IMPERIUM - BLOOD ANGELS

# DEATH COMPANY INTERCESSORS

Close-quarters | Combat Doctrines | Feel No Pain 6+

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 4 | 3+ | 2 | 6+ | 1 |

**75–150 PTS**
Base —

## 1 KOMMANDO

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## 2 BEWEGUNG

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## 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+ |

### Hand flamer — CLOSE-QUARTERS | TORRENT

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

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–2 | T3 | T4 | T5–7 | T8+ |

### Heavy Bolt Pistol — CLOSE-QUARTERS

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

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–2 | T3–4 | T5 | T6–9 | T10+ |

### ➤ Astartes Grenade Launcher - Frag — BLAST

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 24" | D3 | 3+ | 4 | 0 | 1 |

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–2 | T3 | T4 | T5–7 | T8+ |

### ➤ Astartes Grenade Launcher - Krak

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 24" | 1 | 3+ | 9 | -2 | D3 |

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–4 | T5–8 | T9 | T10–17 | T18+ |

### ➤ Bolt Rifle - Focused Fire — HEAVY | 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 - Saturation — ASSAULT | 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+ |

### ➤ Plasma pistol - standard — CLOSE-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 - supercharge — HAZARDOUS | CLOSE-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+ |

### Visions of Heresy

Once per turn, you can target this unit with the Fire Overwatch Stratagem or the Heroic Intervention Stratagem for 0CP. While resolving that Strategem, each time a model in this unit makes a ranged attack you can re-roll the Hit roll, or you can re-roll the Charge roll made for this unit [whichever applies]

## 4 ANGRIFF

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## 5 NAHKAMPF

### Chainsword

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

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–2 | T3–4 | T5 | T6–9 | T10+ |

### Close combat weapon

| R | A | WS | S | AP | D |
|---|---|---|---|---|---|
| Melee | 3 | 3+ | 4 | 0 | 1 |

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–2 | T3 | T4 | T5–7 | T8+ |

### 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 Hammer — DEVASTATING 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+ |

### Black Rage

- This unit's melee attacks can re-roll hit rolls of 1.
- While this unit is not within 6" of one or more friendly Blood Angels Character models, or not within 12" of one or more friendly Chaplain models, it cannot make a fall-back move and its OC is modified to 0.

## ◆ VERTEIDIGUNG

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## ∞ IMMER / EINMALIG

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## GEGEN DIESE EINHEIT

W4 · RW 3+ · 2 LP je Modell

**WIRD VERWUNDET MIT**

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| S8+ | S5–7 | S4 | S3 | S1–2 |

**RETTUNGSWURF JE DS**

| DS 0 | DS −1 | DS −2 | DS −3 | DS −4 |
|---|---|---|---|---|
| 3+ | 4+ | 5+ | 6+ | – |

**Feel No Pain 6+** gegen jeden verlorenen LP

## 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.

**Feel No Pain 6+** This ability always takes the form Feel No Pain X+.

**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 Death Company Intercessor oder Intercessor w/ melee weapon oder Intercessor w/ alternate pistol

**Ausrüstung:** Bolt pistol, Hand flamer, Heavy Bolt Pistol, ➤ Astartes Grenade Launcher - Frag, ➤ Astartes Grenade Launcher - Krak, ➤ Bolt Rifle - Focused Fire, ➤ Bolt Rifle - Saturation, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon, Thunder Hammer

- Each Death Company Intercessor can replace its Bolt Rifle, Bolt Pistol & Close Combat Weapon with Astartes Chainsword & Heavy Bolt Pistol.
- Each Intercessor w/ melee weapon can replace its Power fist with Thunder Hammer or Power weapon.
- Each Intercessor w/ melee weapon can replace its Bolt pistol with Heavy Bolt Pistol.
- Each Intercessor w/ melee weapon can be equipped with one of: Hand flamer, Plasma pistol.
- Each Intercessor w/ alternate pistol can replace its Hand flamer with Plasma pistol.

**KEYWORDS** Infantry, Grenades, Imperium, Tacticus, Death Company Intercessors · **FRAKTION** Adeptus Astartes, Blood Angels