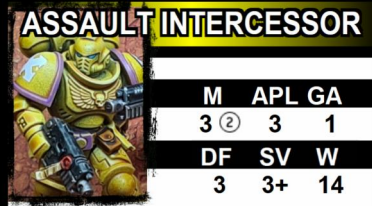


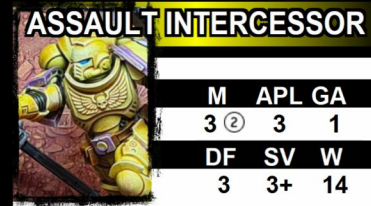


Intercession



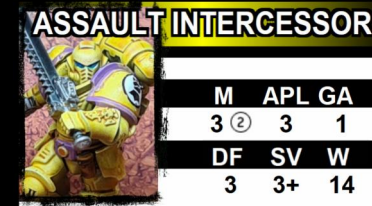
Bolt Pistol	4	3+	3/4
Rng	5	!	P1
Chainsword	5	3+	4/5

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



Bolt Pistol	4	3+	3/4
Rng	5	!	P1
Chainsword	5	3+	4/5

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Bolt Pistol	4	3+	3/4
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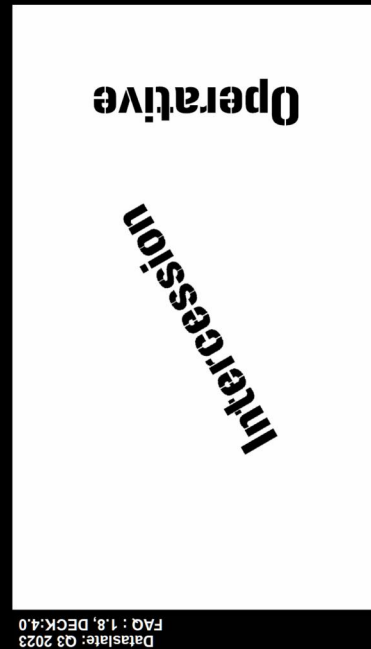
Shock Assault: This operative can perform two Fight actions during its activation.



Intercession



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INTERCESSOR

	M	APL	GA
	3 ②	3	1
	DF	SV	W
	3	3+	14

Bolt Rifle	4	3+	3/4
			! P1
Fists	4	3+	3/4

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.




ASSAULT SERGEANT

	M	APL	GA
	3 ②	3	1
	DF	SV	W
	3	3+	15

Hand Flamer	5	2+	2/2
Rng ④ Tor ②			
Thunderhammer	5	3+	5/6
			! Stun

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



ASSAULT GRENAДИER

	M	APL	GA
	3 ②	3	1
	DF	SV	W
	3	3+	14

Bolt Pistol	4	3+	3/4
			! P1
Rng ④			
Frag	4	3+	2/3
Rng ④, Blast ②, Indirect			
Krak	4	3+	4/5
Rng ④, AP1, Indirect			
Chainsword	5	3+	4/5

Shock Assault: This operative can perform two Fight actions during its activation.
Grenadier: This operative is equipped with frag and krak grenades and they do not cost any equipment points.



INTERCESSOR SERGEANT

	M	APL	GA
	3 ②	3	1
	DF	SV	W
	3	3+	15

Auto Bolt Rifle	4	2+	3/4
Ceaseless			
Power weapon	4	3+	4/6
Lethal 5+			

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.

Operative

Intercession

Operative

Intercession


Operative

Intercession

Operative

Intercession

ASSAULT SERGEANT



	M	APL	GA
	3 ②	3	1
	DF	SV	W
	3	3+	15

Plasma Pistol	4	3+	5/6
Rng ④ AP1			
- Overcharge	4	3+	5/6
Rng ④ AP2 Hot			
Chainsword	5	2+	4/5
			! Stun

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

INTERCESSOR GUNNER



	M	APL	GA
	3 ②	3	1
	DF	SV	W
	3	3+	14

Auto Bolt Rifle	4	3+	3/4
Ceaseless			
Frag	4	3+	2/3
Blast ②,			
Krak	4	3+	4/5
AP1			
Fists	3	3+	3/4

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.

INTERCESSOR GUNNER



	M	APL	GA
	3 ②	3	1
	DF	SV	W
	3	3+	14

Bolt Rifle	4	3+	3/4
			! P1
Frag	4	3+	2/3
Blast ②,			
Krak	4	3+	4/5
AP1			
Fists	3	3+	3/4

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.

INTERCESSOR



	M	APL	GA
	3 ②	3	1
	DF	SV	W
	3	3+	14

Auto Bolt Rifle	4	3+	3/4
Ceaseless			
Fists	4	3+	3/4

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.

Operative

Intercession

Operative

Intercession

Operative

Intercession

Operative

Intercession



INTERCESSOR

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	14

Bolt Rifle	4	3+	3/4
Fists	4	3+	3/4

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.



INTERCESSOR

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	14

Bolt Rifle	4	3+	3/4
Fists	4	3+	3/4

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.



INTERCESSOR

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	14

Auto Bolt Rifle	4	3+	3/4
Ceaseless			
Fists	4	3+	3/4

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.

(2) CHAMPION OF MANKIND

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.

Kill more

Operative

Intercession

Operative

Intercession

Operative

Intercession

Tac Op

Intercession

(3) INDOMITABLE SUPERIORITY

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.

Table opponent

(1) SHOCK AND AWE

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.

Take points off enemy

UNYIELDING

Chapter

Gene-wrought Resilience

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

+1 W

DURABLE

Chapter

Gene-wrought Resilience

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).

Crit Dmg -1

Tac Op

Intercession

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Tac Op

Intercession

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Chapter

Intercession

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Chapter

Intercession

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HARDY

Chapter

Gene-wrought Resilience

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).

5+ Crit Df

ACCURATE

Chapter

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.

Crit No Cover

METHODICAL

Chapter

Discipline of Iron

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

Never Mod BS/WS

DEADLY SHARPSHOOTER

Chapter

Discipline of Iron

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.

Weapon +0/-1 D MW1

Chapter

Intercession

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Chapter

Intercession

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Chapter

Intercession

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Chapter

Intercession

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DEVASTATOR DOCTRINE

Strategic 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 6 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 Play in this Turning Point.

Shoot long

TACTICAL DOCTRINE

Strategic 1CP

Until the end of the Turning Point, each time a friendly INTERCESSION SQUAD operative makes a shooting attack against an enemy operative within 6 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 Play in this Turning Point.

Shoot short

ASSAULT DOCTRINE

Strategic 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 Play in this Turning Point.

Fight

AND THEY SHALL KNOW NO FEAR

Strategic 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.

Not Wounded

Strategic

Intercession

Strategic

Intercession

Strategic

Intercession

Strategic

Intercession

ADAPTIVE TACTICS

Tactical

1CP

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

Pre Game Chapter Swap

TRANSHUMAN PHYSIOLOGY

Tactical

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.

Promote save to crit save

ANGEL OF DEATH

Tactical

1CP

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

Fight at end of round

WRATH OF VENGEANCE

Tactical

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.

Shoot on death

Tactical
Intercession

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Tactical
Intercession

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Date: Q3 2023

Tactical
Intercession

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Tactical
Intercession

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AGGRESSIVE

Chapter

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.

Rending on Charge

DUELLER

Chapter

Martial Zealotry

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.

Crit parry Extra

RAPID

Chapter

Martial Zealotry

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

+1 M

RAIDER

Chapter

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).

Rending on Charge

Chapter

Intercession

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Chapter

Intercession

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Chapter

Intercession

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Chapter

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STEALTHY

Chapter

Tactical Evasion

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 6 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.

Retain Extra DF

MOBILE

Chapter

Tactical Evasion

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

Fallback 1AP

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.

Lethal 5+

RECLUSIAM-BLESSED BOLTS

Max: 1

3EP

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

Damage 4/5

Chapter

Intercession

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Chapter

Intercession

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Equipment

Intercession

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Equipment

Intercession

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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).

Only melee 6's crit

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).

Only melee 6's crit

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).

Only melee 6's crit

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 without spending any Command points.

One use reroll

Equipment

Intercession

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Equipment

Intercession

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Equipment

Intercession

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Equipment

Intercession

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AUSPEX

Max: 1

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.

Ignore obscurity

COMBAT BLADE

1EP

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

Combat blade			
	4	3+	3/5

FRAG GRENADE

Max: 1

2EP

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

Frag grenade			
	4	3+	2/3



Rng  Blast2 Indirect Ltd


KRAK GRENADE

Max: 1

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:

Krak grenade			
	4	3+	4/5

Rng  AP1 Indirect Ltd

Equipment

Intercession

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Equipment

Intercession

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Intercession

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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.

Lethal 5+

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.

Lethal 5+

INTERCESSION SQUAD

Seek and Destroy, Security

1 leader and 5 operatives

Assault Intercessor Sergeant
EITHER Hand flamer or heavy bolt pistol:Chainsword, power fist, power weapon or thunder hammer OR Plasma pistol:chainsword

Intercessor Sergeant
Auto bolt rifle, bolt rifle or stalker bolt rifle
Chainsword, fists, power fist, power weapon or thunder hammer

Assault Intercessor Warrior
Chainsword; Heavy Bolt Pistol

Assault Intercessor Grenadier
Chainsword; Heavy Bolt Pistol

Intercessor Warrior
Auto bolt rifle,Bolt rifle,Stalker bolt rifle and fists

Intercessor Gunner
Auto bolt rifle,Bolt rifle,Stalker bolt rifle and fists

CHAPTER TACTICS

Faction Ability

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) interact with categories.

Equipment

Intercession

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Equipment

Intercession

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Team

Intercession

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Abilities

Intercession

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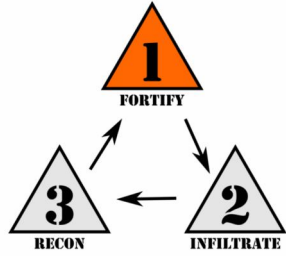
FORTIFY

Matched Play

Set up one additional barricade within 🏠 of your drop zone

Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



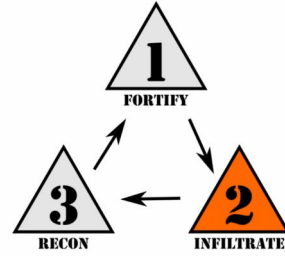
INFILTRATE

Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



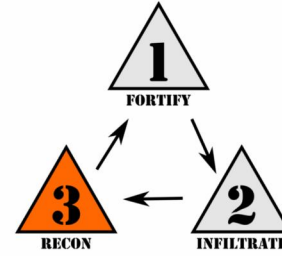
RECON

Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone

Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

Scouting

Intercession

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Scouting

Intercession

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Date: 1.8, DECK:4.0

Scouting

Intercession

Date: 1.8, DECK:4.0
Date: 1.8, DECK:4.0

Matched

Intercession

Date: 1.8, DECK:4.0
Date: 1.8, DECK:4.0

TURN SEQUENCE

- INITIATIVE PHASE
READY OPERATIVES
DETERMINE
INITIATIVE
- STRATEGY PHASE
GENERATE
COMMAND POINTS
PLAY STRATEGIC
PLOYS
TARGET REVEAL
- FIREFIGHT PHASE
PERFORM ACTIONS

SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY	
			1
			2
			3
	1	2	
	2	3	
	3	4	

PHIL TEAM

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PHIL TEAM

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Matched

Intercession

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Scorecard

Intercession

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Credits

Intercession

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Credits

Intercession

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