



Quartermaster

Randoms Tournament List	1,492
Space Marines	
HQ	195
Sergeant Telion	50
WS5 • BS6 • S4 • T4 • W2 • I4 • A2 • Ld9 • Sv4+	
<i>Quietus; bolt pistol; frag grenades; krak grenades; camo cloak Infantry (Character); And They Shall Know No Fear; Chapter Tactics (Ultramarines); Independent Character; Infiltrate; Move Through Cover; Scout; Stealth; Eye of Vengeance; Scout Sergeant; Voice of Experience</i>	
Chaplain	145
WS5 • BS4 • S4 • T4 • W2 • I4 • A2 • Ld10 • Sv3+	
<i>crozius arcanum; frag grenades; krak grenades; rosarius; Space Marine bike; Tarentian Cloak Infantry (Character); Chapter Tactics; Independent Character; Zealot</i>	
Troops	592
10 Tactical Marines	200
9 Tactical Marines	
WS4 • BS4 • S4 • T4 • W1 • I4 • A1 • Ld8 • Sv3+	
<i>9 Tactical Marines; boltguns; bolt pistols; frag grenades; krak grenades; plasma gun; lascannon Infantry; And They Shall Know No Fear; Chapter Tactics; Combat Squads</i>	
1 Veteran Sergeant	
WS4 • BS4 • S4 • T4 • W1 • I4 • A2 • Ld9 • Sv3+	
<i>boltgun; power weapon; frag grenades; krak grenades Infantry (Character); And They Shall Know No Fear; Chapter Tactics; Combat Squads</i>	
5 Tactical Marines	90
4 Tactical Marines	
WS4 • BS4 • S4 • T4 • W1 • I4 • A1 • Ld8 • Sv3+	
<i>4 Tactical Marines; boltguns; bolt pistols; frag grenades; krak grenades; heavy bolter Infantry; And They Shall Know No Fear; Chapter Tactics; Combat Squads</i>	
1 Veteran Sergeant	
WS4 • BS4 • S4 • T4 • W1 • I4 • A2 • Ld9 • Sv3+	
<i>boltgun; bolt pistol; frag grenades; krak grenades Infantry (Character); And They Shall Know No Fear; Chapter Tactics; Combat Squads</i>	
10 Scouts	164
9 Scouts	
WS4 • BS4 • S4 • T4 • W1 • I4 • A1 • Ld8 • Sv4+	
<i>9 Scouts; 8 × sniper rifle; missile launcher; bolt pistols; frag grenades; krak grenades; camo cloaks Infantry; And They Shall Know No Fear; Chapter Tactics; Combat Squads; Infiltrate; Move Through Cover; Scout</i>	
1 Veteran Scout Sergeant	
WS4 • BS4 • S4 • T4 • W1 • I4 • A2 • Ld9 • Sv4+	

sniper rifle; bolt pistol; frag grenades; krak grenades

Infantry (Character); And They Shall Know No Fear; Chapter Tactics; Combat Squads; Infiltrate; Move Through Cover; Scout

4 Space Marine Bikers

138

2 Space Marine Bikers

WS4 • BS4 • S4 • T5 • W1 • I4 • A1 • Ld8 • Sv3+

2 Space Marine Bikers; frag grenades; krak grenades; Space Marine bikes; Space Marine bikes

Bike; And They Shall Know No Fear; Chapter Tactics; Combat Squads; Mounted Assault

1 Biker Veteran Sergeant

WS4 • BS4 • S4 • T5 • W1 • I4 • A2 • Ld9 • Sv3+

power fist; frag grenades; krak grenades

Bike (Character); And They Shall Know No Fear; Chapter Tactics; Combat Squads

1 Attack Bike

WS4 • BS4 • S4 • T5 • W2 • I4 • A2 • Ld8 • Sv3+

bolt pistol; heavy bolter; frag grenades; krak grenades

Bike; And They Shall Know No Fear; Chapter Tactics; Combat Squads; Mounted Assault

Elites

180

Venerable Dreadnoughts

- **Venerable Dreadnought**

145

WS5 • BS5 • S6 • FA12 • SA12 • RA10 • I4 • A4 • HP3

assault cannon; power fist; searchlight; smoke launchers; **extra armour**

Vehicle (Walker); Chapter Tactics; Venerable

- **Drop Pod**

35

BS4 • FA12 • SA12 • RA12 • HP3

storm bolter

Vehicle (Open-topped, Transport); Immobile; Drop Pod Assault; Inertial Guidance System

Fast Attack

380

Stormtalon Gunship

125

BS4 • FA11 • SA11 • RA11 • HP2

twin-linked assault cannon; **twin-linked lascannon**; ceramite plating

Vehicle (Flyer, Hover); Strafing Run; Vectored Afterburners

Stormtalon Gunship

125

BS4 • FA11 • SA11 • RA11 • HP2

twin-linked assault cannon; **twin-linked lascannon**; ceramite plating

Vehicle (Flyer, Hover); Strafing Run; Vectored Afterburners

Stormhawk Interceptor

130

BS4 • FA12 • SA11 • RA11 • HP2

twin-linked assault cannon; **Icarus stormcannon**; **Skyhammer missile launcher**; ceramite plating; infernum halo-launcher

Vehicle (Flyer); Supersonic; High Altitude Fighter

Vindicators• **Vindicator**

145

BS4 • FA13 • SA11 • RA10 • HP3Demolisher cannon; storm bolter; searchlight; smoke launchers; **siege shield**; **storm bolter**; **extra armour***Vehicle (Tank); Linebreaker Bombardment*