

ARCHETYPE: SECURITY / SEEK AND DESTROY

INTERCESSION SQUAD KILL TEAM

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Below you will find a list of the operatives that make up an **INTERCESSION SQUAD** kill team, including, where relevant, any wargear those operatives must be equipped with.

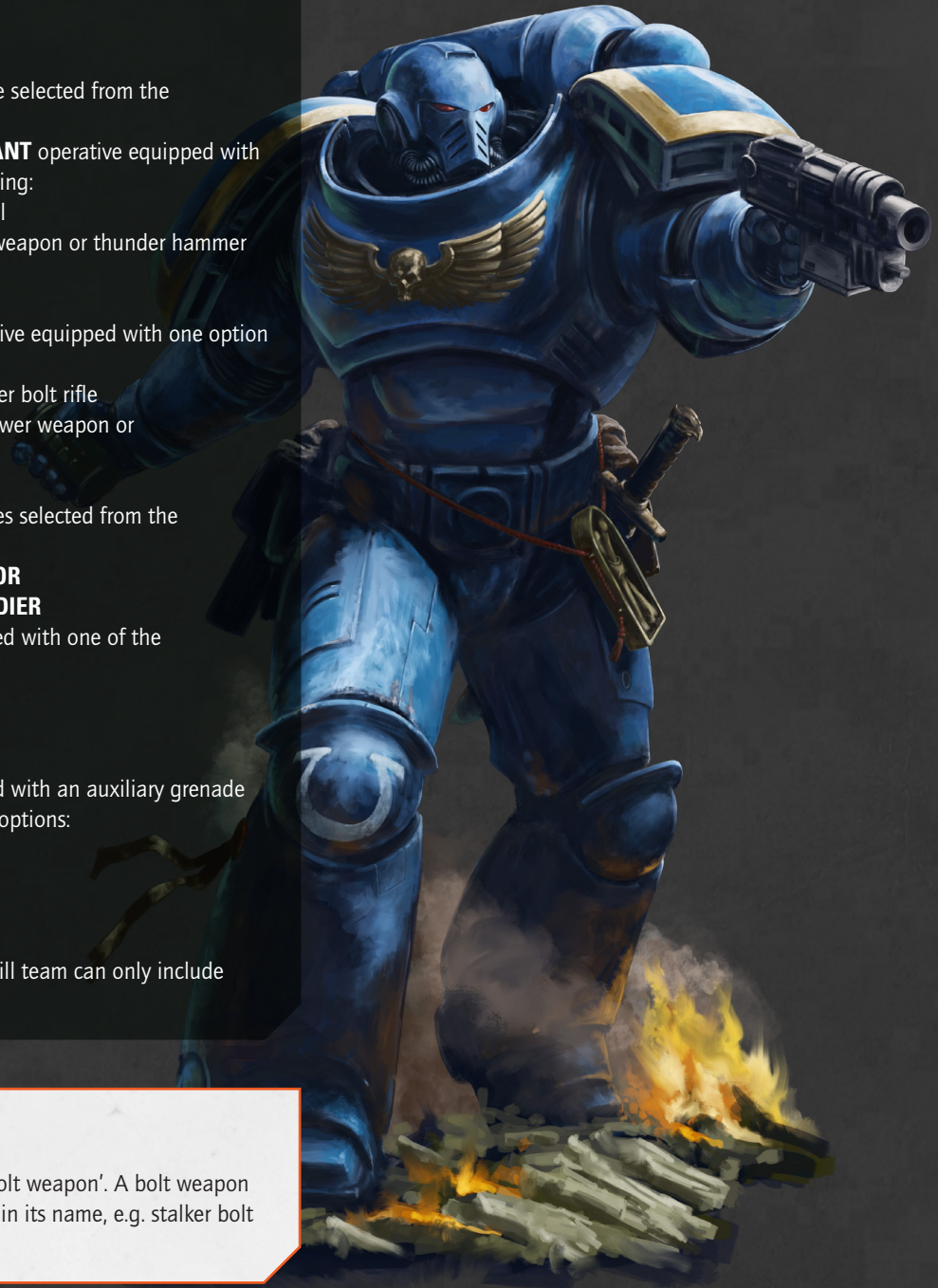
OPERATIVES

- 1 **INTERCESSION SQUAD** operative selected from the following list:
 - **ASSAULT INTERCESSOR SERGEANT** operative equipped with one option from each of the following:
 - Hand flamer or heavy bolt pistol
 - Chainsword, power fist, power weapon or thunder hammerOr the following option:
 - Plasma pistol; chainsword
 - **INTERCESSOR SERGEANT** operative equipped with one option from each of the following:
 - Auto bolt rifle, bolt rifle or stalker bolt rifle
 - Chainsword, fists, power fist, power weapon or thunder hammer
- 5 **INTERCESSION SQUAD** operatives selected from the following list:
 - **ASSAULT INTERCESSOR WARRIOR**
 - **ASSAULT INTERCESSOR GRENAДИER**
 - **INTERCESSOR WARRIOR** equipped with one of the following options:
 - Auto bolt rifle; fists
 - Bolt rifle; fists
 - Stalker bolt rifle; fists
 - **INTERCESSOR GUNNER** equipped with an auxiliary grenade launcher and one of the following options:
 - Auto bolt rifle; fists
 - Bolt rifle; fists
 - Stalker bolt rifle; fists

Other than **WARRIOR** operatives, your kill team can only include each operative above once.

BOLT WEAPONS

Some rules in this army list refer to a 'bolt weapon'. A bolt weapon is a ranged weapon that includes 'bolt' in its name, e.g. stalker bolt rifle, heavy bolt pistol, etc.



TAC OPS

If your faction is **INTERCESSION SQUAD**, you can use the Intercession Squad Tac Ops listed below, as specified in the mission sequence.

SHOCK AND AWE

Intercession Squad – Faction Tac Op 1

You can reveal this Tac Op in the Reveal Tac Ops step of any Turning Point.

- At the end of any Turning Point, if friendly operatives control one or more objective markers that were controlled by enemy operatives at the start of the Turning Point, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

CHAMPION OF MANKIND

Intercession Squad – Faction Tac Op 2

You can reveal this Tac Op when a friendly **INTERCESSION SQUAD** operative incapacitates an enemy operative. At the end of the battle:

- If that friendly operative has incapacitated more enemy operatives than each other friendly **INTERCESSION SQUAD** operative has during the battle, you score 1VP.
- If that friendly operative has incapacitated more enemy operatives than each other enemy operative has during the battle, you score 1VP.

INDOMITABLE SUPERIORITY

Intercession Squad – Faction Tac Op 3

Reveal this Tac Op at the end of the battle:

- If enemy operatives do not control any objective markers but an **INTERCESSION SQUAD** operative does, you score 1VP.
- If there are less enemy operatives in the killzone than there are friendly **INTERCESSION SQUAD** operatives in the killzone, you score 1VP.

If the mission objective requires operatives to be removed from the killzone to score victory points (but not as a result of being incapacitated), e.g. to 'escape', you cannot select this Tac Op.

INTERCESSION SQUADS

Intercession Squads are one of the most common kill teams deployed by Space Marines accompanying the Indomitus Crusade Fleets. Intended as a standard pattern for Adeptus Astartes kill teams, Intercession Squad protocols are disseminated to every fleet. These specialist groups of Intercessors and Assault Intercessors were first formulated by the Primarch Roboute Guilliman and have proven brutally effective. The Lord Commander planned them as tactically adaptable teams that could respond to the needs of all manner of missions, for even his strategic genius could not foresee all the manifold threats that the fleets would encounter out in the galaxy's darkness.

Some Chapters – particularly the Ultramarines and their successor Chapters – embrace this pattern of kill team for its connection to the Primarch, seeing its use as honouring their primogenitor. Others employ Intercession Squads for the sound tactical efficiency that they represent, while especially hidebound Chapters see their use as purely provisional until decades of data justify a wider adoption. When dispatched, Intercession Squads are sent to intercede in all manner of situations in support of a fleet's task forces, or are deployed far from the battlefield, to regions where the enemy remains unknown and shadows still prevail over the Emperor's light.



ABILITIES

Below, you will find common abilities of the **INTERCESSION SQUAD** kill team.

CHAPTER TACTICS

Each Chapter of Space Marines is a martial brotherhood with its own combat philosophies suited to the unique skills and temperaments of its battle-brothers. These tenets of war may be clothed in esoteric rituals built up over thousands of years, but remain as brutally effective as when they were first laid down.

When you create a roster or dataslate for an **INTERCESSION SQUAD** kill team, select two abilities from those listed below. Every **INTERCESSION SQUAD** operative on your roster or dataslate gains those abilities.

Each ability can be found in a category, e.g. the 'Discipline of Iron' category. The categories have no bearing on your selection, but other rules found in this army list (e.g. Adaptive Tactics, page 4) interact with categories.

Martial Zealotry

Aggressive: Each time this operative fights in combat in an activation in which it performed a **Charge** action, its melee weapons gain the Rending critical hit rule for that combat.

Dueller: Each time this operative fights in combat, in the Resolve Successful Hits step of that combat, each time it parries with a critical hit, you can select an additional normal hit of your opponent's to be discarded.

Rapid: While this operative is performing a **Normal Move** action, add ▲ to its Movement characteristic.

Tactical Evasion

Raider: This operative can perform the **Charge** action while within Engagement Range of an enemy operative. In addition, each time this operative performs a **Normal Move** action, it can move within Engagement Range of an enemy operative (but cannot finish its move there).

Stealthy: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it's in Cover and more than ◆ from the active operative, you can do one of the following:

- Retain one additional dice as a successful normal save as a result of Cover.
- Retain one dice as a successful critical save instead of a normal save as a result of Cover.

Mobile: This operative can perform the **Fall Back** action for one less action point (to a minimum of 1AP).

Gene-wrought Resilience

Unyielding: Add 1 to this operative's Wounds characteristic.

Durable: Each time this operative fights in combat or a shooting attack is made against it, in the Resolve Successful Hits step of that combat or shooting attack, one critical hit inflicts one less damage on this operative (to a minimum of 3).

Hardy: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, retained defence dice results of 5+ are critical saves (instead of just 6).

Discipline of Iron

Accurate: Each time this operative makes a shooting attack with a bolt weapon, in the Roll Attack Dice step of that shooting attack, if you retain any critical hits, that weapon gains the No Cover special rule for that shooting attack.

Methodical: Do not worsen the Ballistic Skill characteristic of this operative's ranged weapons as a result of performing the **Overwatch** action.

Deadly Sharpshooter: For the bolt weapon this operative is equipped with:

- Subtract 1 from its Critical Damage characteristic.
- It gains the MW1 critical hit rule.

STRATEGIC PLOYS

If your faction is **INTERCESSION SQUAD**, you can use the following Strategic Ploys during a game.

DEVASTATOR DOCTRINE 1CP

Until the end of the Turning Point, each time a friendly **INTERCESSION SQUAD** operative makes a shooting attack against an enemy operative more than **1** from it, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice. You cannot use another 'Doctrine' Strategic Ploy in this Turning Point.

TACTICAL DOCTRINE 1CP

Until the end of the Turning Point, each time a friendly **INTERCESSION SQUAD** operative makes a shooting attack against an enemy operative within **1** of it, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice. You cannot use another 'Doctrine' Strategic Ploy in this Turning Point.

ASSAULT DOCTRINE 1CP

Until the end of the Turning Point, each time a friendly **INTERCESSION SQUAD** operative fights in combat in an activation in which it performed a **Charge** action, in the Roll Attack Dice step of that combat, you can re-roll one of your attack dice. You cannot use another 'Doctrine' Strategic Ploy in this Turning Point.

AND THEY SHALL KNOW NO FEAR 1CP

Until the end of the Turning Point:

- You can ignore any or all modifiers to the APL of friendly **INTERCESSION SQUAD** operatives.
- Friendly **INTERCESSION SQUAD** operatives are not injured.

TACTICAL PLOYS

If your faction is **INTERCESSION SQUAD**, you can use the following Tactical Ploys during a game.

ADAPTIVE TACTICS 1CP

Use this Tactical Ploy in the Select a Kill Team step, when selecting your kill team. Change one of your Chapter Tactics abilities (pg 3) for the battle to another from the same category. You can only use this Tactical Ploy once per battle.

TRANSHUMAN PHYSIOLOGY 1CP

Use this Tactical Ploy in the Roll Defence Dice step of a shooting attack, after rolling defence dice for a friendly **INTERCESSION SQUAD** operative. You can retain one of your successful normal saves as a critical save instead.

ANGEL OF DEATH 1CP

Use this Tactical Ploy at the end of the Firefight phase. Select one friendly **INTERCESSION SQUAD** operative to perform a free **Fight** action.

WRATH OF VENGEANCE 1CP

Use this Tactical Ploy when a friendly **INTERCESSION SQUAD** operative is incapacitated. Before that operative is removed from the killzone, it can perform a free **Shoot** action. Unless otherwise specified, the operative would be injured for this.

ASSAULT INTERCESSOR SERGEANT

These mission leaders understand the optimal moment to unleash charges. They are exemplars in the press of melee, rending foes in twain with their deadly close combat weapons.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	15

NAME	A	BS/WS	D	SR	!
☞ Hand flamer	5	2+	2/2	Rng 🔴, Torrent ▲	-
☞ Heavy bolt pistol	4	3+	3/4	Rng 🔴	P1
☞ Plasma pistol	<i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>				
- Standard	4	3+	5/6	Rng 🔴, AP1	-
- Supercharge	4	3+	5/6	Rng 🔴, AP2, Hot	-
✘ Chainsword	5	2+	4/5	-	-
✘ Power fist	5	3+	5/7	Brutal	-
✘ Power weapon	5	2+	4/6	Lethal 5+	-
✘ Thunder hammer	5	3+	5/6	-	Stun

ABILITIES

Shock Assault: This operative can perform two **Fight** actions during its activation.

UNIQUE ACTIONS

INTERCESSION SQUAD, IMPERIUM, ADEPTUS ASTARTES, LEADER, ASSAULT INTERCESSOR, SERGEANT



INTERCESSOR SERGEANT

Intercessor Sergeants lead their teams in levelling salvos of firepower against targets in ever-changing killzones. They often carry specialist weaponry into the fray to support their battle-brothers.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	15

NAME	A	BS/WS	D	SR	!
☞ Auto bolt rifle	4	2+	3/4	Ceaseless	-
☞ Bolt rifle	4	2+	3/4	-	P1
☞ Stalker bolt rifle	4	2+	3/4	AP1, Heavy	-
✘ 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	-	Stun

ABILITIES

Bolter Discipline: This operative can perform two **Shoot** actions during its activation if a bolt weapon is selected for at least one of those shooting attacks.

UNIQUE ACTIONS

INTERCESSION SQUAD, IMPERIUM, ADEPTUS ASTARTES, LEADER, INTERCESSOR, SERGEANT



ASSAULT INTERCESSOR WARRIOR

Protected by Mk X Tacticus armour, Assault Intercessor Warriors charge into battle swinging large chainswords and firing mass-reactive shells from their pistols.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	14

NAME	A	BS/WS	D	SR	!
⦿ Heavy bolt pistol	4	3+	3/4	Rng ◆	P1
✂ Chainsword	5	3+	4/5	-	-

ABILITIES

Shock Assault: This operative can perform two **Fight** actions during its activation.

UNIQUE ACTIONS

INTERCESSION SQUAD ◆, IMPERIUM, ADEPTUS ASTARTES, ASSAULT INTERCESSOR, WARRIOR



ASSAULT INTERCESSOR GRENADE

Equipped with an array of deadly grenades, these specialists provide close-range support when facing swarms of lesser foes or heavily armoured targets.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	14

NAME	A	BS/WS	D	SR	!
⦿ Heavy bolt pistol	4	3+	3/4	Rng ◆	P1
✂ Chainsword	5	3+	4/5	-	-

ABILITIES

Shock Assault: This operative can perform two **Fight** actions during its activation.

Grenadier: This operative is equipped with frag and Krak grenades (pg 8) and they do not cost any equipment points.

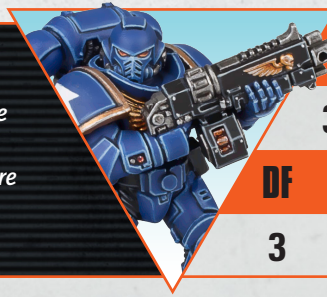
UNIQUE ACTIONS

INTERCESSION SQUAD ◆, IMPERIUM, ADEPTUS ASTARTES, ASSAULT INTERCESSOR, GRENADE



INTERCESSOR WARRIOR

Intercessor Warriors lay down punishing volleys of fire from their bolt rifles. Their tactics and wargear are adaptable to countless situations, making them a core asset for any Intercession Squad.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	14

NAME	A	BS/WS	D	SR	!
☠ Auto bolt rifle	4	3+	3/4	Ceaseless	-
☠ Bolt rifle	4	3+	3/4	-	P1
☠ Stalker bolt rifle	4	3+	3/4	AP1, Heavy	-
☠ Fists	4	3+	3/4	-	-

ABILITIES

Bolter Discipline: This operative can perform two **Shoot** actions during its activation if a bolt weapon is selected for at least one of those shooting attacks.

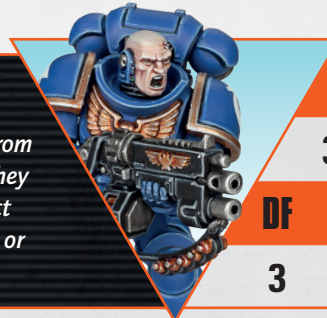
UNIQUE ACTIONS

INTERCESSION SQUAD, IMPERIUM, ADEPTUS ASTARTES, INTERCESSOR, WARRIOR



INTERCESSOR GUNNER

These specialists provide long-range supporting fire from their rifle's underslung auxiliary grenade launcher. They are capable of delivering explosive charges that inflict maximum devastation on the most densely defended or shielded positions.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	14

NAME	A	BS/WS	D	SR	!
☠ Auto bolt rifle	4	3+	3/4	Ceaseless	-
☠ Auxiliary grenade launcher	<i>This weapon cannot be selected for Overwatch actions. Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>				
- Frag	4	3+	2/4	Blast ○	-
- Krak	4	3+	4/5	AP1	-
☠ Bolt rifle	4	3+	3/4	-	P1
☠ Stalker bolt rifle	4	3+	3/4	AP1, Heavy	-
☠ Fists	4	3+	3/4	-	-

ABILITIES

Bolter Discipline: This operative can perform two **Shoot** actions during its activation if a bolt weapon is selected for at least one of those shooting attacks.

UNIQUE ACTIONS

INTERCESSION SQUAD, IMPERIUM, ADEPTUS ASTARTES, INTERCESSOR, GUNNER



EQUIPMENT

INTERCESSION SQUAD operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

VENGEANCE-CLASS SCOPE [3EP]

Select a bolt rifle or stalker bolt rifle the operative is equipped with. That weapon gains the Lethal 5+ special rule for the battle.

RECLUSIAM-BLESSED BOLTS+ [3EP]

Select a bolt weapon the operative is equipped with. Add 1 to both Damage characteristics of that weapon for the battle.

TILTING SHIELD [3EP]

The operative gains the following ability for the battle:

Tilting Shield: Each time this operative fights in combat, in the Roll Attack Dice step of that combat, your opponent cannot retain attack dice results of less than 6 as critical hits (e.g. as a result of the Lethal X or Rending rules).

PURITY SEAL [3EP]


The operative gains the following ability for the battle:

Purity Seal: Once per battle, when this operative is fighting in combat, making a shooting attack or a shooting attack is being made against it, you can use the Command Re-roll Tactical Ploy (see the Kill Team Core Book) without spending any Command points.

AUSPEX+ [2EP]

The operative can perform the following action during the battle:

AUSPEX SCAN 1AP

Select one enemy operative Visible to or within  of this operative. Until the end of the Turning Point:

- That enemy operative is not Obscured.
- Defence dice cannot be automatically retained as a result of Cover for that enemy operative.

This operative cannot perform this action while within Engagement Range of an enemy operative.

COMBAT BLADE [1EP]

The operative is equipped with the following melee weapon for the battle:

Name	A	WS	D
Combat blade	4	3+	3/5

FRAG GRENADE [2EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Frag grenade	4	3+	2/3

Special Rules


Rng , Blast , Indirect, Limited

KRAK GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an **Overwatch** action:

Name	A	BS	D
Krak grenade	4	3+	4/5

Special Rules

Rng , AP1, Indirect, Limited

INTERCESSION SQUAD SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **INTERCESSION SQUAD** as your Faction keyword.

BATTLE HONOURS

Each time an **INTERCESSION SQUAD** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Intercession Squad Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).



INTERCESSION SQUAD SPECIALIST

D6	Battle Honour
1	Marksman's Honour: Select one of this operative's ranged weapons. Improve the Ballistic Skill characteristic of that weapon by 1 (to a maximum of 2+).
2	Bladesman's Honour: Select one of this operative's melee weapons. Improve the Weapon Skill characteristic of that weapon by 1 (to a maximum of 2+).
3	Chapter Exemplar: This operative gains an additional Chapter Tactics ability (pg 3). This must be an ability from the category of one of its existing Chapter Tactics abilities.
4	Spiritual Resolve: You can re-roll Recovery tests taken for this operative. In addition, each time this operative gains a Battle Scar, you can roll an extra D6 and select which result to use.
5	Specialised: Select one Battle Honour for this operative from the Combat, Staunch, Marksman or Scout specialisms. Note that you can select a Battle Honour from that specialism even if the operative couldn't normally progress in it.
6	Honoured by the Armoury: In the Select Equipment step, when selecting equipment from your stash, you can select one item of equipment to equip this operative with for one less equipment point (to a minimum of OEP).

RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **INTERCESSION SQUAD**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. BASTION FIELD GENERATOR [3EP]

The operative gains the following ability for the battle:

Bastion Field Generator: This operative has a 4+ invulnerable save.

2. ADAMANTINE MANTLE [2EP]

The operative gains the following ability for the battle:

Adamantine Mantle: Once per Turning Point, when Critical Damage would be inflicted upon this operative, you can use this ability. If you do so, that attack dice inflicts Normal Damage instead.

3. TARGETING OCULAR [2EP]

The operative gains the following ability for the battle:

Targeting Ocular: Each time this operative makes a shooting attack, in the Select Valid Target step of that shooting attack, enemy operatives are not Obscured.

4. SERVO-CHERUB [3EP]

The operative gains the following ability for the battle:

Servo-cherub: Once per Turning Point, during this operative's activation, it can perform a mission action or the **Pick Up** action for one less action point (to a minimum of OAP).

5. ARTIFICER ARMOUR [3EP]

Change the operative's Save characteristic to 2+ for the battle.

6. CHAPTER ARTEFACT [1EP]

The operative gains the following ability for the battle:

Chapter Artefact: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (see the Kill Team Core Book).

STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **INTERCESSION SQUAD**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

HYPNOINDOCTRINATION SHRINE

The kill team maintain a compact meditative data-shrine at their base of operations. Through neural communion with the device, a battle-brother can reinforce his grasp of skills and protocols by way of hypnotic suggestion and psychosomatic interactions, honing his strengths to ensure he remains at peak efficiency.

After the battle, in the Update Dataslates step, from the friendly **INTERCESSION SQUAD** operatives that were selected for deployment and did not fail a Casualty test, select the operative with the lowest experience points to gain 1XP (if more than one operative would qualify for this, select one of them to gain 1XP). You can only add this strategic asset to your base of operations if your dataslate includes at least one operative of Veteran rank or higher.

INTEL-CACHE UPLINK

Using a hidden comms booster that strengthens the kill team's signal to an orbiting Chapter vessel, the operatives receive vital intelligence on enemy movements, topographical changes and energy signatures. This information means the squad can effect precise strikes capable of catching the enemy flat-footed.

In the Set Up Operatives step, **INTERCESSION SQUAD** operatives can be set up wholly within ▲ of your drop zone (instead of wholly within it).

ARSENAL SUB-VAULT

Servitors dispatched by the Chapter's Techmarines attend this shielded magazine. The weapons and ammunition it holds are carefully calibrated and oiled with rare unguents, ensuring they are fully prepared for any mission.

In the Select a Kill Team step, you can also reselect the equipped weapon options of friendly **INTERCESSION SQUAD** operatives (you are not limited to the option you selected when they were first added to your dataslate). For example, if an **INTERCESSOR SERGEANT** operative is equipped with a bolt rifle and power weapon, you could change its bolt rifle, power weapon or both to another valid option specified on page 1.

REQUISITIONS

In a Spec Ops campaign, if your faction is **INTERCESSION SQUAD**, you can use the following Requisitions in addition to those presented in other sources.

TRIBUTE TO NOBLE DUTY 1RP

Operatives who execute their missions with high skill, efficiency and as exemplars of their Chapter's tenets may be rewarded for their mighty deeds with an artefact drawn from the Chapter's vaults. Such a bestowal is as symbolic as it is practical, transforming the operative into an esteemed weapon of war.

Purchase this Requisition after a game in which you were the winner and scored 16 or more victory points. Add one item of rare equipment to your stash.

ARTIFICER-WROUGHT WEAPON 1RP

To receive the favour of the Chapter's Techmarines is a high honour. Their artistry in metallurgy and their arcane technological knowledge are used in the crafting of weapons whose perfection of form matches their deadliness in battle.

Purchase this Requisition after a game in which a friendly **INTERCESSION SQUAD** operative with the Ace, Grizzled or Revered rank earned experience points. You can add one item of rare equipment to your stash, but only that operative can be equipped with it (make a note of this on its narrative datacard). If that operative is removed from your dataslate, remove that item of rare equipment from your stash. Each friendly **INTERCESSION SQUAD** operative can only be upgraded with this Requisition once.

SOLEMN OATH 1RP

As part of the warrior culture of their Chapter, many Space Marines swear oaths before their battle-brothers to achieve feats of honour or duty, striving to fulfil them during the conflict that follows.

Purchase this Requisition before a game. Select one **INTERCESSION SQUAD** operative from your dataslate to take an Oath of Moment. Select an Oath of Moment below and make a note of it in the Notes section of that operative's narrative datacard.

- **Valour:** The operative must incapacitate the highest number of enemy operatives in the battle.
- **Duty:** The operative must score you more victory points from the mission objective than any other friendly operative during the battle.
- **Honour:** The operative must be wholly within your opponent's drop zone at the end of the battle.

At the end of a battle, if that operative completed its Oath of Moment, it earns 2XP (this is not affected by a passed Casualty test); alternatively, you can choose for it to fail its Oath of Moment, in which case it suffers the Cerebral Affliction Battle Scar (see the Kill Team Core Book). In either case, it has no longer taken an Oath of Moment. You can only have one operative from your dataslate take an Oath of Moment at once, each operative can only take each Oath of Moment once, and an operative cannot take another Oath of Moment until a different friendly operative completes or fails an Oath of Moment first.

SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **INTERCESSION SQUAD**, you can select one from those found on the following page instead of selecting one from another source.

DEFENDERS OF HUMANITY

The kill team must be humanity's shield, now more than ever in the Era Indomitus. Dispatched into a dangerous war zone with orders to turn the tide, victory must be achieved through superiority before a final execution blow is struck.

OPERATION 1: ESTABLISH SUPERIORITY

The kill team must achieve ruthless dominance in key areas to slow the enemy's advance and leave them in no doubt that they face the unalloyed might of the Adeptus Astartes.

Complete five games in which you scored victory points from the 'Protect Assets', 'Indomitable Superiority' and/or 'Hold the Line' Tac Op.

OPERATION 2: SHOCK ELIMINATION

The enemy's momentum has faltered; their morale is on a precipice. A last ditch attempt to achieve victory sees their forces advance, but they cannot be allowed to gain ground. Break them here and they will not recover.

Complete a game in which you scored the maximum 2 victory points from a Security Tac Op.

COMMENDATION

- You gain two Requisition points.
- You can increase your asset capacity by one, and can immediately use the Asset Acquired Requisition (see the Kill Team Core Book) once without spending any Requisition points.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Secure District' Spec Op.

MANKIND'S VENGEANCE

The kill team has located a powerful enemy preying upon a vulnerable Imperial world. They must bring the swift and sudden judgement of the Emperor upon these foes, overwhelming them with decisive assaults, severing them from support and crushing them before they can marshal any response.

OPERATION 1: STRATEGIC DOMINANCE

The enemy are spread wide, slaughtering and raiding. The kill team must show their martial dominance, drawing on their incredible adaptability in every area of warfare.

Complete five games in which you scored victory points from the 'Shock and Awe', 'Indomitable Superiority' and/or 'Champion of Mankind' Tac Op.

OPERATION 2: TARGETED DESTRUCTION

The kill team's efforts have driven their reeling foe onto the back foot. To break them now requires a flurry of surgical strikes - targeting their leaders, tracking down looted relics and undertaking honour duels to sap enemy morale.

Complete a game in which you scored the maximum 2 victory points from a Seek and Destroy Tac Op.

COMMENDATION

- You can distribute up to 10XP across the operatives on your dataslate (max 3XP per operative).
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Purge Order' Spec Op.



INTERCESSION SQUAD


UPDATE 1.0

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).


DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

WARHAMMER COMMUNITY DOWNLOAD

*Q: If a rule treats an operative as being injured regardless of any rules that say they cannot be injured (e.g. Rust Emanations Strategic Ploy, **GELLERPOX INFECTED** ) , does the Methodical Chapter Tactic still ignore the Ballistic Skill and Weapon Skill characteristic modifiers?*

A: No.

*Q: If an **INTERCESSION SQUAD**  operative is incapacitated during its activation, can I use the Wrath of Vengeance Tactical Ploy freely, or do action restrictions still apply?*

A: Action restrictions still apply. So with Bolter Discipline in mind, if the operative has already performed two **Shoot** actions during that activation, you could not use Wrath of Vengeance to perform a third **Shoot** action.

THE BALANCE DATASLATE

Q2 2023

This document contains the collected Q2 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (*) bullet point.



CORE RULES

- **New Core Rule:** Some rules allow you to activate operatives in succession before your opponent can activate. Regardless of such rules, you can never activate more than two operatives in the same Turning Point before your opponent has had a turn to activate a ready operative or perform **Overwatch**.
- **New Core Rule:** The Movement characteristic cannot be modified to less than 2 (even if injured).



EQUIPMENT

- You can only select each equipment with the Indirect special rule (e.g. dynamite, krak grenade, fusion grenade) once per battle. If a friendly operative already equipped with such equipment is selected for deployment (e.g. **ASSAULT GRENADIER PATHFINDER**), this counts as your selection.



REPLACED ARMY LISTS

Over time, certain new army lists will be introduced that are designed to replace similar army lists from the Compendium. We recommend the newer army list replaces the older one where balance is concerned, particularly in an organised play setting such as a tournament. These army lists and their replacements are as follows:

FORGE WORLD replaced by **HUNTER CLADE**

THOUSAND SONS replaced by **WARPCOVEN**

TROUPE replaced by **VOID-DANCER TROUPE**



CRITICAL OPERATIONS 2022

- Each player cannot score more than 16 victory points in total from the mission objective during the battle (instead of 12), and a maximum of 24 victory points from the game (instead of 20).
- * **Loot mission action:** Each objective marker can be looted a maximum of four times during the battle (instead of three).



SEASON TWO



KILL TEAM: INTO THE DARK

FARSTALKER KINBAND

- Operative selection: Can take 1 additional operative (not a Kill-broker).
- **KROOT BOW HUNTER's** accelerator bow: Improve BS characteristic by 1 (all profiles).
- **KROOT PISTOLIER's** dual kroot pistols: Improve BS characteristic by 1.
- **KROOT LONG SIGHT's** kroot hunting rifle: Improve BS characteristic by 1.
- Cut-throats Strategic Ploy: To a maximum of 5 Attacks (instead of 4).
- Change the EP of equipment as follows: Meat [1EP], Trophy [3EP].
- Add the following to Rogue ability: 'In addition, each time a shooting attack is made against this operative, the No Cover special rule has no effect for that shooting attack.'


IMPERIAL NAVY BREACHER

- Add the following to Blitz Tactical Ploy: 'If you do either, you cannot re-roll the remaining attack dice.'
- **NAVIS GRENADIER** operative: Delete final sentence of Grenadier ability.
- Brace for Counter-Attack Strategic Ploy: To a minimum of 3 (instead of 2).



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


INTERCESSION SQUAD

- * Durable, Methodical & Rapid Chapter Tactics: Updated in **INTERCESSION SQUAD**  army list (Warhammer Community download).



KILL TEAM: SHADOWVAULTS

HIEROTEK CIRCLE

- Reanimation Protocols ability: Resolve before Living Metal ability, operatives regain D3+3 lost wounds and can instead be placed within  of that reanimation token (but not within Engagement Range of enemy operatives) with an order of your choice.
- **PLASMACYTE ACCELERATOR's Accelerate** action: OAP and within  (instead of .
- **PLASMACYTE REANIMATOR's** Reanimation Beam ability: Do not subtract 1 from this operative's APL for doing so.
- **CRYPTTEK, DESPOTEK** and **APPRENTAK** operatives: Add 2 to Wounds characteristic and improve BS/WS characteristic of weapons on their datacard by 1.
- **CRYPTTEK's Command** action and **DESPOTEK's Demand** action: OAP.
- Commence Reanimation Tactical Ploy: OCP.
- **Phase Oculars** action (equipment): OAP.
- **CRYPTTEK's Cryptek** actions: Change all instances of 'the end of the Turning Point' and 'the start of the next Turning Point' to 'the start of this operative's next activation, if it's incapacitated, or if another friendly operative performs this action (whichever comes first)'.

KASRKIN

- Add 1 to Wounds characteristic of all operatives.
- Add the following to Elite ability: 'In each Strategy phase, add 2 elite points to your pool.'
- Add the following equipment:

COMBAT BLADE

1EP

This operative is equipped with the following melee weapon for the battle. Both its Damage characteristics benefit from the For Cadia! Tactical Ploy.

Name	A	WS	D
Combat blade	3	4+	3/4