IMPERIUM - SPACE MARINES

ERADICATOR SQUAD WITH HEAVY BOLTERS

Close-quarters

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

100–215 PTS
Base 40mm

1 KOMMANDO

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2 BEWEGUNG

—

3 BESCHUSS

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+

Heavy Bolter — HEAVY · RAPID FIRE 2 · SUSTAINED HITS 1

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

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	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].

4 ANGRIFF

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5 NAHKAMPF

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

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W6 · RW 3+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

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).

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