IMPERIUM - BLOOD ANGELS

DEATH COMPANY MARINES WITH BOLTGUNS [LEGENDS]

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1

125–250 PTS
Base —

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

3 BESCHUSS

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+

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 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+

➤ Plasma pistol - standard — CLOSE-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 - supercharge — HAZARDOUS | CLOSE-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+

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+

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.

GEGEN DIESE EINHEIT

W4 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

Feel No Pain 6+ gegen jeden verlorenen LP

KEYWORDS Infantry, Grenades, Imperium, Death Company Marines with Boltguns, Death Company · **FRAKTION** Adeptus Astartes, Blood Angels

1 KOMMANDO	2 BEWEGUNG	4 ANGRIFF	◆ VERTEIDIGUNG
—	—	—	—

∞ IMMER / 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.

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.