KILL TEAM CASSIUS [LEGENDS]

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

FACTION: Agents of the Imperium **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

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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 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 Sorrlock - Equipped with: Long Vigil ranged weapon, Close combat weapon
1x Jetek Suberei - Equipped with: Long Vigil melee weapon, Deathwatch twin boltgun

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

ABILITIES

RULES - Close-quarters, Combat Doctrines, Deep Strike

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

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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

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.

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WEAPON RULES

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.