

DEATH COMPANY MARINES WITH JUMP PACKS

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.

ABILITIES

RULES - Deep Strike, Feel No Pain 6+

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.

KEYWORDS: Infantry, Grenades, Imperium, Death Company Marines with Jump Packs, Tacticus, Fly, Jump Pack, Death Company



FACTION: Adeptus Astartes, Blood Angels 120–230 PTS