

HEAVY INTERCESSOR SQUAD

100–200 PTS

M	T	Sv	W	LD	OC
5"	6	3+	3	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	4	0	1
Heavy Bolt Rifle ASSAULT HEAVY	30"	2	3+	5	-1	2
Heavy Bolt Rifle ASSAULT HEAVY	30"	2	3+	5	-1	2
Heavy Bolter ASSAULT HEAVY SUSTAINED HITS 1	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

Unyielding in the Face of the Foe

While this unit is within range of an objective marker you control, each time an attack with a Damage characteristic of 1 is allocated to a model in this unit, add 1 to any armour saving throw made against that attack.

WEAPON ABILITIES

- Assault
- Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- 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 unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.
- Sustained Hits
- This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
- Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).*

CORE RULES

- Close-quarters
- 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 Heavy Intercessors oder Heavy Intercessor Sergeant oder Heavy Intercessor w/Heavy Bolter
- Equipped with:
- Bolt pistol, Heavy Bolt Rifle, Heavy Bolter, Close combat weapon
- Wargear Options:
- This model can be equipped with 1x Heavy Bolter.



KEYWORDS:

Infantry, Battline, Grenades, Imperium, Gravis, Heavy Intercessor Squad

FACTION KEYWORDS:

Adeptus Astartes