarm during missions such as The Raid.

Sustained Fire: 1 dice.

Toxic: See left.

SYNSKIN

This specialised bio-reactive body-suit is sprayed onto the body, forming a second skin which protects the wearer.

When you make an Injury roll for a fighter with synskin (other than for weapons with special Injury tables), treat a roll of 2 or 3 as a 1 instead.

