

DEATH COMPANY MARINES WITH BOLT RIFLES - IMPERIUM - BLOOD ANGELS

80–155 PTS

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, ➤ Astartes Grenade Launcher - Frag, ➤ Astartes Grenade Launcher - Krak, Close Combat Weapon, Power Fist

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 Astartes Chainsword.

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

FACTION KEYWORDS: Adeptus Astartes, Blood Angels

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Rifle ASSAULT, HEAVY	24"	2	3+	4	-1	1
➤ Astartes Grenade Launcher - Frag BLAST	24"	D3	3+	4	0	1
➤ Astartes Grenade Launcher - Krak	24"	1	3+	9	-2	D3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	3	3+	4	0	1
Power Fist	Melee	3	3+	8	-2	2

ABILITIES

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.

Black Rage

Each time a model in this unit makes a melee attack, you can re-roll the Hit roll. 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 be selected to Fall Back and its Objective Control characteristic is 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 ABILITIES

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).

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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.

CORE RULES

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.