

ERADICATOR SQUAD WITH HEAVY BOLTERS

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

AUFSTELLUNG

3-6x Eradicator oder Eradicator Sergeant (40mm)

Equipped with: Bolt pistol, Heavy Bolter, Ceramite Fists

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Heavy Bolter HEAVY, RAPID FIRE 2, SUSTAINED HITS 1	36"	3	3+	6	-1	2

✂ MELEE WEAPONS

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

ABILITIES

RULES - Close-quarters

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].

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.



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).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

