

DEATH COMPANY
MARINES WITH JUMP
PACKS

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

M12"

T5

SV3+

W2

LD6+

OC1

130–260 PTS

Base 32mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Hand flamer

CLOSE-QUARTERS

TORRENT

R9"

A3

BS-

S4

AP0

D1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

Heavy Bolt Pistol

CLOSE-QUARTERS

R18"

A1

BS3+

S5

AP-1

D1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Inferno Pistol

CLOSE-QUARTERS

MELTA 1

R9"

A1

BS3+

S8

AP-3

D3+2

VERWUNDET

2+

T1–4

3+

T5–7

4+

T8

5+

T9–15

6+

T16+

Plasma pistol - standard

CLOSE-QUARTERS

R12"

A1

BS3+

S7

AP-2

D1

VERWUNDET

2+

T1–3

3+

T4–6

4+

T7

5+

T8–13

6+

T14+

Plasma pistol - supercharge

HAZARDOUS

CLOSE-QUARTERS

R12"

A1

BS3+

S8

AP-3

D2

VERWUNDET

2+

T1–4

3+

T5–7

4+

T8

5+

T9–15

6+

T16+

4ANGRIFF

Savage Fury

This unit has +1 to charge rolls.

5NAHKAMPF

Chainsword

RMelee

A4

WS3+

S5

AP-1

D1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Eviscerator

CLEAVE 1

RMelee

A3

WS3+

S7

AP-2

D2

VERWUNDET

2+

T1–3

3+

T4–6

4+

T7

5+

T8–13

6+

T14+

Power fist

RMelee

A3

WS3+

S8

AP-2

D2

VERWUNDET

2+

T1–4

3+

T5–7

4+

T8

5+

T9–15

6+

T16+

Power weapon

RMelee

A4

WS3+

S5

AP-2

D1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

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

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+ S10+	3+ S6–9	4+ S5	5+ S3–4	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

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.

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" horizo...

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: Hand flamer, Heavy Bolt Pistol, Inferno Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Eviscerator, Power fist, Power weapon

- 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.