Assault Intercessor 1⚔☠



Creature — Astartes Warrior

First strike, menace

Chainsword — Whenever a creature an opponent controls dies, that player loses 2 life.

A foe without honour is a foe already beaten.

3/2

104/168 R
40K • EN ✒ Steve Argyle

™ & © 2022 Wizards of the Coast

Assault Intercessor 1⚔☠

Creature — Astartes Warrior

First strike, menace

Chainsword — Whenever a creature an opponent controls dies, that player loses 2 life.

A foe without honour is a foe already beaten.

3/2

104/168 R
40K • EN ✒ Steve Argyle

™ & © 2022 Wizards of the Coast

Assault Intercessor 1⚔☠

Creature — Astartes Warrior

First strike, menace

Chainsword — Whenever a creature an opponent controls dies, that player loses 2 life.

A foe without honour is a foe already beaten.

3/2

104/168 R
40K • EN ✒ Steve Argyle

™ & © 2022 Wizards of the Coast

Assault Intercessor 1⚔☠



Creature — Astartes Warrior

First strike, menace

Chainsword — Whenever a creature an opponent controls dies, that player loses 2 life.

A foe without honour is a foe already beaten.

3/2

104/168 R
40K • EN ✒ Steve Argyle

™ & © 2022 Wizards of the Coast

Assault Intercessor 1⚔☠

Creature — Astartes Warrior

First strike, menace

Chainsword — Whenever a creature an opponent controls dies, that player loses 2 life.

A foe without honour is a foe already beaten.

3/2

104/168 R
40K • EN ✒ Steve Argyle

™ & © 2022 Wizards of the Coast

Assault Intercessor 1⚔☠

Creature — Astartes Warrior

First strike, menace

Chainsword — Whenever a creature an opponent controls dies, that player loses 2 life.

A foe without honour is a foe already beaten.

3/2

104/168 R
40K • EN ✒ Steve Argyle

™ & © 2022 Wizards of the Coast

Assault Intercessor 1⚔☠



Creature — Astartes Warrior

First strike, menace

Chainsword — Whenever a creature an opponent controls dies, that player loses 2 life.

A foe without honour is a foe already beaten.

3/2

104/168 R
40K • EN ✒ Steve Argyle

™ & © 2022 Wizards of the Coast

Assault Intercessor 1⚔☠

Creature — Astartes Warrior

First strike, menace

Chainsword — Whenever a creature an opponent controls dies, that player loses 2 life.

A foe without honour is a foe already beaten.

3/2

104/168 R
40K • EN ✒ Steve Argyle

™ & © 2022 Wizards of the Coast

Assault Intercessor 1⚔☠

Creature — Astartes Warrior

First strike, menace

Chainsword — Whenever a creature an opponent controls dies, that player loses 2 life.

A foe without honour is a foe already beaten.

3/2

104/168 R
40K • EN ✒ Steve Argyle

™ & © 2022 Wizards of the Coast