

ASSAULT INTERCESSOR SQUAD

Close-quarters Combat Doctrines

M

6"

T

5

SV

3+

W

2

LD

6+

OC

2

85–170 PTS
Base 32mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Hand flamer

CLOSE-QUARTERS

TORRENT

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

VERWUNDET

2+ T1–2

3+ T3

4+ T4

5+ T5–7

6+ T8+

Heavy Bolt Pistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
18"	1	3+	5	-1	1

VERWUNDET

2+ T1–2

3+ T3–4

4+ T5

5+ T6–9

6+ T10+

► Plasma pistol - standard

CLOSE-QUARTERS

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

VERWUNDET

2+ T1–3

3+ T4–6

4+ T7

5+ T8–13

6+ T14+

► Plasma pistol - supercharge

HAZARDOUS

CLOSE-QUARTERS

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

VERWUNDET

2+ T1–4

3+ T5–7

4+ T8

5+ T9–15

6+ T16+

4

ANGRIFF

Targeted Intercession

If this unit made a charge move this turn, this unit's melee attacks have +1 S and AP.

5

NAHKAMPF

Chainsword

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

VERWUNDET

2+ T1–2

3+ T3–4

4+ T5

5+ T6–9

6+ T10+

Power fist

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

VERWUNDET

2+ T1–4

3+ T5–7

4+ T8

5+ T9–15

6+ T16+

Power weapon

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

VERWUNDET

2+ T1–2

3+ T3–4

4+ T5

5+ T6–9

6+ T10+

Thunder Hammer

DEVASTATING WOUNDS

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

VERWUNDET

2+ T1–4

3+ T5–7

4+ T8

5+ T9–15

6+ T16+

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
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RETTUNGSWURF JE DS

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

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...

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

AUFSTELLUNG

5–10x Assault Intercessor Sergeant oder Assault Intercessors

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

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

• Each Assault Intercessor Sergeant can replace its Chainsword with Power weapon, Power fist or Thunder Hammer.