IMPERIUM Adeptus Astartes - Deathwatch				PROTEUS KILL TEAM - Kill Team Cassius								523 Pts					
9	7		*	.X	(4)	(S)			6			X	144		0		
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+	4++/4++
Jetek Suberei	12"			2+	2+	4	5				3	3	4	6+	2	3+	
Special Issue Ammun Winged Deliverance	Special Issue Ammunition Winged Deliverance				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. 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. 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.										ls and							
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 yo do, once per battle, you can target this unit with the Rapid Ingress Stratagem for 0CP, 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 then removed.																
Born in the Saddle			The Biker	adds 1 to l	nis Strength	when reso	olving hits c	aused by th	e Hammer	of Wrath	special rule	·.					

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear / Feel no Pain (6+) (Ennox Sorrlock, 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

Psychic Domains

Weapons	*	((3)	© 7	Pts		
Bolt pistol	12"	1	4	0	1	Pistol	0		
Combi-melta - Bolt	24"	2	4	0	1	Rapid Fire 1	0		
Combi-melta - Melta	12"	1	9	-4	D 6	Assault - Melta	11		
Frag cannon - Frag-round	18"	2	6	0	1	Assault - Heavy - Rapid Fire D3 - Blast	10		
Frag cannon - Solid-shell	24"	2	7	-3	D 6	Assault - Heavy - Impact	11		
Hand flamer	Templat	e 1	3	0	1	Pistol - Ignores Cover	2		
Heavy flamer	Templat	e 1	5	-1	1	Assault - Ignores Cover	7		
Meltagun	12"	1	9	-4	D 6	Assault - Melta	11		
Plasma pistol - Standard	12"	1	7	-2	1	Pistol	5		
Plasma pistol - Supercharge	12"	1	8	-3	2	Pistol - Gets Hot	6		
Power fist	Melee	-1	x2	-2	2	Melee - Specialist - Unwieldy	16		
Twin boltgun	24"	2	4	0	1	Rapid Fire 1 - Twin	1		
Twin lightning claw	Melee	User	+1	-2	2	Melee - Twin - Shred - Specialist	13		
Astartes chainsword	Melee	User	User	0	2	Melee	0		
Boltgun	24"	2	4	0	1	Rapid Fire 1	0		
Power sword	Melee	User	+1	-3	1	Melee	20		
Ammunition Dragonfire Bolt	=	=	=	=	=	Ignores Cover	0		
Ammunition Hellfire Round	=	=	-3	-1	=	Poisoned (2+)	0		
Ammunition Kraken Bolt	+25%	=	=	-1	=	Concussive	0		
Ammunition Vengeance Round	-25%	=	=	-3	=	Gets Hot	0		
Faction Aptitudes									
Oath of the Moment	Kill Team	Mission Tat	ics				Infantry / Jump / Bike		