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| Space Marines | No Subfaction | All-Round List | 500 Points |

All-Round Squad

*A Squad for all occasions and all missions. Gets the job done. What else could you want?*

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| Sgt. Legionaire #1 | | 80 Points |
| Rules: | - |  |
| Weapon: | Bolter – *Magnum Rounds* | 20P |
| Equipment: | Concussive Grenade, Stim Pack | 10P |
| Traits: | Ranger – Hipshots, Snapshots |  |

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| Sgt. Legionaire #2 | | 80 Points |
| Rules: | - |  |
| Weapon: | Bolter – *Magnum Rounds* | 20P |
| Equipment: | Concussive Grenade, Stim Pack | 10P |
| Traits: | Ranger – Hipshots, Snapshots |  |

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| Sgt. Legionaire #3 | | 70 Points |
| Rules: | - |  |
| Weapon: | Melta Gun | 20P |
| Equipment: | - |  |
| Traits: | Ranger – Hipshots, Snapshots |  |

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| Cpn. Assault Marine | | 130 Points |
| Rules: | - |  |
| Weapon: | Power Claws – *Sharpened Blades* | 40P |
| Equipment: | Jump Pack (+10cm *run*, +5cm *charge*) |  |
| Traits: | Assault – Momentum, Heavy Strikes, Executioner |  |

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| Cpn. Terminator | | 140 Points |
| Rules: | *Armored* |  |
| Weapon #1: | Minigun – *Magnum Rounds* | 20P |
| Weapon #2: | Powerfist |  |
| Equipment: | - |  |
| Traits: | Juggernaught – Tripod, Steady Hands, Ranger – Hipshots |  |