



TACTICAL SQUAD

| M | T | SV | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 4 | 3+ | 2 | 6+ | 2 |



|  RANGED WEAPONS | RANGE | A | BS | S | AP | D |
|--|-------|----|-----|---|----|----|
| Bolt pistol [PISTOL] | 12" | 1 | 3+ | 4 | 0 | 1 |
| Boltgun | 24" | 2 | 3+ | 4 | 0 | 1 |
| Flamer [IGNORES COVER, TORRENT] | 12" | D6 | N/A | 4 | 0 | 1 |
| Grav-gun [ANTI-VEHICLE 2+] | 18" | 2 | 3+ | 5 | -1 | 2 |
| Meltagun [MELTA 2] | 12" | 1 | 3+ | 9 | -4 | D6 |
| ➤ Plasma gun – standard [RAPID FIRE 1] | 24" | 1 | 3+ | 7 | -2 | 1 |
| ➤ Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1] | 24" | 1 | 3+ | 8 | -3 | 2 |

|  MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|---|-------|---|----|---|----|---|
| Astartes chainsword | Melee | 4 | 3+ | 4 | -1 | 1 |
| Close combat weapon | Melee | 2 | 3+ | 4 | 0 | 1 |
| Power fist | Melee | 2 | 3+ | 8 | -2 | 2 |
| Power weapon | Melee | 3 | 3+ | 5 | -2 | 1 |
| Thunder hammer [DEVASTATING WOUNDS] | Melee | 2 | 4+ | 8 | -2 | 2 |
| Twin lightning claws [TWIN-LINKED] | Melee | 4 | 3+ | 4 | -2 | 1 |

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, TACTICAL SQUAD



ABILITIES

FACTION: **Oath of Moment**

Tactical Flexibility: This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

FACTION KEYWORDS:
ADEPTUS ASTARTES

TACTICAL SQUAD

Tactical Squads have formed the backbone of Space Marine Chapters for ten thousand years. With access to a wide range of weapons, they can purge swathes of enemy infantry, scour battlefields clean of heavily armoured foes or punch burning holes through tanks.



WARGEAR OPTIONS

- 1 Tactical Marine's boltgun can be replaced with one of the following:
 - 1 flamer
 - 1 heavy bolter*
 - 1 heavy flamer*
 - 1 grav-cannon*
 - 1 grav-gun
 - 1 lascannon*
 - 1 meltagun
 - 1 missile launcher*
 - 1 multi-melta*
 - 1 plasma cannon*
 - 1 plasma gun
- 1 Tactical Marine's boltgun can be replaced with one of the following:
 - 1 flamer
 - 1 grav-gun
 - 1 meltagun
 - 1 plasma gun
- The Tactical Sergeant's bolt pistol and boltgun can be replaced with 1 twin lightning claws, or two different weapons from the following list:**
 - 1 Astartes chainsword
 - 1 bolt pistol
 - 1 boltgun
 - 1 combi-weapon*
 - 1 grav-pistol*
 - 1 hand flamer*
 - 1 inferno pistol*
 - 1 plasma pistol*
 - 1 storm bolter*
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer

** The profile for this weapon can be found on the Adeptus Astartes Armoury card.*

*** This model can only be equipped with two ranged weapons if one of them is a Pistol (and it can only have one Pistol).*

UNIT COMPOSITION

- 1 Tactical Sergeant
- 9 Tactical Marines

Every model is equipped with: bolt pistol; boltgun; close combat weapon.

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