

ERADICATOR SQUAD WITH HEAVY BOLTERS - IMPERIUM - SPACE MARINES

100–215 PTS

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

AUFSTELLUNG
3-6x Eradicator oder Eradicator Sergeant (40mm)
Equipped with: Bolt pistol, Heavy Bolter, Ceramite Fists

KEYWORDS: Infantry, Imperium, Gravis, Eradicator Squad with Heavy Bolters, Explosives
FACTION KEYWORDS: Adeptus Astartes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Heavy Bolter HEAVY, RAPID FIRE 2, SUSTAINED HITS 1	36"	3	3+	6	-1	2

MELEE WEAPONS

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

ABILITIES

Overlapping Detonations
In your Shooting phase, when this unit is selected to shoot you can select one enemy unit visible to it. This unit's **heavy** bolters that targeted that selected unit have [BLAST 1].

WEAPON ABILITIES

Heavy
In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Rapid Fire
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

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.