

INTERCESSOR SQUAD - IMPERIUM -
SPACE MARINES

85–170 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

AUFSTELLUNG 5-10x Intercessor Sergeant oder Intercessor oder Intercessor w/ Grenade Launcher (32mm) Equipped with: Bolt pistol, Hand flamer, ➤ Bolt Rifle - Focused Fire, ➤ Bolt Rifle - Saturation, ➤ Grenade Launcher - Frag, ➤ Grenade Launcher - Krak, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Knives and Fists, Power fist, Power weapon, Thunder Hammer Wargear Options: ■ Each Intercessor Sergeant can replace its Bolt Rifle with Hand flamer, Power weapon, Plasma pistol, Chainsword or Thunder Hammer. ■ Each Intercessor Sergeant can replace its Knives and Fists with Power weapon, Chainsword, Power fist or Thunder Hammer.	KEYWORDS: Infantry, Battleline, Imperium, Tacticus, Intercessor Squad, Explosives FACTION KEYWORDS: Adeptus Astartes
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🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Hand flamer CLOSE-QUARTERS, TORRENT	9"	3	-	4	0	1
➤ Bolt Rifle - Focused Fire HEAVY, RAPID FIRE 1	24"	1	3+	6	-1	2
➤ Bolt Rifle - Saturation ASSAULT, RAPID FIRE 1	24"	2	3+	5	-1	1
➤ Grenade Launcher - Frag BLAST 1	24"	4	3+	4	-1	1
➤ Grenade Launcher - Krak RAPID FIRE 1	24"	1	3+	10	-2	3
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS, CLOSE-QUARTERS	12"	1	3+	8	-3	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	5	3+	5	-1	1
Knives and Fists	Melee	3	3+	5	0	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	3

ABILITIES

Bolter Discipline In your Shooting phase, if any of the following apply, this unit's ranged attacks have +1 to hit rolls: ▪ This unit is within range of an objective. ▪ The target of that attack is within range of an objective.

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Wargear Options:

- Each Intercessor Sergeant can replace its Bolt Rifle with Hand flamer, Power weapon, Plasma pistol, Chainsword or Thunder Hammer.
- Each Intercessor Sergeant can replace its Knives and Fists with Power weapon, Chainsword, Power fist or Thunder Hammer.

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Tactical Mainstay

- Being engaged/battle-shocked does not prevent this unit from being eligible to start an action.
- When this unit starts an action, that action does not prevent this unit from being eligible to shoot.

WEAPON ABILITIES

Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

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.*

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

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.

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.

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Wargear Options:

- Each Intercessor Sergeant can replace its Bolt Rifle with Hand flamer, Power weapon, Plasma pistol, Chainsword or Thunder Hammer.
- Each Intercessor Sergeant can replace its Knives and Fists with Power weapon, Chainsword, Power fist or Thunder Hammer.

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FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

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.