























IMPERIUM				PROTEUS KILL TEAM - Kill Team Cassius												523 Pts	
Adeptus Astartes - Deathwatch																	
9																	
Squad Donatus	6"			2+	2+	4	4					3	3	4	6+	2	3+
Antor Delassio & Edryc Setorax	6"			2+	2+	4	4					3	3	4	6+	2	3+
Garran Branatar	5"			2+	2+	4	4					3	3	4	6+	2	2+
Jetek Suberei	12"			2+	2+	4	5					3	3	4	6+	2	3+
Unit Aptitudes																	
Proteus Doctrines			Each time a model in this unit makes an attack that targets a unit that is not Below Half-strength, add 1 to the Hit roll.														
Special Issue Ammunition			In addition to the normal profile for their boltgun (including boltguns that are part of a Combi-weapon), models with special issue ammunition can choose, in each of their Shooting phases, to instead use one of the profiles until the beginning of their next Shooting phase.														
Winged Deliverance			The Veterans with Jump Pack may use their jump pack in both the Movement and Assault phases of the same turn. Furthermore, when they makes Hammer of Wrath attacks, they can re-roll failed To Wound rolls.														
Flamecraft			The Terminator has the Feel no Pain (4+) special rule against Wounds caused by Flamer weapons. Furthermore, he can re-roll all failed To Wound rolls and armour penetration rolls that do not result in glancing or penetrating hits when using his heavy flamer.														
Teleport Homer			At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set this unit up within 3" horizontally of that token and not within 9" horizontally of any enemy models. That token is														
Born in the Saddle			The Biker adds 1 to his Strength when resolving hits caused by the Hammer of Wrath special rule.														
Unit Special Rules																	
Frag & Krak Grenades / And They Shall Know No Fear / Feel no Pain (6+) (Ennox Sorlock, IH) / Precision Shots (Vael Donatus, U) / Relentless (Rodricus Grytt, IF) / Counter-Attack (Drenn Redblade, SW) / Stubborn (Zameon Gydrael, DA) / Deep Strike / Heroic Intervention / Bulky / Furious Charge (Antor Delassio) / Stealth (Edryc Setorax) / Fearless / Relentless / Hammer of Wrath / Hit & Run / Jink / Very Bulky																	
Weapons														Nb		Pts	
Bolt pistol				12"	1	4	0	1	Pistol					1			
Combi-melta - Bolt				24"	2	4	0	1	Rapid Fire 1					1			
Combi-melta - Melta				12"	1	9	-4	D6	Assault - Melta					1		11	
Frag cannon - Frag-round				18"	2	6	0	1	Assault - Heavy - Rapid Fire D3 - Blast					1		10	
Frag cannon - Solid-shell				24"	2	7	-3	D6	Assault - Heavy - Impact					1		11	
Hand flamer				Template	1	3	0	1	Pistol - Ignores Cover					1		2	
Heavy flamer				Template	1	5	-1	1	Assault - Ignores Cover					1		7	
Meltagun				12"	1	9	-4	D6	Assault - Melta					1		11	
Plasma pistol - Standard				12"	1	7	-2	1	Pistol					1		5	
Plasma pistol - Supercharge				12"	1	8	-3	2	Pistol - Gets Hot					1		6	
Power fist				Melee	-1	x2	-2	2	Melee - Specialist - Unwieldy					1		16	
Twin boltgun				24"	2	4	0	1	Rapid Fire 1 - Twin					1		1	
Twin lightning claw				Melee	User	+1	-2	2	Melee - Twin - Shred - Specialist					1		13	
Astartes chainsword				Melee	User	User	0	2	Melee					2			
Boltgun				24"	2	4	0	1	Rapid Fire 1					2			
Power sword				Melee	User	+1	-3	1	Melee					2		20	
Ammunition Dragonfire Bolt				=	=	=	=	=	Ignores Cover					4			
Ammunition Hellfire Round				=	=	-3	-1	=	Poisoned (2+)					4			
Ammunition Kraken Bolt				+25%	=	=	-1	=	Concussive					4			
Ammunition Vengeance Round				-25%	=	=	-3	=	Gets Hot					4			
Faction Aptitudes																	
Unit type																	
Oath of the Moment		Kill Team		Mission Tactics												Infantry / Jump / Bike	