ERADICATOR SQUAD WITH MELTA RIFLES

100–200 PTS

M	T	Sv	W	LD	OC
5"	6	3+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
➤ Melta Rifle MELTA 2	18"	1	3+	10	-3	D3+2
➤ Melta Rifle HUNTER:Monster/Vehicle MELTA 2	18"	1	2+	12	-3	D3+2
➤ Multi-melta MELTA 3	18"	2	3+	10	-3	D3+2
➤ Multi-melta HUNTER:Monster/Vehicle MELTA 3	18"	2	2+	12	-3	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1

ABILITIES

Total Obliteration
This unit's ranged attacks can re-roll damage rolls

WEAPON ABILITIES

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

AUFSTELLUNG

3-6x Eradicator Sergeant oder Eradicator oder Eradicator with Multi-melta (40mm)

Equipped with: Bolt pistol, ➤ Melta Rifle, ➤ Melta Rifle HUNTER:Monster/Vehicle, ➤ Multi-melta, ➤ Multi-melta HUNTER:Monster/Vehicle, Ceramite Fists

KEYWORDS: Infantry, Imperium, Gravis, Eradicator Squad with Melta Rifles, Explosives
FACTION KEYWORDS: Adeptus Astartes

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FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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