

# KILL TEAM CASSIUS [LEGENDS]

---

**Chaplain Cassius** **KEYWORDS:** Epic Hero, Character

**KEYWORDS:** Infantry, Grenades, Imperium, Kill Team Cassius, Deathwatch, Ordo Xenos, Kill Team



**FACTION:** Agents of the Imperium **220 PTS**

CHAPLAIN CASSIUS

| M  | T | SV | W | LD | OC |    |
|----|---|----|---|----|----|----|
| 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 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 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<br>PISTOL | 12"   | 1 | 3+ | 4 | 0  | 1 |
| Boltgun               | 24"   | 2 | 3+ | 4 | 0  | 1 |

#### ABILITIES

**RULES** - Deep Strike

#### Catechism of Death

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

**Chaplain Cassius KEYWORDS:** Epic Hero, Character

**KEYWORDS:** Infantry, Grenades, Imperium, Kill Team Cassius, Deathwatch, Ordo Xenos, Kill Team



**FACTION:** Agents of the Imperium **220 PTS**

|                                                                                |     |    |     |   |    |    |
|--------------------------------------------------------------------------------|-----|----|-----|---|----|----|
| Deathwatch twin boltgun                                                        | 24" | 4  | 3+  | 4 | 0  | 1  |
| Frag cannon<br>BLAST, HEAVY, RAPID FIRE D3                                     | 18" | D3 | 4+  | 7 | -1 | 2  |
| Heavy flamer<br>IGNORES COVER, TORRENT                                         | 12" | D6 | N/A | 5 | -1 | 1  |
| Long Vigil ranged weapon<br>ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1 | 24" | 1  | 4+  | 4 | 0  | 1  |
| Psychic Cleanse<br>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  |
| Close combat weapon                 | Melee | 3 | 3+ | 5 | -2 | 1  |
| Close combat weapon                 | Melee | 3 | 3+ | 5 | -2 | 1  |
| Force weapon<br>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<br>TWIN-LINKED | Melee | 4 | 3+ | 5 | -2 | 1  |

Jump Pack

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

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 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).



### Pistol

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

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.

### 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.