

DEATH COMPANY INTERCESSORS

Close-quarters Combat Doctrines Feel No Pain 6+

M

6"

T

4

SV

3+

W

2

LD

6+

OC

1

75–150 PTS

Base —



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+

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+

► Astartes Grenade Launcher - Frag

BLAST

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

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

► Astartes Grenade Launcher - Krak

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

VERWUNDET

2+

T1–4

3+

T5–8

4+

T9

5+

T10–17

6+

T18+

► 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+

► 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+

Visions of Heresy

Once per turn, you can target this unit with the Fire Overwatch Stratagem or the Heroic Intervention Stratagem for OCP. While resolving that Stratagem, 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]

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 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+

Close combat weapon

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

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

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+

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+

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.

GEGEN DIESE EINHEIT

W4 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+

S8+

3+

S5–7

4+

S4

5+

S3

6+

S1–2

RETTUNGSWURF JE DS

DS 0

3+

DS –1

4+

DS –2

5+

DS –3

6+

DS –4

–

Feel No Pain 6+

gegen jeden verlorenen LP

1 KOMMANDO	2 BEWEGUNG	4 ANGRIFF	 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.

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.