

DEATH COMPANY MARINES

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

AUFSTELLUNG

5-10x Death Company Marine w/Eviscerator oder Death Company Marine w/ Chainsword and Heavy Bolt Pistol oder Death Company Marine w/ alternate weapons oder Death Company Marine w/ Bolt Rifle oder Death Company Marine w/ Bolt Rifle and Grenade Launcher (32mm)

Equipped with: Hand flamer, Heavy Bolt Pistol, Inferno Pistol, ➤ Bolt Rifle - Focused Fire, ➤ Bolt Rifle - Saturation, ➤ Grenade Launcher - Frag, ➤ Grenade Launcher - Krak, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Combat blade, Eviscerator, Power fist, Power weapon, Thunder Hammer

Wargear Options:

- This model's Heavy Bolt Pistol and Chainsword can be replaced with 1x Eviscerator.
- This model's Chainsword can be replaced with 1x Bolt Rifle or 1x Bolt Rifle.
- Each Death Company Marine w/ alternate weapons can replace its Chainsword with Bolt rifle and combat blade, Thunder Hammer, Power weapon or Power fist.

⊕ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hand flamer CLOSE-QUARTERS, TORRENT	9"	3	-	4	0	1

ABILITIES

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



Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
Inferno Pistol CLOSE-QUARTERS, MELTA 1	9"	1	3+	8	-3	D3+2
► 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
► Grenade Launcher - Frag BLAST 1	24"	4	3+	4	-1	1
► Grenade Launcher - Krak RAPID FIRE 1	24"	2	3+	10	-2	3
► 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
Combat blade	Melee	3	3+	5	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

An Honourable Death in Combat

This unit's attacks:

- Have [SUSTAINED HITS 1], if this unit is below starting strength.
- Or: have [SUSTAINED HITS 2], if this unit is below half-strength.

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

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.

