

ASSAULT INTERCESSOR SQUAD

75–150 PTS

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

RANGED WEAPONS

| WEAPON                                               | RANGE | A  | BS  | S | AP | D |
|------------------------------------------------------|-------|----|-----|---|----|---|
| Hand flamer<br>IGNORES COVER<br>PISTOL<br>TORRENT    | 12"   | D6 | N/A | 3 | 0  | 1 |
| Heavy Bolt Pistol<br>PISTOL                          | 18"   | 1  | 3+  | 4 | -1 | 1 |
| ► Plasma pistol - standard<br>PISTOL                 | 12"   | 1  | 3+  | 7 | -2 | 1 |
| ► Plasma pistol - supercharge<br>HAZARDOUS<br>PISTOL | 12"   | 1  | 3+  | 8 | -3 | 2 |

MELEE WEAPONS

| WEAPON                               | RANGE | A | WS | S | AP | D |
|--------------------------------------|-------|---|----|---|----|---|
| Astartes Chainsword                  | Melee | 4 | 3+ | 4 | -1 | 1 |
| Power fist                           | Melee | 3 | 3+ | 8 | -2 | 2 |
| Power weapon                         | Melee | 4 | 3+ | 5 | -2 | 1 |
| Thunder Hammer<br>DEVASTATING WOUNDS | Melee | 3 | 4+ | 8 | -2 | 2 |

ABILITIES

**Shock Assault**  
Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.

WEAPON ABILITIES

- 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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
- Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
- Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*
- 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.
- Ignores Cover**  
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Pistol**  
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
- Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
  - One or more of its other ranged weapons.



- AUFSTELLUNG**
- 5-10x Assault Intercessor Sergeant oder Assault Intercessors
- Equipped with:** Hand flamer, Heavy Bolt Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Astartes Chainsword, Power fist, Power weapon, Thunder Hammer
- Wargear Options:**
- Each Assault Intercessor Sergeant can replace its Heavy Bolt Pistol with Hand flamer or Plasma pistol.
  - Each Assault Intercessor Sergeant can replace its Astartes Chainsword with Power weapon, Power fist or Thunder Hammer



**KEYWORDS:** Infantry, Battleline, Grenades, Imperium, Assault Intercessor Squad, Tacticus  
**FACTION KEYWORDS:** Adeptus Astartes

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

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