DEATH COMPANY MARINES WITH BOLTGUNS [LEGENDS]

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

AUFSTELLUNG

5-10x Death Company Marine

Equipped with: Bolt pistol, Boltgun, Hand flamer, Inferno Pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon, Thunder Hammer

Wargear Options:

- 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.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
Hand flamer CLOSE-QUARTERS, TORRENT	9"	3	-	4	0	1
Inferno Pistol CLOSE-QUARTERS, MELTA 1	9"	1	3+	8	-3	D3+2

ABILITIES

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

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.

KEYWORDS: Infantry, Grenades, Imperium, Death Company Marines with Boltguns, Death Company

FACTION: Adeptus Astartes, Blood Angels **125–250 PTS**

➤ 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
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	2

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.

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.

WEAPON RULES

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.

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.*

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

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