

KILL TEAM CASSIUS [LEGENDS]

Deep Strike

220 PTS

Base —



CHAPLAIN CASSIUS	M	T	SV	W	LD	OC	RW
	6"	4	3+	4	5+	2	4+
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 GRYT	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 BRANATA	M	T	SV	W	LD	OC	
	5"	5	2+	3	6+	2	4+
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	

3 BESCHUSS	5 NAHKAMPF
Bolt pistol Pistol R A BS S AP D 12" 1 3+ 4 0 1	Heavy flamer IGNORES COVER TORRENT R A BS S AP D 12" D6 N/A 5 -1 1
Boltgun R A BS S AP D 24" 2 3+ 4 0 1	Long Vigil ranged weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1 R A BS S AP D 24" 1 4+ 4 0 1
Deathwatch twin boltgun R A BS S AP D 24" 4 3+ 4 0 1	Psychic Cleanse PSYCHIC R A BS S AP D 24" D6 3+ 5 -1 D3
Frag cannon BLAST HEAVY RAPID FIRE D3 R A BS S AP D 18" D3 4+ 7 -1 2	Artificer crozius R A WS S AP D Melee 5 2+ 6 -1 2
	Close combat weapon R A WS S AP D Melee 3 3+ 5 -2 1
	Force weapon PSYCHIC R A WS S AP D Melee 5 2+ 5 -3 D3
	Long Vigil melee weapon R A WS S AP D Melee 3 3+ 5 -2 1
	Power fist R A WS S AP D Melee 3 3+ 8 -2 2
	Twin lightning claws TWIN-LINKED R A WS S AP D Melee 4 3+ 5 -2 1

GEGEN DIESE EINHEIT					
Chaplain Cassius W4 - RW 3+ - 4++ - 4 LP je Modell WIRD VERWUNDET MIT	2+ S8+	3+ S6-7	4+ S4	5+ S3	6+ S1-2
	DS 0 3+	DS -1 4+	DS -2 4++	DS -3 4++	DS -4 4++
Vael Donatus W4 - RW 3+ - 2 LP je Modell WIRD VERWUNDET MIT	2+ S8+	3+ S6-7	4+ S4	5+ S3	6+ S1-2
	DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -
Garran Branatar W5 - RW 2+ - 4++ - 3 LP je Modell WIRD VERWUNDET MIT	2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2
	DS 0 2+	DS -1 3+	DS -2 4+	DS -3 4++	DS -4 4++
Jetek Suberei W5 - RW 3+ - 5 LP je Modell WIRD VERWUNDET MIT	2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2
	DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -

1

KOMMANDO

Unflinching

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

2

BEWEGUNG

4

ANGRIFF

VERTEIDIGUNG

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.

REGELN & KEYWORDS KURZ

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...

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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

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