

ASSAULT INTERCESSORS WITH JUMP PACKS

M	T	SV	W	LD	OC
12"	5	3+	2	6+	1

AUFSTELLUNG

5-10x Assault Intercessor Sergeant with Jump Pack oder Assault Intercessors with Jump Pack oder Assault Intercessors with Jump Pack w/ Plasma Pistol (32mm)

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

Wargear Options:

- 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.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hand flamer CLOSE-QUARTERS, TORRENT	9"	3	-	4	0	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, CLOSE-QUARTERS	12"	1	3+	8	-3	2

ABILITIES

RULES - Close-quarters, Combat Doctrines, Deep Strike

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.



✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1

WEAPON RULES

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Torrent

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

