

DEATH COMPANY MARINES WITH BOLT RIFLES [LEGENDS]

M

6"

T

4

SV

3+

W

2

LD

6+

OC

1

80–155 PTS

Base —

- Cleave
- Close-quarters
- Combat Doctrines
- Feel No Pain 6+

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt Rifle

ASSAULT

HEAVY

R	A	BS	S	AP	D
24"	2	3+	4	-1	1

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Bolt pistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Hand flamer

CLOSE-QUARTERS

TORRENT

R	A	BS	S	AP	D
9"	3	-	4	0	1

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Inferno Pistol

CLOSE-QUARTERS

MELTA 1

R	A	BS	S	AP	D
9"	1	3+	8	-3	D3+2

VERWUNDET

2+3+4+5+6+

T1-4T5-7T8T9-15T16+

► Astartes Grenade Launcher - Krak

R	A	BS	S	AP	D
24"	1	3+	9	-2	D3

VERWUNDET

2+3+4+5+6+

T1-4T5-8T9T10-17T18+

► Bolt Rifle - Focused Fire

HEAVY

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	6	-1	2

VERWUNDET

2+3+4+5+6+

T1-3T4-5T6T7-11T12+

► Bolt Rifle - Saturation

ASSAULT

RAPID FIRE 1

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

► Plasma pistol - standard

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

► Plasma pistol - supercharge

HAZARDOUS

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+3+4+5+6+

T1-4T5-7T8T9-15T16+

4ANGRIFF

Visions of Heresy

• This unit can re-roll charge rolls.

• When you target this unit with the Fire Overwatch/Heroic Intervention stratagem, that use is -1 CP.

5NAHKAMPF

Chainsword

R	A	WS	S	AP	D
Melee	4	3+	5	-1	1

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Close Combat Weapon

R	A	WS	S	AP	D
Melee	3	3+	4	0	1

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Close combat weapon

R	A	WS	S	AP	D
Melee	3	3+	4	0	1

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Eviscerator

CLEAVE 1

R	A	WS	S	AP	D
Melee	3	3+	7	-2	2

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

Power Fist

R	A	WS	S	AP	D
Melee	3	3+	8	-2	2

VERWUNDET

2+3+4+5+6+

T1-4T5-7T8T9-15T16+

Power weapon

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Thunder Hammer

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	3	4+	8	-2	3

VERWUNDET

2+3+4+5+6+

T1-4T5-7T8T9-15T16+

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.

VERTEIDIGUNG

IMMER / EINMALIG

Attached Unit

If a Chaplain model from your army with the Leader ability can be attached to Intercessor Squad, it can be attached to this unit instead.

GEGEN DIESE EINHEIT

W4 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+ S8+	3+ S5-7	4+ S4	5+ S3	6+ S1-2
RETTUNGSWURF JE DS DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -

Feel No Pain 6+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Cleave This ability always takes the form [CLEAVE X].

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

Feel No Pain 6+ This ability always takes the form Feel No Pain X+.

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 (roun...

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...

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...

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 unen...

MELTA This ability always takes the form [MELTA X].

RAPID FIRE This ability always takes the form [RAPID FIRE X].

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

5-10x Death Company Marine w/Bolt Rifle oder Death Company Marine w/Eviscerator oder Death Company Marine w/ alternate weapons

Ausrüstung: Bolt Rifle, Bolt pistol, Hand flamer, Inferno Pistol, ► Astartes Grenade Launcher - Krak, ► Astartes Grenade Launcher - Krak, ► Bolt Rifle - Focused Fire, ► Bolt Rifle - Saturation, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Close Combat Weapon, Close combat weapon, Eviscerator, Power Fist, Power weapon, Thunder Hammer

- This model's Bolt Rifle and Close combat weapon can be replaced with 1x Eviscerator.
- Each Death Company Marine w/ alternate weapons can replace its Bolt Rifle with Hand flamer, Inferno Pistol, Plasma pistol or Chainsword.

KEYWORDS Infantry, Grenades, Imperium, Death Company Marines with Bolt Rifles, Tacticus, Death Company · FRAKTION Adeptus Astartes, Blood Angels