

# DEATH COMPANY INTERCESSORS

75–150 PTS

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

## RANGED WEAPONS

| WEAPON                                             | RANGE | A  | BS | S | AP | D  |
|----------------------------------------------------|-------|----|----|---|----|----|
| ► Astartes Grenade Launcher - Frag<br><b>BLAST</b> | 24"   | D3 | 3+ | 4 | 0  | 1  |
| ► Astartes Grenade Launcher - Krak                 | 24"   | 1  | 3+ | 9 | -2 | D3 |

## ABILITIES

- Black Rage**  
Each time a model in this unit makes a melee attack, you can re-roll the Hit roll. 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 be selected to Fall Back and its Objective Control characteristic is 0.
- 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]

## WEAPON ABILITIES

- 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 (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
- Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

## CORE RULES

- Feel No Pain 6+**  
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.



### AUFSTELLUNG

5-10x Death Company Intercessor oder Intercessor w/ melee weapon oder Intercessor w/ alternate pistol

**Equipped with:** ► Astartes Grenade Launcher - Frag, ► Astartes Grenade Launcher - Krak

- Wargear Options:**
- Each Death Company Intercessor can replace its Bolt Rifle, Bolt Pistol & Close Combat Weapon with Astartes Chainsword & Heavy Bolt Pistol.
  - Each Death Company Intercessor w/ melee weapon can replace its weapon with a Heavy Bolt Pistol.



**KEYWORDS:** Infantry, Grenades, Imperium, Tacitus, Death Company Intercessors

**FACTION KEYWORDS:** Adeptus Astartes, Blood Angels