

DEATH COMPANY MARINES WITH JUMP
PACKS - IMPERIUM - BLOOD ANGELS

120–230 PTS

M	T	Sv	W	LD	OC
12"	4	3+	2	6+	1

AUFSTELLUNG
5-10x Death Company Marine oder Death Company Marine w/ alternate weapons
Wargear Options:

- Each Death Company Marine w/ alternate weapons can replace its Heavy Bolt Pistol with Plasma pistol, Hand flamer or Inferno Pistol.
- Each Death Company Marine w/ alternate weapons can replace its Power weapon with Power fist, Eviscerator or Astartes Chainsword.

KEYWORDS: Infantry, Grenades, Imperium, Death Company Marines with Jump Packs, Tacticus, Fly, Jump Pack, Death Company
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

ABILITIES

Attached Unit
If a Chaplain model from your army with the Leader ability can be attached to Assault Intercessors with Jump Packs, 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.'

Savage Fury
You can re-roll Charge rolls made for this unit.

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.