

IMPERIUM - SPACE MARINES

ELIMINATOR SQUAD

Close-quartersCombat DoctrinesInfiltratorsStealth

M

8"

T

4

SV

3+

W

2

LD

6+

OC

1

85 PTS

Base 40mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt Sniper Rifle

HEAVYPRECISION

R	A	BS	S	AP	D
36"	1	3+	6	-2	3

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

Bolt pistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Instigator Bolt Carbine

LETHAL HITS: NON-MONSTER/VEHICLE

PRECISIONRAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-2	2

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Las fusil

HEAVY

R	A	BS	S	AP	D
36"	1	3+	10	-3	D3+3

VERWUNDET

2+

3+

4+

5+

6+

T1-5

T6-9

T10

T11-19

T20+

Special-issue Optics and Ammunition

In your Shooting phase, when this unit is selected to shoot, you can select one of the following:

This unit's ranged attacks have [IGNORES COVER].

Or: Select one enemy unit within 24" of this unit. That enemy unit has +6" detection range until this unit has shot.

4ANGRIFF

5NAHKAMPF

Ceramite Fists

R	A	WS	S	AP	D
Melee	3	3+	5	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

VERTEIDIGUNG

IMMER / EINMALIG

Chameleoline Cloaks

This unit has -3" detection range

GEGEN DIESE EINHEIT

W4 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5-7	S4	S3	S1-2

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

REGELN & KEYWORDS KURZ

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment...

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

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 unen...

LETHAL HITS

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...

RAPID FIRE

This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

1x Eliminator Sergeant oder Eliminator

Ausrüstung:

Bolt Sniper Rifle, Bolt pistol, Instigator Bolt Carbine, Las fusil, Ceramite Fists

Each Eliminator Sergeant can replace its Bolt Sniper Rifle with Instigator Bolt Carbine or Las fusil.

Each Eliminator can replace its Bolt Sniper Rifle with Las fusil.

KEYWORDS Infantry, Imperium, Phobos, Eliminator Squad, Explosives, Smoke · FRAKTION Adeptus Astartes