

ELIMINATOR SQUAD

Close-quarters Combat Doctrines Infiltrators Stealth

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+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Bolt pistol

CLOSE-QUARTERS

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Instigator Bolt Carbine

LETHAL HITS: NON-MONSTER/VEHICLEPRECISIONRAPID FIRE 2

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Las fusil

HEAVY

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

VERWUNDET

2+

T1-5

3+

T6-9

4+

T10

5+

T11-19

6+

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

Ceramide Fists

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

VERTEIDIGUNG

60IMMER / EINMALIG

Chameleon 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

3+

DS -1

4+

DS -2

5+

DS -3

6+

DS -4

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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 deploy...

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, Ceramide 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