

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



3

BESCHUSS

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+

Heavy Bolt Pistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
18"	1	3+	5	-1	1

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

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

HAZARDOUS

CLOSE-QUARTERS

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+

Eviscerator

CLEAVE 1

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

VERWUNDET

2+T1–3

3+T4–6

4+T7

5+T8–13

6+T14+

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+

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

W5 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

Feel No Pain 6+ gegen jeden verlorenen LP

2+S10+

3+S6–9

4+S5

5+S3–4

6+S1–2

DS 0

DS –1

DS –2

DS –3

DS –4

3+

4+

5+

6+

-

1
KOMMANDO
—

2
BEWEGUNG
—

4 ANGRIFF
Savage Fury
This unit has +1 to charge rolls.

◆
VERTEIDIGUNG
—

∞
IMMER / EINMALIG
—

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.