

Warhammer 40000 Tau Empire Codex Pdf Download

## SPACE MARINE TACTICAL SQUAD

## COMPOSITION:

The squad consists of 1 Space Marine Sergeant and 9 Space Marines.

### TRANSPORT:

The Tactical Squad may take either a Rhino (50 points), Razorback (65 points), or Drop Pod (50 points).

## **SPECIAL RULES:**

Rapid Fire, And They Shall Know No

Chosen.			ors	CONTRACT				A STATE OF THE PARTY OF THE PAR				
	М	WS	BS	s	Т	w	ī	Α	LD	CI	Sv	
Marine	4	4	4	4	4	1	4	1	8	8	3+	
Corgoant	4	E	E	4	4	4	Б	2	0	0	2+	

RAPID FIRE: If they remain stationary the Marines may fire their Bolters, Bolt Pistols or Storm Bolters twice in a turn.

ATSKNF: Space Marines who 'fail' a Fear or Terror test may engage as normal but are at -1 WS and -1 I for the first round of combat. Space Marines who break automatically regroup and act as normal and may use Orders on that turn.

COMBAT SQUADS: Space Marines may deploy in two different squads at the start of the battle. They may freely split up into two 5-man squads during the battle if they remain at 10

THE EMPEROR'S CHOSEN: A Space Marines physiology and power armour mean they are immune to all flash & gas effects. They take damage from Poisoned weapons as normal but the to wound roll is reduced by -1. Their armour also incorporates a series of medical systems. This, along with their natural resilience and willpower, means Space Marines can effectively 'regenerate' at the end of a Rally Phase on a roll of 5 or 6 but only to wounds caused by weapons with a Strength of 4 or less.

# **SPACE MARINE TACTICAL SQUAD**

WEAPONS: Bolters, Bolt Pistols & Frag Grenades. One model may replace their bolter with a Meltagun (8 points), Flamer (9 points), Plasmagun (8 points) or Vengeance Launcher (12 points). One model may replace their bolter with a Lascannon (45 points), Missile Launcher (45 points + 5 points each for Melta, Anti-plant and Plasma Missiles), Multi-melta (65 points) or Heavy Bolter (15 points). The Squad may be equipped with Krak Grenades for + 30 points. The Sergeant may take a Plasma pistol (5 points), Hand Flamer (7 points), Storm Bolter (6 points), Power Fist (10 points), Power Axe (7 points) or Power Sword (6 points). The Sergeant may have 1 Wargear Card at the cost indicated.

## **WEAPON DATA**

	RANGE		TO HIT				SAVE ARMOUR		
WEAPON	SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.	SPECIAL
Bolter	0-12	12-24	+1	-	4	- 1	-1	D6+4	-
Bolt Pistol	0-8	8-16	+2	-	4	- 1	-1	D6+4	CC
Heavy Bolter	0-12	12-32	+1	-	8	D4	-3	D6+D10+8	Sus.Fire 2D
Multi-melta	0-12	12-24	+1	-	8	2D12	-4	D6+2D12+8	Blast MoF
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	MoF
Missile Launcher	0-20	20-72	-	-	-	-	-	-	MoF
Frag	-	-	-	-	4	- 1	-1	D6+4	2" Blast
Krak	-	-	-	-	8	D10	-6	2D6+8	-
Melta	-	-	-	-	8	D6	-4	D6+D12+8	1" Blast
Plasma	-	-	-	-	5	- 1		D6+5	2" Blast, Spec
Plasma Cannon	0-20	20-60	-	-	9	D6	-4	D6+9	MoF, 2" Blast
Meltagun	0-6	6-12	+1	-	8	D6	-4	2D6+8	Blast
Flamer	Tem	plate	-	-	4	1	-2	D6+4	Ignite 4+
Plasma Gun	0-6	6-24	+1	-	7	- 1	-2	D6+7	Sus.Fire 1D
Vengeance	0-8	8-18	-	-	5	1	-1	D6+D3+5	Blast.
Launcher									Detonation.
Power Sword		-			5	- 1	-3	2D6+5	Parry
Power Axe									
One Handed	-		-		5	1	-2	2D6+5	
Two Handed		-			6	1	-3	D6+D12+6	
Power Fiat		-			8	- 1	-5	D6+D20+8	

DAMAGE:

POINTS COST: 350 points + weapons + transport

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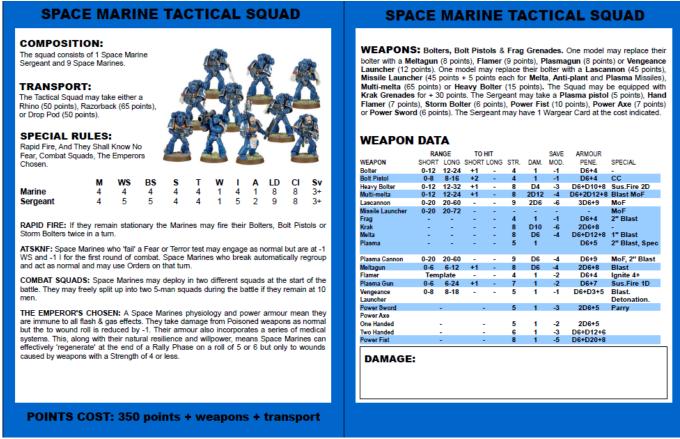
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## Among Us Portable

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