

IMPERIUM - SPACE MARINES

HEAVY INTERCESSOR SQUAD

100–200 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Heavy Bolt Rifle	30"	2	3+	5	-1	2
Heavy Bolt Rifle	30"	2	3+	5	-1	2
Heavy Bolter	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

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.

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 RULES

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

◆ 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.

