

DEATH COMPANY MARINES WITH JUMP
PACKS - IMPERIUM - BLOOD ANGELS

130–260 PTS

M	T	Sv	W	LD	OC
12"	5	3+	2	6+	1

AUFSTELLUNG
5-10x Death Company Marine (32mm)
Equipped with: Hand flamer, Heavy Bolt Pistol, Inferno Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Eviscerator, Power fist, Power weapon
Wargear Options:
■ Each Death Company Marine can replace its Heavy Bolt Pistol with Plasma pistol, Hand flamer or Inferno Pistol.
■ Each Death Company Marine can replace its Chainsword with Power weapon, Power fist or Eviscerator.

KEYWORDS: Infantry, Imperium, Death Company Marines with Jump Packs, Tacticus, Fly, Jump Pack, Death Company, Explosives
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hand flamer <small>CLOSE-QUARTERS, TORRENT</small>	9"	3	-	4	0	1
Heavy Bolt Pistol <small>CLOSE-QUARTERS</small>	18"	1	3+	5	-1	1
Inferno Pistol <small>CLOSE-QUARTERS, MELTA 1</small>	9"	1	3+	8	-3	D3+2
► Plasma pistol - standard <small>CLOSE-QUARTERS</small>	12"	1	3+	7	-2	1
► Plasma pistol - supercharge <small>HAZARDOUS, CLOSE-QUARTERS</small>	12"	1	3+	8	-3	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Eviscerator <small>CLEAVE 1</small>	Melee	3	3+	7	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1

ABILITIES

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.

Savage Fury
This unit has +1 to charge rolls.

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.

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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

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.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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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.