

KILL TEAM CASSIUS [LEGENDS]

Close-quartersCombat DoctrinesDeep Strike

220 PTS

Base —



1KOMMANDO

Unflinching

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

2BEWEGUNG

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3BESCHUSS

Bolt pistolCLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Boltgun

R	A	BS	S	AP	D
24"	2	3	4	0	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Deathwatch twin boltgun

R	A	BS	S	AP	D
24"	4	3+	4	0	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Frag cannonBLASTHEAVYRAPID FIRE D3

R	A	BS	S	AP	D
18"	4	3+	7	-1	2

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Heavy FlamerIGNORES COVERTORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Long Vigil ranged weaponANTI-INFANTRY 4+DEVASTATING WOUNDSRAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	4	0	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Psychic CleansePSYCHIC

R	A	BS	S	AP	D
24"	D6	3+	5	-1	D3

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

4ANGRIFF

—

5NAHKAMPF

Artificer crozius

R	A	WS	S	AP	D
Melee	5	2+	6	-1	2

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Close combat weapon

R	A	WS	S	AP	D
Melee	3	3+	5	-2	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Force weaponPSYCHIC

R	A	WS	S	AP	D
Melee	5	2+	5	-3	D3

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Long Vigil melee weapon

R	A	WS	S	AP	D
Melee	3	3+	5	-2	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Power fist

R	A	WS	S	AP	D
Melee	3	3+	8	-2	2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Twin lightning clawsTWIN-LINKED

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

6VERTEIDIGUNG

Invulnerable Save

Chaplain Cassius has a 4+ invulnerable save.

Invulnerable Save

Garran Branatar has a 4+ invulnerable save.

Psychic Hood

Models in the bearer's unit have the Feel No Pain 4+ ability against Psychic Attacks.

IMMER / EINMALIG

Catechism of Death

While this unit contains Chaplain Cassius, melee weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

Jump Pack

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

GEGEN DIESE EINHEIT

Chaplain Cassius

W4 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5-7	S4	S3	S1-2

RETTUNGSWURF JE DS

DS 0

3+ DS -1 | DS -2 | DS -3 | DS -4 || 4+ | 5+ | 6+ | - | - |

Vael Donatus

W4 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5-7	S4	S3	S1-2

RETTUNGSWURF JE DS

DS 0

3+ DS -1 | DS -2 | DS -3 | DS -4 || 4+ | 5+ | 6+ | - | - |

Garran Branatar

W5 · RW 2+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6-9	S5	S3-4	S1-2

RETTUNGSWURF JE DS

DS 0

3+ DS -1 | DS -2 | DS -3 | DS -4 || 4+ | 5+ | 6+ | - | - |

Jetek Suberei

W5 · RW 3+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6-9	S5	S3-4	S1-2

RETTUNGSWURF JE DS

DS 0

3+ DS -1 | DS -2 | DS -3 | DS -4 || 4+ | 5+ | 6+ | - | - |

REGELN & KEYWORDS KURZ

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below.

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" horizo...

ANTI

This ability always takes the form [ANTI-X Y+].

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 (roun...

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...

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 unen...

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 mod...

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 rol...

RAPID FIRE

This ability always takes the form [RAPID FIRE X].

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.

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 weapon, Long Vigil melee weapon

1x Edryc Setorax

- Equipped with: Twin lightning claws

1x Jensus Natorian

- Equipped with: Bolt pistol, Psychic Cleanse, Force weapon

1x Drenn Redblade

- Equipped with: Boltgun, Long Vigil melee weapon

1x Garran Branatar

- Equipped with: Long Vigil ranged weapon, Heavy Flamer, Power fist

1x Ennox Sorriock

- Equipped with: Long Vigil ranged weapon, Close combat weapon

1x Jetek Suberei

- Equipped with: Long Vigil melee weapon, Deathwatch twin boltgun

KEYWORDS Infantry, Grenades, Imperium, Kill Team, Kill Team Cassius, Deathwatch, Ordo Xenos · FRAKTION Agents of the Imperium · CHAPLAIN CASSIUS Epic Hero, Character