

DEATH COMPANY MARINES WITH
BOLTGUNS [LEGENDS] - IMPERIUM -
BLOOD ANGELS

125–250 PTS

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

AUFSTELLUNG
5-10x Death Company Marine
Equipped with: 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 Astartes Chainsword with Power fist or Power weapon.
- Each Death Company Marine can replace its Bolt pistol with Plasma pistol, Hand flamer or Inferno Pistol.

KEYWORDS: Infantry, Grenades, Imperium, Death Company Marines with Boltguns, Death Company
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	2

ABILITIES

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.

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
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.'

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.