

DEATH COMPANY  
MARINES

90–170 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 5 | 3+ | 2 | 6+ | 1  |

RANGED WEAPONS

| WEAPON                                                       | RANGE | A | BS | S  | AP | D    |
|--------------------------------------------------------------|-------|---|----|----|----|------|
| Hand flamer<br>CLOSE-QUARTERS<br>TORRENT                     | 9"    | 3 | -  | 4  | 0  | 1    |
| Heavy Bolt Pistol<br>CLOSE-QUARTERS                          | 18"   | 1 | 3+ | 5  | -1 | 1    |
| Inferno Pistol<br>CLOSE-QUARTERS<br>MELTA 1                  | 9"    | 1 | 3+ | 8  | -3 | D3+2 |
| ► Bolt Rifle - Focused Fire<br>HEAVY<br>RAPID FIRE 1         | 24"   | 1 | 3+ | 6  | -1 | 2    |
| ► Bolt Rifle - Saturation<br>ASSAULT<br>RAPID FIRE 1         | 24"   | 2 | 3+ | 5  | -1 | 1    |
| ► Grenade Launcher - Frag<br>BLAST 1                         | 24"   | 4 | 3+ | 4  | -1 | 1    |
| ► Grenade Launcher - Krak<br>RAPID FIRE 1                    | 24"   | 2 | 3+ | 10 | -2 | 3    |
| ► 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 |
| Combat blade                         | Melee | 3 | 3+ | 5 | 0  | 1 |
| Eviscerator<br>CLEAVE 1              | Melee | 3 | 3+ | 7 | -2 | 2 |
| 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 | 3 |

ABILITIES

- An Honourable Death in Combat
- This unit's attacks:
- Have [SUSTAINED HITS 1], if this unit is below starting strength.

- Or: have [SUSTAINED HITS 2], if this unit is below half-strength.
- 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 w/ Eviscerator oder Death Company Marine w/ Chainsword and Heavy Bolt Pistol oder Death Company Marine w/ alternate weapons oder Death Company Marine w/ Bolt Rifle oder Death Company Marine w/ Bolt Rifle and Grenade Launcher (32mm)

**Equipped with:** Hand flamer, Heavy Bolt Pistol, Inferno Pistol, ► Bolt Rifle - Focused Fire, ► Bolt Rifle - Saturation, ► Grenade Launcher - Frag, ► Grenade Launcher - Krak, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Combat blade, Eviscerator, Power fist, Power weapon, Thunder Hammer

**Options:**



**KEYWORDS:** Infantry, Grenades, Imperium, Death Company Marines, Tacticus, Death Company

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

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WEAPON ABILITIES

- Assault**  
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).
- Blast**  
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.  
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*
- Devastating Wounds**  
Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.  
  
Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.  
*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*
- 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.
- Heavy**  
In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
  - That unit is unengaged.
  - That unit was not set up on the battlefield this turn.
  - No model in that unit has moved more than 3" this turn.
- 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.*
- Rapid Fire**  
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.  
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*
- Torrent**  
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

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## 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

**Cleave**

This ability always takes the form **[CLEAVE X]**. Each time you gather attack dice for a **[CLEAVE]** weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

*Example: If a **[CLEAVE 1]** weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).*

**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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