

SPACE MARINE CAPTAIN



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

15

NAME	ATK	HIT	DMG	WR
Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
Power fist	5	3+	5/7	Brutal

Heroic Leader: Once per turning point, you can do one of the following:

- Use a firefight ploy for OCP if this is the specified **ANGEL OF DEATH** operative (excluding Command Re-roll).
- Use the Combat Doctrine strategy ploy when you activate a friendly **ANGEL OF DEATH** operative if this operative is in the killzone and isn't within control range of enemy operatives (pay its CP cost as normal). Note that you cannot do so if you've already used that ploy during this turning point.
- Use the Adjust Doctrine firefight ploy for OCP if this operative is in the killzone and isn't within control range of enemy operatives.

Iron Halo: Once per battle, when an attack dice inflicts Normal Dmg on this operative, you can ignore that inflicted damage.

ASSAULT INTERCESSOR SERGEANT



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

15

NAME	ATK	HIT	DMG	WR	
☰ Hand flamer	4	2+	3/3	Range 6", Saturate, Torrent 1"	
☰ Heavy bolt pistol	4	3+	3/4	Range 8", Piercing Crits 1	
☰ Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1	
☰ Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1	
🗡 Chainsword	5	3+	4/5	-	
🗡 Power fist	5	4+	5/7	Brutal	
🗡 Power weapon	5	3+	4/6	Lethal 5+	
🗡 Thunder hammer	5	4+	5/6	Shock, Stun	

RULES CONTINUE ON OTHER SIDE ►

ASSAULT INTERCESSOR SERGEANT



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Doctrine Warfare: You can do each of the following once per battle:

- Whenever you would use the Combat Doctrine strategy ploy and then select Assault, if this operative is in the killzone, it costs you OCP.
- Whenever you would use the Combat Doctrine strategy ploy and then select Tactical, if this operative is in the killzone, it costs you OCP.

Chapter Veteran: At the end of the Select Operatives step, if this operative is selected for deployment, select one additional **CHAPTER TACTIC** for it to have for the battle. Unlike primary and secondary **CHAPTER TACTICS**, you don't have to select the same one for each battle in a campaign or tournament.

INTERCESSOR SERGEANT



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

15

NAME	ATK	HIT	DMG	WR
Auto bolt rifle	4	3+	3/4	Torrent 1"
Bolt rifle	4	3+	3/4	Piercing Crits 1
Stalker bolt rifle (heavy)	4	3+	3/5	Heavy (Dash only), Lethal 5+, Piercing Crits 1
Stalker bolt rifle (mobile)	4	3+	3/4	-
Chainsword	4	3+	4/5	-
Fists	4	3+	3/4	-
Power fist	4	4+	5/7	Brutal
Power weapon	4	3+	4/6	Lethal 5+
Thunder hammer	4	4+	5/6	Shock, Stun

RULES CONTINUE ON OTHER SIDE ►

INTERCESSOR SERGEANT



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

15

Doctrine Warfare: You can do each of the following once per battle:

- Whenever you would use the Combat Doctrine strategy ploy and then select Devastator, if this operative is in the killzone, it costs you OCP.
- Whenever you would use the Combat Doctrine strategy ploy and then select Tactical, if this operative is in the killzone, it costs you OCP.

Chapter Veteran: At the end of the Select Operatives step, if this operative is selected for deployment, select one additional **CHAPTER TACTIC** for it to have for the battle. Unlike primary and secondary **CHAPTER TACTICS**, you don't have to select the same one for each battle in a campaign or tournament.

ASSAULT INTERCESSOR GRENADIER



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

14

NAME	ATK	HIT	DMG	WR
Heavy bolt pistol	4	3+	3/4	Range 8", Piercing Crits 1
Chainsword	5	3+	4/5	-

Grenadier: This operative can use frag and krak grenades (see universal equipment). Doing so doesn't count towards any limited uses you have (i.e. if you also select those grenades from equipment for other operatives). Whenever it's doing so, improve the Hit stat of that weapon by 1.

ASSAULT INTERCESSOR WARRIOR



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

14

NAME	ATK	HIT	DMG	WR	
Heavy bolt pistol	4	3+	3/4	Range 8", Piercing Crits 1	
Chainsword	5	3+	4/5	-	

HEAVY INTERCESSOR GUNNER



APL

▼ 3

MOVE

5"

SAVE

3+

WOUNDS

18

NAME	ATK	HIT	DMG	WR	
Heavy bolter (focused)	5	3+	4/5	Piercing Crits 1	
Heavy bolter (sweeping)	4	3+	4/5	Piercing Crits 1, Torrent 1"	
Fists	4	3+	3/4	-	

INTERCESSOR GUNNER



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

14

NAME	ATK	HIT	DMG	WR
Auto bolt rifle	4	3+	3/4	Torrent 1"
Auxiliary grenade launcher (frag)	4	3+	2/4	Blast 2"
Auxiliary grenade launcher (krak)	4	3+	4/5	Piercing 1
Bolt rifle	4	3+	3/4	Piercing Crits 1
Stalker bolt rifle (heavy)	4	3+	3/5	Heavy (Dash only), Lethal 5+, Piercing Crits 1
Stalker bolt rifle (mobile)	4	3+	3/4	-
Fists	4	3+	3/4	-

INTERCESSOR WARRIOR



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

14

NAME	ATK	HIT	DMG	WR
Auto bolt rifle	4	3+	3/4	Torrent 1"
Bolt rifle	4	3+	3/4	Piercing Crits 1
Stalker bolt rifle (heavy)	4	3+	3/5	Heavy (Dash only), Lethal 5+, Piercing Crits 1
Stalker bolt rifle (mobile)	4	3+	3/4	-
Fists	4	3+	3/4	-

ELIMINATOR SNIPER



APL

▼ 3

MOVE

7"

SAVE

3+

WOUNDS

12

NAME	ATK	HIT	DMG	WR
🔫 Bolt pistol	4	3+	3/4	Range 8"
🔫 Bolt sniper rifle (executioner)	4	2+	3/4	Heavy (Dash only), Saturate, Seek Light, Silent
🔫 Bolt sniper rifle (hyperfrag)	4	2+	2/4	Blast 1", Heavy (Dash only), Silent
🔫 Bolt sniper rifle (mortis)	4	2+	3/3	Devastating 3, Heavy (Dash only), Piercing 1, Silent
🤜 Fists	4	3+	3/4	-

RULES CONTINUE ON OTHER SIDE ►

ELIMINATOR SNIPER



APL

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MOVE

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WOUNDS

12

Camo Cloak: Whenever an operative is shooting this operative, ignore the Saturate weapon rule. This operative has the Stealthy **CHAPTER TACTIC**. If you selected that **CHAPTER TACTIC**, you can do both of its options (i.e. retain two cover saves – one normal and one critical success).

OPTICS

1AP

- ▶ Until the start of this operative's next activation, whenever it's shooting, enemy operatives cannot be obscured.
- ◆ This operative cannot perform this action while within control range of an enemy operative.