

INTERCESSOR SQUAD

Close-quartersCombat Doctrines

M6"

T5

SV3+

W2

LD6+

OC2

85–170 PTS
Base 32mm



1KOMMANDO

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.

2BEWEGUNG

3BESCHUSS

Bolt pistolCLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

Hand flamerCLOSE-QUARTERSTORRENT

R	A	BS	S	AP	D
9"	3	-	4	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3

T4

T5–7

T8+

► Bolt Rifle - Focused FireHEAVY

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	6	-1	2

VERWUNDET

2+

3+

4+

5+

6+

T1–3

T4–5

T6

T7–11

T12+

► Bolt Rifle - SaturationASSAULT

RAPID FIRE 1

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

► Grenade Launcher - FragBLAST 1

R	A	BS	S	AP	D
24"	4	3+	4	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3

T4

T5–7

T8+

► Grenade Launcher - KrakRAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	10	-2	3

VERWUNDET

2+

3+

4+

5+

6+

T1–5

T6–9

T10

T11–19

T20+

► Plasma pistol - standardCLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+

3+

4+

5+

6+

T1–3

T4–6

T7

T8–13

T14+

► Plasma pistol - superchargeHAZARDOUSCLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+

3+

4+

5+

6+

T1–4

T5–7

T8

T9–15

T16+

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.

4ANGRIFF

5NAHKAMPF

Chainsword

R	A	WS	S	AP	D
Melee	5	3+	5	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

Knives and Fists

R	A	WS	S	AP	D
Melee	3	3+	5	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

Power fist

R	A	WS	S	AP	D
Melee	3	3+	8	-2	2

VERWUNDET

2+

3+

4+

5+

6+

T1–4

T5–7

T8

T9–15

T16+

Power weapon

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

Thunder HammerDEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	3	4+	8	-2	3

VERWUNDET

2+

3+

4+

5+

6+

T1–4

T5–7

T8

T9–15

T16+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

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.

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 (roun...

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...

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...

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 unen...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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

AUFSTELLUNG

5-10x Intercessor Sergeant oder Intercessor oder Intercessor w/ Grenade Launcher

Ausrüstung: 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

- 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.