

ASSAULT INTERCESSOR SQUAD -
IMPERIUM - SPACE MARINES

75–150 PTS

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

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

⦿ RANGED WEAPONS

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

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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.

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