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| Space Marines | Imperial Fists | Defensive | 500 Points |

Tyr’s Fists

*Kalaman Tyr’s personally selected Squad of elite Space Marines, ready to fortify any position.*

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| Kalaman Tyr | | 150 Points |
| stats | *5 12 - 5\* 2* |  |
| Rules: | *Armored (front only)* |  |
| Weapon #1: | Bolter |  |
| Weapon #2: |  |  |
| Equipment: | Stormshield |  |
| Trait: |  |  |
| Synergy: |  |  |

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| --- | --- | --- |
| Legionaire | | 80 Points |
| Stats | *4 10 10 10 3* |  |
| Rules: | *Deflect all hits on <15, only front* |  |
| Weapon #1: | Bolter + Target Matrix |  |
| Weapon #2: | Breacher Shield |  |
| Equipment: | Concussive, Grav |  |
| Traits: | Tripod (+3 MM in cover), Barrage (reroll 2 dice *To-hit)* |  |

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| --- | --- | --- |
| Legionaire | | 80 Points |
| Stats | *4 10 10 10 3* |  |
| Rules: | *Deflect all hits on <15, only front* |  |
| Weapon #1: | Bolter + Target Matrix |  |
| Weapon #2: | Breacher Shield |  |
| Equipment: | Concussive, Grav |  |
| Traits: | Tripod (+3 MM in cover), Barrage (reroll 2 dice *To-hit)* |  |

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| CPN. Devastator | | 110 Points |
| Stats | *4 10 – 5\* 2* |  |
| Rules: | - |  |
| Weapon #1: | Heavy Flamer (12/2) |  |
| Weapon #2: |  |  |
| Equipment: | - |  |
| Traits: | Big Boom (+1 dmg), Epicenter (closest +1hit), Total Destruction (reroll once *To-Wound)* | |

|  |  |  |
| --- | --- | --- |
| Legionaire | | 70 Points |
| Stats | *4 10 10 10 2* |  |
| Rules: | - |  |
| Weapon #1: | Grav Gun (10/2) |  |
| Weapon #2: |  |  |
| Equipment: | - |  |
| Traits: | Tripod (+3 MM in cover), Barrage (reroll 2 dice *To-hit)* |  |