

DEATH COMPANY

MARINES WITH

BOLTGUNS [LEGENDS]

125–250 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 4 | 3+ | 2 | 6+ | 1  |

RANGED WEAPONS

| WEAPON                                                       | RANGE | A | BS | S | AP | D    |
|--------------------------------------------------------------|-------|---|----|---|----|------|
| Bolt pistol<br>CLOSE-QUARTERS                                | 12"   | 1 | 3+ | 5 | -1 | 1    |
| Boltgun                                                      | 24"   | 2 | 3+ | 4 | 0  | 1    |
| Hand flamer<br>CLOSE-QUARTERS<br>TORRENT                     | 9"    | 3 | -  | 4 | 0  | 1    |
| Inferno Pistol<br>CLOSE-QUARTERS<br>MELTA 1                  | 9"    | 1 | 3+ | 8 | -3 | D3+2 |
| ► Plasma pistol - standard<br>CLOSE-QUARTERS                 | 12"   | 1 | 3+ | 7 | -2 | 1    |
| ► Plasma pistol - supercharge<br>HAZARDOUS<br>CLOSE-QUARTERS | 12"   | 1 | 3+ | 8 | -3 | 2    |

MELEE WEAPONS

| WEAPON                               | RANGE | A | WS | S | AP | D |
|--------------------------------------|-------|---|----|---|----|---|
| Chainsword                           | Melee | 4 | 3+ | 5 | -1 | 1 |
| Close combat weapon                  | Melee | 3 | 3+ | 4 | 0  | 1 |
| Power fist                           | Melee | 3 | 3+ | 8 | -2 | 2 |
| Power weapon                         | Melee | 4 | 3+ | 5 | -2 | 1 |
| Thunder Hammer<br>DEVASTATING WOUNDS | Melee | 3 | 4+ | 8 | -2 | 2 |

ABILITIES

- An Honourable Death in Combat**  
Each time a model in this unit makes an attack, that attack has the [SUSTAINED HITS 1] ability if this unit is below its Starting Strength, or the [SUSTAINED HITS 2] ability if this unit is Below Half-strength.
- Attached Leader**  
If a Chaplain model from your army with the Leader ability can be attached to a Tactical Squad, it can be attached to this unit instead.  
If a Character unit from your army with the Leader ability can be attached to a Death Company Marines unit, it can be attached to this unit instead.
- Black Rage**  
- This unit's melee attacks can re-roll hit rolls of 1.  
- While this unit is not within 6" of one or more friendly Blood Angels Character models, or not within 12" of one or more friendly Chaplain models, it cannot make a fall-back move and its OC is modified to 0.



AUFSTELLUNG

- 5-10x Death Company Marine
- Equipped with:** Bolt pistol, Boltgun, Hand flamer, Inferno Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon, Thunder Hammer
- Wargear Options:**
- Each Death Company Marine can replace its Boltgun and Close Combat Weapon with Melee and Pistol or Thunder Hammer.
  - Each Death Company Marine can replace its Chainsword with Power fist or Power weapon.
  - Each Death Company Marine can replace its Bolt pistol with Plasma pistol, Hand flamer or Inferno Pistol.



**KEYWORDS:** Infantry, Grenades, Imperium, Death Company Marines with Boltguns, Death Company

**FACTION KEYWORDS:** Adeptus Astartes, Blood Angels

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WEAPON ABILITIES

- Hazardous**  
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Melta**  
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.  
*Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*
- Torrent**  
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

- Combat Doctrines**  
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase
- Assault Doctrine  
When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.
- Devastator Doctrine  
This unit's ranged attacks have [ASSAULT]
- Tactical Doctrine  
When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.  
Unless otherwise stated.
  - You can only select each Combat Doctrine once per battle
  - Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

- Close-quarters**  
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
  - One or more of its [CLOSE-QUARTERS] weapons.
  - One or more of its other ranged weapons.
- Feel No Pain 6+**  
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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