

KILL TEAM CASSIUS

[LEGENDS]

220 PTS

CHAPLAIN CASSIUS

M	T	Sv	W	LD	OC
6"	4	3+	4	5+	2

VAEL DONATUS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	2

ZAMEON GYDRAEL

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	2

RODRICUS GRYTT

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	2

ANTOR DELASSIO

M	T	Sv	W	LD	OC
12"	4	3+	2	6+	2

EDRYC SETORAX

M	T	Sv	W	LD	OC
12"	4	3+	2	6+	2

JENSUS NATORIAN

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	2

DRENN REDBLADE

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	2

GARRAN BRANATAR

M	T	Sv	W	LD	OC
5"	5	2+	3	6+	2

ENNOX SORRLOCK

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	2

JETEK SUBEREI

M	T	Sv	W	LD	OC
12"	5	3+	3	6+	2

AUFSTELLUNG

1x Chaplain Cassius -
Equipped with: Bolt pistol,
Artificer crozius
1x Vael Donatus - Equipped
with: Bolt pistol, Boltgun,
Close combat weapon
1x Zameon Gydrael -
Equipped with: Long Vigil
ranged weapon, Long Vigil
melee weapon
1x Rodricus Grytt - Equipped
with: Bolt pistol, Close
combat weapon, Frag
cannon
1x Antor Delassio - Equipped
with: Long Vigil ranged



Chaplain Cassius
KEYWORDS: Epic Hero,
Character
KEYWORDS: Infantry,
Grenades, Imperium, Kill
Team, Kill Team Cassius,
Deathwatch, Ordo Xenos
FACTION KEYWORDS:
Agents of the Imperium

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RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3	4	0	1
Deathwatch twin boltgun	24"	4	3+	4	0	1
Frag cannon BLAST HEAVY RAPID FIRE D3	18"	D3	4+	7	-1	2
Heavy Flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Long Vigil ranged weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Psychic Cleanse PSYCHIC	24"	D6	3+	5	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Artificer crozius	Melee	5	2+	6	-1	2
Close combat weapon	Melee	3	3+	5	-2	1
Force weapon PSYCHIC	Melee	5	2+	5	-3	D3
Long Vigil melee weapon	Melee	3	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2
Twin lightning claws TWIN-LINKED	Melee	4	3+	5	-2	1

ABILITIES

- Catechism of Death

While this unit contains Chaplain Cassius, melee weapons equipped by models in this unit have the [\[DEVASTATING WOUNDS\]](#) ability.
- Invulnerable Save

Chaplain Cassius has a 4+ invulnerable save.
- Invulnerable Save

Garran Branatar has a 4+ invulnerable save.
- Jump Pack

The bearer has a Move characteristic of 12" and can move over models and terrain as if they were not there.
- Psychic Hood

Models in the bearer's unit have the Feel No Pain 4+ ability against [Psychic](#) Attacks.
- Unflinching

You can re-roll Battle-shock tests for this unit.

WEAPON ABILITIES

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Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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