

ERADICATOR SQUAD WITH HEAVY BOLTERS

M5"

T6

SV3+

W3

LD6+

OC1

100–215 PTS
Base 40mm



Close-quarters

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt pistolCLOSE-QUARTERS

R12"

A1

BS3+

S5

AP-1

D1

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

Heavy BolterHEAVYRAPID FIRE 2SUSTAINED HITS 1

R36"

A3

BS3+

S6

AP-1

D2

VERWUNDET

2+T1–3

3+T4–5

4+T6

5+T7–11

6+T12+

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].

4ANGRIFF

5NAHKAMPF

Ceramite Fists

RMelee

A3

WS3+

S5

AP0

D1

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W6 · RW 3+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+S12+

3+S7–11

4+S6

5+S4–5

6+S1–3

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -25+

DS -36+

DS -4-

REGELN & KEYWORDS KURZ

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

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...

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

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

3-6x Eradicator oder Eradicator Sergeant

Ausrüstung: Bolt pistol, Heavy Bolter, Ceramite Fists

KEYWORDS Infantry, Imperium, Gravis, Eradicator Squad with Heavy Bolters, Explosives · FRAKTION Adeptus Astartes