

# ELIMINATOR SQUAD

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | SV | W | LD | OC |
| 8" | 4 | 3+ | 2 | 6+ | 1  |

## AUFSTELLUNG

1x Eliminator Sergeant oder Eliminator (40mm)

**Equipped with:** Bolt Sniper Rifle, Bolt pistol, Instigator Bolt Carbine, Las fusil, Ceramite Fists

### Wargear Options:

- 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.

## ⦿ RANGED WEAPONS

| WEAPON                                                                               | RANGE | A | BS | S  | AP | D    |
|--------------------------------------------------------------------------------------|-------|---|----|----|----|------|
| Bolt Sniper Rifle<br>HEAVY, PRECISION                                                | 36"   | 1 | 3+ | 6  | -2 | 3    |
| Bolt pistol<br>CLOSE-QUARTERS                                                        | 12"   | 1 | 3+ | 5  | -1 | 1    |
| Instigator Bolt Carbine<br>LETHAL HITS: NON-MONSTER/VEHICLE, PRECISION, RAPID FIRE 2 | 24"   | 2 | 3+ | 5  | -2 | 2    |
| Las fusil<br>HEAVY                                                                   | 36"   | 1 | 3+ | 10 | -3 | D3+3 |

## ✂ MELEE WEAPONS

| WEAPON         | RANGE | A | WS | S | AP | D |
|----------------|-------|---|----|---|----|---|
| Ceramite Fists | Melee | 3 | 3+ | 5 | 0  | 1 |

## ABILITIES

**RULES** - Close-quarters, Combat Doctrines, Infiltrators, Stealth

### Chameleoline Cloaks

This unit has -3" detection range

### 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.



## WEAPON RULES

### 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 unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

### 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.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].*

### 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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

### Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

