

DEATH COMPANY MARINES WITH BOLTGUNS AND JUMP PACKS [LEGENDS]

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.

⌘ MELEE WEAPONS

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

ABILITIES

RULES - Deep Strike, Feel No Pain 6+

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.'

