

ERADICATOR SQUAD WITH MELTA RIFLES

M

5"

T

6

SV

3+

W

3

LD

6+

OC

1

100–200 PTS

Base 40mm

Close-quarters

Combat Doctrines

1

KOMMANDO

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+

Multi-melta

MELTA 3

R	A	BS	S	AP	D
18"	2	3+	10	-3	D3+2

VERWUNDET

2+

3+

4+

5+

6+

T1-5

T6-9

T10

T11-19

T20+

Multi-melta HUNTER:Monster/

Vehicle

MELTA 3

R	A	BS	S	AP	D
18"	2	2+	12	-3	D3+2

VERWUNDET

2+

3+

4+

5+

6+

T1-6

T7-11

T12

T13-23

T24+

Total Obliteration

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

4

ANGRIFF

5

NAHKAMPF

Ceramide 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+

6

VERTEIDIGUNG

7

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W6 · RW 3+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+

S12+

DS 0

3+

3+

S7-11

DS -1

4+

4+

S6

DS -2

5+

5+

S4-5

DS -3

6+

6+

S1-3

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.

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

AUFSTELLUNG

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

Ausrüstung: Bolt pistol, Multi-melta, Multi-melta HUNTER:Monster/Vehicle, Multi-melta, Multi-melta HUNTER:Monster/Vehicle, Ceramic Fists