

ACHIEVEMENTS

A KNIFE IN THE BACK

Whilst under the effects of her Polymorphine ability move the Callidus Assassin adjacent to Lord Drask and then, in the same turn, inflict the final hit on him using the Phase Sword.

Date Achieved:

DOUBLE THE GUARD

Complete the mission with eight Chaos Cultists starting the game on the board instead of four (the extra four Cultists have autopistols – place these on the board first then move them as if they were On Patrol, then place the four Cultists with autoguns as normal, then start the game).

Date Achieved:

Callidus: Eversor:
Culexus: Vindicare:

LOW SUPPLIES

Complete the mission with each Assassin only being able to use the Synskin heal action once during the entire game.

Date Achieved:

Callidus: Eversor:
Culexus: Vindicare:

CURSED LUCK

Complete the mission when the following event cards are removed from the event card deck for the duration of the game: False Alarm, An Unforgivable Lapse, The Gods are Fickle and Misdirection.

Date Achieved:

Callidus: Eversor:
Culexus: Vindicare:

PSYCHIC MAELSTROM

Complete the mission when all psychic events last for one extra turn than normal.

Date Achieved:

Callidus: Eversor:
Culexus: Vindicare:

NO ROOM FOR ERROR

Complete the mission with all the Assassins having Stamina 1, instead of Stamina 2.

Date Achieved:

Callidus: Eversor:
Culexus: Vindicare:

WARGEAR DAMAGED

Complete the missions with the following additional rule: each time an Assassin is hit, they lose an unused Tactic counter in addition to suffering a Wound.

Date Achieved:

Callidus: Eversor:
Culexus: Vindicare:

RIGHT BETWEEN THE EYES

Use the Vindicare Assassin's Deadshot ability to inflict the final hit on Lord Drask.

Date Achieved:

A DEVIIOUS TRAP

Complete the mission when Lord Drask goes On Alert the first time an Assassin uses the teleportarium and all Renegades that enter play on the Temple of Shades do so On Alert.

Date Achieved:

Callidus: Eversor:
Culexus: Vindicare:

FROM BAD TO WORSE

Complete the mission when there is no maximum limit to the number of event cards that can be drawn and resolved each Chaos Phase.

Date Achieved:

Callidus: Eversor:
Culexus: Vindicare:

HEAVY RESISTANCE

Complete the mission with Chaos Space Marines being placed on revealed room cards instead of Chaos Cultists with autoguns (if there are no Chaos Space Marines available, place Chaos Cultists instead).

Date Achieved:

Callidus: Eversor:
Culexus: Vindicare:

A STUNNING BLOW

Complete the missions with the following additional rule: each time an Assassin is hit, they are stunned until the start of the next Chaos phase in addition to suffering a Wound.

Date Achieved:

Callidus: Eversor:
Culexus: Vindicare: