

ERADICATOR SQUAD WITH MELTA RIFLES

M5"

T6

SV3+

W3

LD6+

OC1

100–200 PTS

Base 40mm

- Close-quarters
- Combat Doctrines

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt pistol

CLOSE-QUARTERS

R12"

A1

BS3+

S5

AP-1

D1

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

➤ Multi-melta

MELTA 3

R18"

A2

BS3+

S10

AP-3

D3+2

VERWUNDET

2+T1–5

3+T6–9

4+T10

5+T11–19

6+T20+

➤ Melta Rifle

MELTA 2

R18"

A1

BS3+

S10

AP-3

D3+2

VERWUNDET

2+T1–5

3+T6–9

4+T10

5+T11–19

6+T20+

➤ Melta Rifle HUNTER:Monster/Vehicle

MELTA 2

R18"

A1

BS2+

S12

AP-3

D3+2

VERWUNDET

2+T1–6

3+T7–11

4+T12

5+T13–23

6+T24+

Total Obliteration

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

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).

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

MELTA This ability always takes the form [MELTA X].

AUFSTELLUNG

3-6x Eradicator Sergeant oder Eradicator oder Eradicator with Multi-melta

Ausrüstung: 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 · FRAKTION Adeptus Astartes