

# ASSAULT INTERCESSORS WITH JUMP PACKS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | SV | W | LD | OC |
| 12" | 4 | 3+ | 2 | 6+ | 1  |

## AUFSTELLUNG

5-10x Assault Intercessor Sergeant with Jump Pack oder Assault Intercessors with Jump Pack oder Assault Intercessors with Jump Pack w/ Plasma Pistol

**Equipped with:** Hand flamer, Heavy Bolt Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Astartes Chainsword, Power fist, Power weapon

### Wargear Options:

- This model's Heavy Bolt Pistol can be replaced with 1x Plasma pistol.
- Each Assault Intercessor Sergeant with Jump Pack can replace its Heavy Bolt Pistol with Hand flamer or Plasma pistol.
- Each Assault Intercessor Sergeant with Jump Pack can replace its Astartes Chainsword with Power weapon or Power fist.

## ⦿ RANGED WEAPONS

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

## ABILITIES

### RULES - Deep Strike

#### Hammer of Wrath

Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in this unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound.



|                               |     |   |    |   |    |   |
|-------------------------------|-----|---|----|---|----|---|
| ► Plasma pistol - supercharge | 12" | 1 | 3+ | 8 | -3 | 2 |
| HAZARDOUS, PISTOL             |     |   |    |   |    |   |

### ✂ 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 |

## WEAPON RULES

### 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.

### 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.

