

IMPERIUM - BLOOD ANGELS

DEATH COMPANY

MARINES

85–160 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol PISTOL	18"	1	3+	4	-1	1

AUFSTELLUNG

5-10x Death Company Marine w/Eviscerator oder Death Company Marine oder Death Company Marine w/ alternate weapons

Equipped with: Heavy Bolt Pistol

Wargear Options:

- This model's Heavy Bolt Pistol and Astartes Chainsword can be replaced with 1x Eviscerator.
- Each Death Company Marine w/ alternate weapons can replace its Heavy Bolt Pistol with Hand flamer, Inferno Pistol or Plasma pistol.
- Each Death Company Marine w/ alternate weapons can replace its Thunder Hammer with Power weapon, Astartes Chainsword or Power fist.

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 Unit

If a Chaplain model from your army with the Leader ability can be attached to Assault Intercessor Squad, 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.'

WEAPON RULES

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

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.

