



Death Company Marines with Jump Packs [260pts]

- . Death Company Marine
- . . Melee weapon and pistol: Inferno Pistol, Power Fist
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- . . Melee weapon and pistol: Inferno Pistol, Power Fist
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Death Company Marines with Jump Packs [130pts]

- . Death Company Marine
- . . Melee weapon and pistol: Inferno Pistol, Power Fist
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- . Death Company Marine
- . . Melee weapon and pistol: Inferno Pistol, Power Fist
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Eradicator Squad [95pts]

- . Eradicator
- . Eradicator Sergeant
- . Eradicator with Multi-melta

Inceptor Squad [130pts]: Assault Bolters

- . 2x Inceptor: 2x Close Combat Weapon
- . Inceptor Sergeant

Infiltrator Squad [100pts]: Helix Gauntlet

- . Infiltrator Sergeant
- . 4x Infiltrators: 4x Bolt Pistol, 4x Close Combat Weapon, 4x Marksman Bolt Carbine

Scout Squad [65pts]

- . Scout Sergeant: Astartes Chainsword
- . Scouts w/ Astartes Shotgun
- . 3x Scouts w/ Combat Knife: 3x Bolt Pistol, 3x Close Combat Weapon, 3x Combat Knife

+ Vehicle +

Baal Predator [125pts]: 2 Heavy Bolters, Baal Flamestorm Cannon, Hunter Killer Missile, Storm Bolter

Gladiator Lancer [160pts]: 2 Fragstorm Grenade Launchers, Icarus Rocket Pod, Ironhail Heavy Stubber

Land Raider Redeemer [260pts]: Hunter Killer Missile, Multi-melta, Storm Bolter

+ Allied Units +

Callidus Assassin [90pts]