DEATH COMPANY MARINES WITH BOLT RIFLES [LEGENDS]

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

AUFSTELLUNG

5-10x Death Company Marine w/Bolt Rifle oder Death Company Marine w/Eviscerator oder Death Company Marine w/ alternate weapons

Equipped with: 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

Wargear Options:

- 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.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Rifle ASSAULT, HEAVY	24"	2	3+	4	-1	1
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Hand flamer CLOSE-QUARTERS, TORRENT	9"	3	-	4	0	1

ABILITIES

RULES - Cleave, Close-quarters, Combat Doctrines, Feel No Pain 6+

Attached Unit

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.

KEYWORDS: Infantry, Grenades, Imperium, Death Company Marines with Bolt Rifles, Tacticus, Death Company

FACTION: Adeptus Astartes, Blood Angels **80–155 PTS**

Inferno Pistol CLOSE-QUARTERS, MELTA 1	9"	1	3+	8	-3	D3+2
➤ Astartes Grenade Launcher - Frag BLAST	24"	D3	3+	4	0	1
➤ Astartes Grenade Launcher - Krak	24"	1	3+	9	-2	D3
➤ Bolt Rifle - Focused Fire HEAVY, RAPID FIRE 1	24"	1	3+	6	-1	2
➤ Bolt Rifle - Saturation ASSAULT, RAPID FIRE 1	24"	2	3+	5	-1	1
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS, CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Close Combat Weapon	Melee	3	3+	4	0	1
Close combat weapon	Melee	3	3+	4	0	1
Eviscerator CLEAVE 1	Melee	3	3+	7	-2	2
Power Fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	3

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.

Visions of Heresy

• This unit can re-roll charge rolls.

▪ When you target this unit with the Fire Overwatch/Heroic Intervention stratagem, that use is -1 CP.

WEAPON RULES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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 unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.