

ASSAULT INTERCESSORS WITH JUMP PACKS

M

12"

T

5

SV

3+

W

2

LD

6+

OC

1

95–190 PTS

Base 32mm



- Close-quarters
- Combat Doctrines
- Deep Strike

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Hand flamer

CLOSE-QUARTERS

TORRENT

R

9"

A

3

BS

-

S

4

AP

0

D

1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

Heavy Bolt Pistol

CLOSE-QUARTERS

R

18"

A

1

BS

3+

S

5

AP

-1

D

1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

► Plasma pistol - standard

CLOSE-QUARTERS

R

12"

A

1

BS

3+

S

7

AP

-2

D

1

VERWUNDET

2+

T1–3

3+

T4–6

4+

T7

5+

T8–13

6+

T14+

► Plasma pistol - supercharge

HAZARDOUS

CLOSE-QUARTERS

R

12"

A

1

BS

3+

S

8

AP

-3

D

2

VERWUNDET

2+

T1–4

3+

T5–7

4+

T8

5+

T9–15

6+

T16+

4

ANGRIFF

Hammer of Wrath

When this unit ends a charge move, you can select one enemy unit engaged with this unit. For each model in this unit engaged with that enemy unit, roll one D6: On a 4+, that enemy unit suffers 1 mortal wound.

5

NAHKAMPF

Chainsword

R

Melee

A

4

WS

3+

S

5

AP

-1

D

1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Power fist

R

Melee

A

3

WS

3+

S

8

AP

-2

D

2

VERWUNDET

2+

T1–4

3+

T5–7

4+

T8

5+

T9–15

6+

T16+

Power weapon

R

Melee

A

4

WS

3+

S

5

AP

-2

D

1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

VERTEIDIGUNG

—

∞

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+

S10+

3+

S6–9

4+

S5

5+

S3–4

6+

S1–2

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

5+

DS -3

6+

DS -4

-

REGELN & KEYWORDS KURZ

Close-quarters

 Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines

 At the start of your Command phase, you can select one Combat Doctrine listed below.

Deep Strike

 Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

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...

TORRENT

 Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

5-10x Assault Intercessor Sergeant with Jump Pack oder Assault Intercessors with Jump Pack oder Assault Intercessors with Jump Pack w/ Plasma Pistol

Ausrüstung:

 Hand flamer, Heavy Bolt Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Power fist, Power weapon

• This model's Heavy Bolt Pistol can be replaced with 1x Plasma pistol.

• Each Assault Intercessor Sergeant with Jump Pack can replace its Heavy Bolt Pistol with Hand flamer or Plasma pistol.

• Each Assault Intercessor Sergeant with Jump Pack can replace its Chainsword with Power weapon or Power fist.