




[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 Fear, Combat Squads, The Emperors Chosen.



	M	WS	BS	S	T	W	I	A	LD	CI	Sv
Marine	4	4	4	4	4	1	4	1	8	8	3+
Sergeant	4	5	5	4	4	1	5	2	9	8	3+

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 men.

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.

POINTS COST: 350 points + weapons + transport

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

WEAPON	RANGE		TO HIT			DAM.	MOD.	SAVE	ARMOUR	SPECIAL
	SHORT	LONG	SHORT	LONG	STR.					
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+2D10+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	Template	-	-	-	4	1	-2	D6+4	Ignite 4+	
Plasma Gun	0-6	6-24	+1	-	7	1	-2	D6+7	Sus.Fire 1D	
Vengeance Launcher	0-8	8-18	-	-	5	1	-1	D6+D3+5	Blast, Detonation.	
Power Sword	-	-	-	-	5	1	-3	2D6+5	Parry	
Power Axe	-	-	-	-	6	1	-3	D6+D12+6	-	
One Handed	-	-	-	-	5	1	-2	2D6+5	-	
Two Handed	-	-	-	-	6	1	-3	D6+D12+6	-	
Power Fiat	-	-	-	-	8	1	-5	D6+D20+8	-	

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Bolt Pistol	0-8	8-16	+2	-	4	1	-1	-	D6+4	CC
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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	-	Template	-	-	4	1	-2	-	D6+4	Ignite 4+
Plasma Gun	0-6	6-24	+1	-	7	1	-2	-	D6+7	Sus Fire 1D
Vengeance Launcher	0-8	8-18	-	-	5	1	-1	-	D6+D3+5	Blast Detonation.
Power Sword	-	-	-	-	5	1	-3	-	2D6+5	Parry
Power Axe	-	-	-	-	5	1	-2	-	2D6+5	-
One Handed	-	-	-	-	6	1	-3	-	D6+D12+8	-
Two Handed	-	-	-	-	8	1	-5	-	D6+D20+8	-

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