

HEAVY INTERCESSOR SQUAD -
IMPERIUM - SPACE MARINES

100–200 PTS

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

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, Battleline, Grenades, Imperium, Gravis, Heavy Intercessor Squad

FACTION KEYWORDS: Adeptus Astartes

 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

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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.