IMPERIUM - SPACE MARINES

HEAVY INTERCESSOR SQUAD

Close-quarters | Combat Doctrines

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

115–230 PTS
Base 40mm

1 KOMMANDO

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2 BEWEGUNG

—

3 BESCHUSS

Bolt pistol — CLOSE-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+

Heavy Bolt Rifle — HEAVY | RAPID FIRE 1

R	A	BS	S	AP	D
30"	2	3+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Heavy Bolter — HEAVY | RAPID FIRE 2 | SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	3+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

4 ANGRIFF

—

5 NAHKAMPF

Ceramite 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+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Unyielding in the Face of the Foe
While this unit is controlling an objective, this unit has +1 to save rolls.

GEGEN DIESE EINHEIT

W6 · RW 3+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

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.

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].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

5-10x Heavy Intercessors oder Heavy Intercessor Sergeant oder Heavy Intercessor w/Heavy Bolter

Ausrüstung: Bolt pistol, Heavy Bolt Rifle, Heavy Bolter, Ceramite Fists

- This model can be equipped with 1x Heavy Bolter.

KEYWORDS Infantry, Battleline, Imperium, Gravis, Heavy Intercessor Squad, Explosives · **FRAKTION** Adeptus Astartes