



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 BLAST	24"	D3	3+	4	0	1
► Astartes Grenade Launcher - Krak	24"	1	3+	9	-2	D3

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 Intercessor w/ melee weapon can replace its Power fist with Thunder Hammer or Power weapon.
- Each Intercessor w/ melee weapon can replace its Bolt pistol with Heavy Bolt Pistol.
- Each Intercessor w/ melee weapon can be equipped with one of: Hand flamer, Plasma pistol.
- Each Intercessor w/ alternate pistol can replace its Hand flamer with Plasma pistol.

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]



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WEAPON RULES

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).*

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.