

# 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+

3

BESCHUSS

Bolt Rifle

ASSAULT

HEAVY

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

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Astartes Grenade Launcher - Krak

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

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

Bolt pistol

CLOSE-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+

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+

T1-3

T4-5

T6

T7-11

T12+

Hand flamer

CLOSE-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 Pistol

CLOSE-QUARTERS

MELTA 1

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

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Astartes Grenade Launcher - Frag

BLAST

|     |    |    |   |    |   |
|-----|----|----|---|----|---|
| R   | A  | BS | S | AP | D |
| 24" | D3 | 3+ | 4 | 0  | 1 |

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

5

NAHKAMPF

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+

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+

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 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+

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+

Thunder Hammer

DEVASTATING WOUNDS

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

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Eviscerator

CLEAVE 1

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

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-6

T7

T8-13

T14+

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.

GEGEN DIESE EINHEIT

W4 - RW 3+ - 2 LP je Modell

WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

Feel No Pain 6+ gegen jeden verlorenen LP

2+

S8+

DS 0

3+

3+

S5-7

DS -1

4+

4+

S4

DS -2

5+

5+

S3

DS -3

6+

6+

S1-2

DS -4

-

|                           |                           |                                                                                                                                                                                                                                                         |                                                                                                         |                                                                                                                                                                                                    |
|---------------------------|---------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>1</b><br>KOMMANDO<br>— | <b>2</b><br>BEWEGUNG<br>— | <b>4 ANGRIFF</b><br><br><b>Visions of Heresy</b> <ul style="list-style-type: none"> <li>• This unit can re-roll charge rolls.</li> <li>• When you target this unit with the Fire Overwatch/Heroic Intervention stratagem, that use is -1 CP.</li> </ul> | <br>VERTEIDIGUNG<br>— | <b>∞ IMMER / EINMALIG</b><br><br><b>Attached Unit</b><br>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. |
|---------------------------|---------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

**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 - Frag, ► 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.