

DEATH COMPANY MARINES WITH JUMP PACKS

M	T	SV	W	LD	OC
12"	5	3+	2	6+	1

AUFSTELLUNG

5-10x Death Company Marine (32mm)

Equipped with: Hand flamer, Heavy Bolt Pistol, Inferno Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Eviscerator, Power fist, Power weapon

Wargear Options:

- 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.

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hand flamer CLOSE-QUARTERS, TORRENT	9"	3	-	4	0	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
Inferno Pistol CLOSE-QUARTERS, MELTA 1	9"	1	3+	8	-3	D3+2
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, CLOSE-QUARTERS	12"	1	3+	8	-3	2

ABILITIES

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

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.

Savage Fury

This unit has +1 to charge rolls.

KEYWORDS: Infantry, Imperium, Death Company Marines with Jump Packs, Tacticus, Fly, Jump Pack, Death Company, Explosives



FACTION: Adeptus Astartes, Blood Angels 130-260 PTS

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	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

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.

Torrent

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

