

# KILL-TEAM CASSIUS

Kill-Team Cassius can be taken, in whole or in part, as an Allied choice in any Space Marine, Imperial Guard and/or Sisters of Battle army. If an Imperial army includes an Ordo Xenos Inquisitor then any or all of Kill-Team Cassius may be taken. This means that any individual Character can be taken or Squad Donatus, or a mix thereof.

For Victory Point purposes treat the entires as Characters or Squads as shown. However, it's up to you and your opponent how you choose to play them Victory Points-wise, as certain missions or scenarios may prove unfair in some way. It's a topic we may revisit for the Last Chancers!

## CHARACTERS

### ORTAN CASSIUS.....64 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ortan Cassius	4	5	5	4	4	2	6	2	10

**WEAPONS:** Bolt pistol, special issue ammunition, crozius arcanum, frag and krak grenades.

**ARMOUR:** Power armour (3+ save).

**WARGEAR:** Rosarius (contains a conversion field) and the Tome of Ectoclades.

**SPECIAL:** **Leadership:** If any Space Marine unit within 8'' of Cassius fails a Leadership test they may re-roll the Leadership.

**Litany of Hate:** Cassius and any Imperium model or unit within 6'' may re-roll fumbles in close combat.

### TOME OF ECTOCLADES.....5 points

*Cassius has been entrusted with the Tome of Ectoclades, a unique treatise of the Deathwatch's most hard won secrets against the Xenos threat.*

Any friendly Deathwatch or Space Marine model within 6'' are immune to the psychological effects of xeno weaponry or units unless they are the result of some kind of poisonous attack that wounds the model. For a squad to be affected at least half (rounded down) must be within the 6'' radius.

### ANTOR DELASSIO.....50 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Edryc Setorax	4	5	5	4	4	1	5	1	9

**WEAPONS:** Hand flamer, chainsword, frag and krak grenades.

**ARMOUR:** Power armour (3+ save).

**WARGEAR:** Jump pack.

### JENSUS NATORIAN.....141 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Jensus Natorian	4	5	5	5	5	2	5	1	9

**WEAPONS:** Bolt pistol, special issue ammunition, force sword, frag and krak grenades.

**ARMOUR:** Power armour (3+ save).

**WARGEAR:** Psychic hood.

**SPECIAL:** Jensus is a Codicier with a psychic mastery level of 2. He draws his powers from the Librarian and/or the Adeptus deck.

### EDRYC SETORAX.....57 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Edryc Setorax	4	5	5	4	4	1	5	1	9

**WEAPONS:** Lightning claws, frag and krak grenades.

**ARMOUR:** Power armour (3+ save).

**WARGEAR:** Jump pack.

**SPECIAL:** **Strike from the Shadows:** Edryc starts the game Hidden and remains hidden for the first 2 turns of the game, even if he moves or runs. If he activates his jump pack, he no longer counts as being hidden. He may be detected as normal, however.

### GARRAN BRANATAR.....108 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Edryc Setorax	4	5	5	4	4	1	5	1	9

**WEAPONS:** Heavy flamer, master-crafted meltagun, power fist.

**ARMOUR:** Terminator armour (3+ save on 2D6).

**WARGEAR:** None.

**SPECIAL:** **Flamecraft:** Garran has a special 4+ save against any wounds caused by flame weapons.

Branatar may only fire either his heavy flamer or his master-crafted meltagun in the shooting phase.

**Teleport:** Branatar may teleport into battle for an additional cost of 54 points.

## JETEK SUBEREI.....85 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Jetek Suberei	4	5	5	4	4	1	5	1	9

**WEAPONS:** Bolt pistol, twin linked bolter with special issue ammunition, power sword, frag and krak grenades.

**ARMOUR:** Power armour (3+ save).

**WARGEAR:** Space Marine Bike, Teleport Homer, Vengler the Psyber-Eagle (use Njall Stormcaller's Night Wing Wargear Card).

**SPECIAL:** Jetek is an accomplished rider and follows the rules for Ravenwing units from Codex: Angels of Death. This gives him the **Expert Rider** and **Jink** special rules.

### SPECIAL ISSUE

#### AMMUNITION.....6 points

*The Deathwatch make widespread use of more specialised bolter ammunition. These specialised rounds turn the bolter into a weapon of greater tactical use, giving the firer more options in combat. Though they are rare, they are widely used by Space Marine veteran squads across the Imperium and valued for their efficiency in combat against a wide array of foes. Such rounds require the discipline of decades, if not centuries, of combat and are seldom wasted in more fully automatic battlefield endeavours.*

Special Issue Ammunition may be taken by Space Marine Veteran Squads, all members of the Deathwatch and by any Space Marine characters that are equipped with bolters and/or bolt pistols. They cost 6 points and only have to be purchased once. They cannot be used with storm bolters or heavy bolters. Before shooting the firer declares which type of ammunition they are using, and a squad must fire the same round. They cannot be used in conjunction with Rapid Fire. Characters may choose any round they wish. The ranges given below are for bolters. Half the range for bolt pistols.

Name	Range Short	Range Long	To Hit Short	To Hit Long	STR	DAM	SAVE MOD.	ARMOUR PEN.	Special
Dragonfire bolts	0-12	12-24	+1	-	4	1	-1	1D6+4	Ignores soft cover
Hellfire rounds	0-12	12-24	+1	-	4	D3	-1	1D6+4	Always wounds on 2+
Kraken bolts	0-16	16-32	-1	+1	4	1	-2	1D6+5	
Vengeance rounds	0-8	8-16	+1	-1	4	1	-3	2D6+4	A natural 1 to hit gives the firer a Strength 4 hit at -1 SM
Master-crafted meltagun	0-8	8-16	+2	+1	8	1D6	-4	2D6+8	

# SQUADS

## SQUAD DONATUS.....263 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Vael Donatus	4	5	6	4	4	1	5	1	9
Drenn Redblade	4	5	4	4	4	1	5	1	9
Rodricus Grytt	4	5	5	4	4	1	5	1	9
Ennox Sorrlock	4	5	5	4	5	1	5	1	9
Zameon Gydrael	4	5	5	4	4	1	5	1	9

**SQUAD:** Squad Donatus consists of Vael Donatus, Drenn Redblade, Rodricus Grytt, Ennox Sorrlock and Zameon Gydrael.

**WEAPONS:** Squad Donatus is equipped with frag and krak grenades. In addition, each member is equipped as follows:

Vael is armed with a bolter and bolt pistol.

Drenn is armed with a bolter, bolt pistol, chainsword and combat knife.

Rodricus is armed with a bolt pistol and frag cannon.

Ennox is armed with a combi-melta and has a bionic leg.

Zameon is armed with a plasma pistol and power sword.

**ARMOUR:** Power armour (3+ save).

**WARGEAR:** Models with bolters or bolt pistols are equipped with Special Issue Ammunition.

**SPECIAL:** Drenn Redblade has the *Acute Senses* and *Hatred* of Thousand Sons rules of his fellow Space Wolves. He may Parry twice in close combat.

Zameon is *Immune to Psychology* and will never break, he may though fall back with his squad if he chooses.

# DEATHWATCH FRAG CANNON

Heavy Weapon

The **Frag Cannon** is a heavy Imperial anti-infantry ballistic weapon that produces explosive blasts of armour-piercing shrapnel. It is used in both a man-portable format by the Space Marines of the Deathwatch and as a primary weapon on the Furioso Dreadnought deployed by the Blood Angels Chapter and their Successors. The Frag Cannon is a short-ranged, indiscriminate weapon, somewhat capricious in nature since the shrapnel it produces can be stopped by light armoured vehicles, while simultaneously being able to rip through Power Armour.

A man-portable version of the Frag Cannon is used by the Deathwatch, and is usually carried into battle by Deathwatch Devastator Marines who serve as heavy weapon specialists. These weapons essentially serve as infantry-borne artillery pieces that are capable of laying down a hail of alien horde-shattering shells that release explosive blasts of adamantium shards at short range.

## SPECIAL RULES

The shrapnel and impact of the frag cannon can easily penetrate the thickest of infantry protection, aside from perhaps Terminator armour. However, it is far less effective against vehicles. A model may move and fire a single solid shell or may remain stationary and fire with Sustained Fire 1.

To represent this any roll of 6+ to wound a non-vehicle model adds an additional -2 to the saving throw modifier. Against infantry with an Armour Value (such as Eldar Wraithguard) reduce the Strength of the attack by 1. Against vehicles, should a round penetrate, it can only ever roll a D3 on the vehicles' damage table, the shrapnel causing some minor damage but typically less able to cause catastrophic damage.

Name	Range Short	Range Long	To Hit Short	To Hit Long	STR	DAM	SAVE MOD	ARMOUR PEN	Special
Frag round	Flamer Template				6	1	-1	1D6+6	See rules
Solid shell	0-12	12-24	-	-	7	1	-3	1D6+7	SF1* See rules