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| Space Marines | No Subfaction | Ranged & CQ Firepower | 500 Points |

Furious Fists

*An elite team of well-equipped Space Marine operatives, battle tested and Emperor-approved.*

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| --- | --- | --- |
| CMD. Legionaire | | 170 Points |
| stats | |  |  |  |  |  | | --- | --- | --- | --- | --- | | 5 | 12 | 10 | 5\* | 2 | |  |
| Rules: | *Armor(front)* |  |
| Weapon #1: | Bolter *(10/3 Lethal Weapon)* |  |
| Equipment: | Stormshield, Void-Hardened Armor (all non-*Pen* hits are max <8 *To-Wound),* Concussive Grenade | |
| Traits: | Ranger: *Take Aim (+3 MM when not moving), Snapshots (15cm), Bulletstorm (+2AP after 2 attacks); Juggernaught: Tripod (+3 MM in cover)* | |

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| CMD. Legionaire | | 160 Points |
| stats | |  |  |  |  |  | | --- | --- | --- | --- | --- | | 5 | 14 | 10 | 5\* | 2 | |  |
| Rules: | - |  |
| Weapon #1: | Bolter *(12/3 Mastercrafted)* |  |
| Weapon #2: | Bolter *(12/3 Mastercrafted)* |  |
| Equipment: | Combat Visor |  |
| Traits: | Juggernaught: *Tripod (+3 MM in cover), Barrage (two dice rerolls per To-Hit), Dual-Wield;* Ranger: *Hipshots (+3 MM after moving)* | |

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| --- | --- | --- |
| CPN. Legionaire | | 170 Points |
| stats | |  |  |  |  |  | | --- | --- | --- | --- | --- | | 4 | 13 | 10 | 10 | 5 | |  |
| Rules: | - |  |
| Weapon #1: | Shotgun *(12/5 15cm Explosive Rounds Mastercrafted Target Matrix)* | |
| Equipment: | Combat Knife, Target Uplink |  |
| Traits: | Ranger: *Hipshots (+3 MM after moving), CQ (+2 Crit within 10cm), Weak Spots* | |

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