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| Space Marines | No Subfaction | Close Combat List | 500 Points |

Assault Squad

*If you ever feel the need to just charge in, this Squad is for you!*

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| Sgt. Legionaire #1 | | 70 Points |
| Rules: | - |  |
| Weapon: | Melta Gun | 20P |
| Equipment: | - |  |
| TraitS: | Ranger – Hipshots, Snapshots |  |

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| --- | --- | --- |
| CPN. Assault Marine | | 110 Points |
| Rules: | - |  |
| Weapon: | Power Claws | 20P |
| Equipment: | - |  |
| TraitS: | Assault – Momentum, Heavy Strikes, Executioneer |  |

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| --- | --- | --- |
| CPn. Assault Marine | | 110 Points |
| Rules: | - |  |
| Weapon: | Power Claws | 20P |
| Equipment: | - |  |
| TraitS: | Assault – Momentum, Heavy Strikes, Executioneer |  |

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| --- | --- | --- |
| Cpn. Assault Marine | | 110 Points |
| Rules: | - |  |
| Weapon #1: | Hand Flamer | 10P |
| Weapon #2: | Hand Flamer | 10P |
| Equipment: | - |  |
| TraitS: | Devastator – Big Boom, Epicenter, Total Destruction |  |

|  |  |  |
| --- | --- | --- |
| Sgt. Terminator | | 100 Points |
| Rules: | - |  |
| Weapon: | Hurricane Missile Launcher |  |
| Equipment: | - |  |
| TraitS: | Devastator – Big Boom, Epicenter |  |