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| Space Marines | No Subfaction | Ranged Combat | 500 Points |

Firepower

*Pure firepower to bring down any foe, in your hands with this Squad!*

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| Sgt. Legionaire #1 | | 80 Points |
| Rules: | - |  |
| Weapon: | Grav Gun | 20P |
| Equipment: | Grav Grenade x2 | 10P |
| TraitS: | Juggernaut – Tripod, Steady Hands |  |

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| Sgt. Legionaire #2 | | 75 Points |
| Rules: | - |  |
| Weapon #1: | Melta Gun | 20P |
| Equipment: | Grav Grenade | 5P |
| Traits: | Juggernaut – Tripod, Steady Hands |  |

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| CPN. Devastator #1 | | 100 Points |
| Rules: | - |  |
| Weapon: | Heavy Bolter |  |
| Equipment: | Stim Pack x2 | 10P |
| Traits: | Juggernaut – Tripod, Barrage, Massive Strength |  |

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| --- | --- | --- |
| CPN. Devastator #2 | | 100 Points |
| Rules: | - |  |
| Weapon: | Heavy Bolter |  |
| Equipment: | Stim Pack x2 | 10P |
| Traits: | Juggernaut – Tripod, Barrage, Massive Strength |  |

|  |  |  |
| --- | --- | --- |
| CMD. Assault Marine | | 145 Points |
| Rules: | - |  |
| Weapon #1: | Bolter |  |
| Weapon #2: | Bolter |  |
| Equipment: | Combat Visor, Med Kit | 25P |
| Traits: | Juggernaut – Tripod, Barrage, Dual Wield; Ranger - Hipshots |  |