



ASSASSINORUM: DAEMONICUS

An Assassinorum Execution Force has been despatched to kill the Chaos Sorcerer Lord Severin Drask before he can open a devastating Warp rift. Yet as the Assassins enter his lair, they find their mission has become much harder. Lord Drask, it seems, has ascended...

AVAILABLE, BUT NOT FOR LONG!

At the time this issue went to print, Assassinorum: Execution Force was still available in stores and on the Games Workshop webstore. However, there weren't many copies left and it may even have sold out by now. Give your local store a call to see if they still have it in stock or check out the Games Workshop website to see if there are any copies left.

In **issue 95** we presented a collection of new achievements for the Assassinorum: Execution Force boxed game. So excited were we by these new challenges (and so much fun did we have trying to achieve them) that the Studio writers came up with another, even tougher challenge for us. No longer is Severin Drask a mere Chaos Sorcerer (pah!) but a mighty Daemon Prince blessed by the Dark Gods to ensure his sorcerous plan comes to fruition.

Using the rules for the Chaos Daemon Prince in your games of Assassinorum: Execution Force couldn't be simpler.

Instead of placing Lord Drask on the central square in the Temple of Shades, place the Daemon Prince in his place instead. The full rules for using him can be seen to the right and, as you can see, the newly-ascended Drask is not an easy foe to assassinate.

To make use of the Daemon Prince's profile card, simply cut it out, fold it in half and glue the two halves together. Of course, you probably don't want to ruin your beautiful copy of White Dwarf, so feel free to photocopy these pages and cut out as many Daemon Princes as you like. ☠

ADDITIONAL RULES



CHAOS DAEMON PRINCE

Resilience 6+
Stamina 4

ACTIONS

- Shoot with Warp Gaze +2 +2
- Fight with Daemonic Talons +3 +3

ABILITIES

All-seeing: As soon as an Assassin enters the Temple of Shades, the Daemon Prince goes On Alert. The Daemon Prince has line of sight to any Assassin in the Temple of Shades; if there is a wall, object or other model in the way, it rolls one less dice when attacking that model.

Daemonic Reflexes: The first time in each phase that an Assassin moves or sprints into an unoccupied square that is within 6 squares of the Daemon Prince, the Daemon Prince will perform one free Shoot action at the Assassin. If that square is adjacent to the Daemon Prince, it will perform one free Fight action instead.

THE DAEMON PRINCE

The Daemon Prince occupies four squares rather than one. At the start of the game, he is placed so that he covers the central square of the ritual site and the square marked with the number 16 – meaning that the assassins only have 15 turns to complete their mission! He is rooted in place with tendrils of dark power, his daemonic transformation not yet complete, so he cannot move other than to turn on the spot.



DARK VISIONS

Once the Chaos Familiar reaches the square marked with a number 8, Drask's followers are gifted with a small measure of clairvoyance for the rest of the game. Immediately after a Patrol or Elite Patrol event card is resolved, a second Renegade of the same type arrives on the board as follows:

Roll three dice. Each entry point that matches one of the numbers rolled is a potential entrance. Place the Renegade at the potential entrance which is closest to an Assassin, facing the direction shown by the entry point's arrow. For example, if you rolled a 2, a 3 and a 6, entry points 2, 3 and 6 would be potential entrances, and you would set up the Renegade at whichever of them is closest to an Assassin.

If the Renegade cannot be placed at that entry point, it is placed at the closest unoccupied entry point instead. No Renegade is placed if all entry points are occupied or there are no models of the required type available.

