

INTERCESSOR SQUAD

Close-quarters Combat Doctrines

M

6"

T

5

SV

3+

W

2

LD

6+

OC

2

85–170 PTS

Base 32mm



3

BESCHUSS

Bolt pistol

CLOSE-QUARTERS

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

VERWUNDET

2+ T1–2 3+ T3–4 4+ T5 5+ T6–9 6+ T10+

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+

Bolt Rifle - Focused Fire

HEAVY

RAPID FIRE 1

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

VERWUNDET

2+ T1–3 3+ T4–5 4+ T6 5+ T7–11 6+ T12+

Bolt Rifle - Saturation

ASSAULT

RAPID FIRE 1

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

VERWUNDET

2+ T1–2 3+ T3–4 4+ T5 5+ T6–9 6+ T10+

Grenade Launcher - Frag

BLAST 1

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

VERWUNDET

2+ T1–2 3+ T3 4+ T4 5+ T5–7 6+ T8+

Grenade Launcher - Krak

RAPID FIRE 1

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

VERWUNDET

2+ T1–5 3+ T6–9 4+ T10 5+ T11–19 6+ T20+

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+

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.

5

NAHKAMPF

Chainsword

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

VERWUNDET

2+ T1–2 3+ T3–4 4+ T5 5+ T6–9 6+ T10+

Knives and Fists

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

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

RETTEGUNGSWURF JE DS

3+ S6–9

DS–1 4+

4+ S5

DS–2 5+

5+ S3–4

DS–3 6+

6+ S1–2

DS–4 –

KEYWORDS Infantry, Battleline, Imperium, Tacticus, Intercessor Squad, Explosives · FRAKTION Adeptus Astartes

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

—

4ANGRIFF

—

◆VERTEIDIGUNG

—

∞IMMER / EINMALIG

—

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.

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