

DEATH COMPANY MARINES WITH BOLTGUNS AND JUMP PACKS [LEGENDS]

M12"

T4

SV3+

W2

LD6+

OC1

140–280 PTS

Base —



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

3

BESCHUSS

Bolt pistol

CLOSE-QUARTERS

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

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

Boltgun

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

VERWUNDET

2+T1–2

3+T3

4+T4

5+T5–7

6+T8+

Hand flamer

CLOSE-QUARTERS

TORRENT

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

VERWUNDET

2+T1–2

3+T3

4+T4

5+T5–7

6+T8+

Inferno Pistol

CLOSE-QUARTERS

MELTA 1

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

VERWUNDET

2+T1–4

3+T5–7

4+T8

5+T9–15

6+T16+

Plasma pistol - standard

CLOSE-QUARTERS

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

VERWUNDET

2+T1–3

3+T4–6

4+T7

5+T8–13

6+T14+

Plasma pistol - supercharge

CLOSE-QUARTERS

HAZARDOUS

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

VERWUNDET

2+T1–4

3+T5–7

4+T8

5+T9–15

6+T16+

5

NAHKAMPF

Chainsword

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

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

Close combat weapon

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

VERWUNDET

2+T1–2

3+T3

4+T4

5+T5–7

6+T8+

Power fist

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

VERWUNDET

2+T1–4

3+T5–7

4+T8

5+T9–15

6+T16+

Power weapon

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

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

Thunder Hammer

DEVASTATING WOUNDS

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

VERWUNDET

2+T1–4

3+T5–7

4+T8

5+T9–15

6+T16+

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

DS -1

3+

DS -2

5+

DS -3

6+

DS -4

-

Feel No Pain 6+ gegen jeden verlorenen LP

<div>1</div> <div>COMMANDO</div> <div>—</div>	<div>2 BEWEGUNG</div> <div>Black Rage</div> <div>Each time a model in this unit makes an attack, you can re-roll the Hit roll. While this unit is not within 12" of one or more friendly Chaplain models, it cannot be selected to Fall Back and the Objective Control characteristic of models in this unit is 0.</div>	<div>4 ANGRIFF</div> <div>Beserk Fury</div> <div>You can re-roll Charge rolls made for this unit</div>	<div><div>◆</div>VERTEIDIGUNG</div> <div>—</div>	<div>∞ IMMER / EINMALIG</div> <div>Attached Leader</div> <div>If a Chaplain model from your army with the Leader ability can be attached to Assault Intercessors with Jump Packs or an Assault Squad with Jump Packs, it can be attached to this unit instead.</div> <div>If a Character unit from your army with the Leader ability can be attached to a Death Company Marines with Jump Packs unit, it can be attached to this unit instead.</div>
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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.
- 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:** 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.