

DEATH COMPANY MARINES WITH BOLTGUNS AND JUMP PACKS

[LEGENDS] - IMPERIUM - BLOOD ANGELS

140–280 PTS

M	T	Sv	W	LD	OC
12"	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 and Jump Packs, 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

Attached Leader

If a Chaplain model from your army with the Leader ability can be attached to Assault Intercessors with Jump Packs or an Assault Squad with Jump Packs, 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 with Jump Packs unit, it can be attached to this unit instead.

Beserk Fury

You can re-roll Charge rolls made for this unit

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

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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.