

INTERCESSOR SQUAD - IMPERIUM -
SPACE MARINES

80–150 PTS

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

AUFSTELLUNG
5-10x Intercessor Sergeant oder Intercessor oder Intercessor w/ Grenade Launcher
Equipped with: Bolt Rifle, Bolt pistol, Hand flamer, ➤ Astartes grenade launcher - frag, ➤ Astartes grenade launcher - krak, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Astartes Chainsword, Close combat weapon, Power fist, Power weapon, Thunder Hammer
Wargear Options:
■ Each Intercessor Sergeant can replace its Bolt Rifle with Bolt Rifle w/ Grenade Launcher, Hand flamer, Power weapon, Plasma pistol or Astartes Chainsword.
■ Each Intercessor Sergeant can replace its Close combat weapon with Power weapon, Astartes Chainsword, Power fist or Thunder Hammer.

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

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Rifle ASSAULT, HEAVY	24"	2	3+	4	-1	1
Bolt pistol CLOSE-QUARTERS	12"	1	3+	4	0	1
Hand flamer IGNORES COVER, PISTOL, TORRENT	12"	D6	N/A	3	0	1
➤ Astartes grenade launcher - frag BLAST	24"	D3	3+	4	0	1
➤ Astartes grenade launcher - krak	24"	1	3+	9	-2	D3
➤ 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	5	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	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

Hail of Bolts
In your Shooting phase, when this unit is selected to shoot, select up to one visible enemy unit. While making those attacks, this unit's Bolt Rifle attacks that targeted that enemy unit have +2 A

Objective Secured
If you control an objective marker at the end of your Command phase and this unit is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

WEAPON ABILITIES

Assault
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

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Wargear Options:

- Each Intercessor Sergeant can replace its Bolt Rifle with Bolt Rifle w/ Grenade Launcher, Hand flamer, Power weapon, Plasma pistol or Astartes Chainsword.
- Each Intercessor Sergeant can replace its Close combat weapon with Power weapon, Astartes Chainsword, Power fist or Thunder Hammer.

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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).*

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.

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.

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.

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.