

DEATH COMPANY
MARINES WITH
BOLTGUNS [LEGENDS]

M6"

T4

SV3+

W2

LD6+

OC1

125–250 PTS

Base —



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

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt pistolCLOSE-QUARTERS

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Boltgun

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Hand flamerCLOSE-QUARTERS

TORRENT

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Inferno PistolCLOSE-QUARTERS

MELTA 1

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

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Plasma pistol - standardCLOSE-QUARTERS

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

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

Plasma pistol - superchargeHAZARDOUSCLOSE-QUARTERS

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

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

4ANGRIFF

5NAHKAMPF

Chainsword

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Close combat weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Power fist

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

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Power weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Thunder Hammer

DEVASTATING WOUNDS

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

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

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

OOIMMER / EINMALIG

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.

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
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -
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Feel No Pain 6+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

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+.

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...

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

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

AUFSTELLUNG

5-10x Death Company Marine

Ausrüstung: Bolt pistol, Boltgun, Hand flamer, Inferno Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon, Thunder Hammer

▪ 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.