



TACTICAL SQUAD



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bolter	24"	1	3+	4+	-	1
Bolt Pistol	12"	1	3+	4+	-	1
Frag Grenade	8"	1	B+3	5+	-	1
Krak Grenade	8"	1	3+	2+	-1	1

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Combat Knife	1"	1	4+	4+	-	1
Chainsword	1"	3	3+	4+	-	1

DESCRIPTION

A Tactical Squad has 5 or more models. Tactical Space Marines are armed with Bolters, Bolt Pistols and Combat Knives. The Leader of this unit is a Tactical Sergeant, he is equipped with Bolt Pistol and Chainsword. All models have Frag and Krak Grenades.

INITIATIVE

Tactical Squad is a **NORMAL INITIATIVE** unit.

EQUIPEMENT

Units with less than 10 models can replace one bolter with a **SPECIAL WEAPON** or a **HEAVY WEAPON**. A unit with 10 models can replace one bolter for a **SPECIAL WEAPON** and another Bolter for a **HEAVY WEAPON**.

The Sergeant can replace his weapons with any **HAND WEAPON**, **COMBI WEAPON**, or **MELEE WEAPON**. The Sergeant may take **Melta Bombs**, and **Teleport Homer**.

WEAPONS

Rapid Fire Gun: A Bolter can make 2 attacks instead of 1 if the target is within 12". Models that shoot with Bolter can't Charge in the same turn.

TRANSPORT

A Tactical Squad can select a Drop Pod, Rhino or Razorback as a Dedicated Transport.

KEYWORDS

HUMAN, ASTARTES, SPACE MARINES, INFANTRY, TACTICAL SQUAD