	WS	BS	S	T	W	I	A	Ld	Sv
Interemptor	4	4	4	4	1	4	1	9	3+
Interemptor Praefectus	4	4	4	4	1	4	2	10	3+

Unit Composition
- 4 Interemptors
- 1 Interemptor Praefectus

Unit Type
- Interemptor: Infantry
- Interemptor Praefectus: Infantry (Character)

Wargear
- Power armour
- Plasma burner
- Combat weapon or chainsword
- Frag, krak and rad grenades

Special Rules
- Legiones Astartes (Dark Angels)
- Stubborn

Dedicated Transport
- An Interemptor squad numbering 10 models may take a Land Raider Proteus as a Dedicated Transport.

A Dreadwing Interemptor Squad may be chosen as an Elites choice for a Dark Angels Legiones Astartes army.

Options
- The squad may include:
  - Up to 10 additional Interemptors..+30 points each
- For every five models in the unit one may exchange their plasma burner for:
  - Missile launcher with suspensor web, rad missiles and stasis missiles..............+15 points each
  - Plasma incinerator with suspensor web ....+15 points each
- The Interemptor Praefectus may be equipped with:
  - Up to three phosphex bombs...+10 points each

Plasma Burner & Plasma Incinerator
A dangerous offshoot of more common plasma technology, these weapons vent plasma gas through a magnetic bottle in high-speed jets. Any enemy caught in the path of such a jet is quickly reduced to molten slag, annihilated by pressurised torrents of raw plasma and leaving no trace of its presence. However, the magnetic fields that keep the super-heated gas contained are fragile and emit a low-intensity field of radiation, and as such the average Interemptor remains combat-viable for only a few short decades before requiring augmetic replacements or reassignment to a Dreadnought sarcophagus.

	Range	Str	AP	Special
Plasma burner	12"	4	2	Assault D3+1*, Ignores Cover, Plasma Flame
Plasma incinerator	18"	4	2	Heavy D3+4*, Ignores Cover, Plasma Flame

*Roll once for the entire unit before firing. Each model in the unit fires that number of shots.

Plasma Flame
When making an Overwatch attack any failed To Hit rolls may be re-rolled.