Warhammer 40k (40k)

The Warhammer 40k faction expansion 40k for Allesfezs Ekarschubi.

This expansion is primarily shared unit abilities taken from the core rule book. It will eventually include mission packs if I ever care about that.

Weapon abilities

Damaging Crits X

If the skill check roll of an attack made by this weapon results in a critical hit, the critical roll result occurs X more times. This usually results in X more armour saves done by the opponent.

Note: this skill mimics the Sustained Hits ability.

Lethal Crits

If the skill check roll of an attack made by this weapon results in a critical hit, once the check is resolved the roll is removed and the opponent must select a model in the targeted unit to take one structure damage.

Mobile

When the attack action is taken with this weapon, the model using this weapon can move a distance equal to half their MOV attribute rounded down. They must end this movement in cohesion.

Reroll Attacks X

When making an attack roll, you may reroll any rolls lower than the specified value X.

Overcharge X

When firing with this weapon, you may decide to overcharge it. Overcharged weapons have damaging X. If an attack roll is 5 or below, the model that fired this weapon takes 1 structure damage.

Designer notes

Wounds are mostly coherent with structure points, but vehicles are insanely different.

Data Sheets

The Space Marine Intercessor is essentially the base line guy for Warhammer 40k. Defining their data sheet, and providing reasoning, helps design the rest of 40k's expansions.

Power Armour: S/C/P 25, B 22, AP 20, L 16, P 16.

Makes conventional weapons completely innefective. Only S/C/P weapons that would obliterate end up doing anything to power armour. Bullet 22 means the only modern weapons that'll do anything are high-power sniper rifles: the Anti-Material rifle is AP 23 so that's a 15% chance to wound a space marine.

Laser 18 and Plasma 16 allow for Lasguns to be Laser 18, meaning a 90% chance to kill a normal person but a 10% chance to hurt a Space Marine. Plasma is the same.

Structure 2 fits with the 2 wound 11th rules and lore-wise works with their extra organs. Damaging 2 on the bolters represents their explosive rocket ammunition dealing enough damage to take down a space marine on a successful hit.

Bolt Rifle damage: 26 bullet damage means 4+ save. Intercessors have a 12-6=6+ hit roll for 2 shots. One shot has a 11.25% chance to deal a killing 2 structure damage. Two shots means 22% chance for a bolt gun to kill an intercessor. A bit low, but it's fine i think.

Intercessor — PRIMARIS SPACE MARINE

AGENT/TEAM | 40K SPACE MARINES | 0 pts

Model	MOT	PHY	WIL	STR	MOV	WSC	WSR	ARM	REC
Intercessor	12	11	13	2	5″	6	6	8/8/8/8/2/4/2	2
Intercessor Seargeant	12	11	11	2	5″	6	6	8/8/8/8/2/4/2	2

KEYWORDS: SPACE MARINES | INFANTRY | IMPERIUM | TACTICUS

WEAPONS

Weapon	Class	Range	Dmg	Atk	Traits
Astartes Grenade Launcher	Firearm	MR	Bullet 22	Manual 1	Explosive
Bolt Pistol	Firearm	SR	Bullet 24	Manual 1	Pistol, Damaging 2
Bolt Rifle	Firearm	MR	Bullet 26	Manual 2	Damaging 2
Plasma Pistol	Firearm	SR	Plasma 24	Manual 1	Pistol, Overcharge 2
Chainsword	OHS	CQ	Slash M+12	Standard	
Power Fist	Contact	CQ	Crush M+20	Manual 1	Damaging 2
Power Sword	OHS	CQ	Slash M+20	Standard	
Thunder Hammer	THS	CQ	Crush M+24	Manual 1	Damaging 3, Lethal crits

CORE ABILITIES

Sticky Objectives

EQUIPMENT

- Tacticus Power Armour
- Bolt Rifle
- Bolt Pistol

The Intercessor Seargeants's bolt rifle can be replaced with one of the following:

  - Chain Sword –
  - Plasma Pistol –
  - Power Weapon –
  - Power Fist –
  - Thunder Hammer –

- Bolt rifle can be replaced with Astartes Grenade Launcher.

ARMOUR PROFILE

S	C	P	B	AP	I	PL
25	25	25	22	20	16	16

SKILLS

Contact (Proficient)	+4	One-Handed Striking (Proficient)	+4
Two-Handed Striking (Proficient)	+4	Firearm (Adept)	+6
Composure (Proficient)	+4		

Only one Intercessor Seargeant per team.