# ELIMINATOR SQUAD

**75 PTS**

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

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Bolt Sniper Rifle<br>HEAVY<br>PRECISION | 36" | 1 | 3+ | 5 | -2 | 3 |
| Bolt pistol<br>CLOSE-QUARTERS | 12" | 1 | 3+ | 4 | 0 | 1 |
| Instigator Bolt Carbine<br>PRECISION | 24" | 1 | 3+ | 4 | -2 | 2 |
| Las fusil<br>HEAVY | 36" | 1 | 3+ | 9 | -3 | D6 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Close combat weapon | Melee | 3 | 3+ | 4 | 0 | 1 |

## ABILITIES

**Mark the Target**
Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

**Reposition Under Covering Fire**
In your Shooting phase, after this unit has shot, if it contains an Eliminator Sergeant equipped with an instigator bolt carbine, this unit can make a

Normal move. If it does so, until the end of the turn, this unit is not eligible to declare a charge.

## WEAPON ABILITIES

**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.

**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.

### AUFSTELLUNG

1x Eliminator Sergeant oder Eliminator

**Equipped with:** Bolt Sniper Rifle, Bolt pistol, Instigator Bolt Carbine, Las fusil, Close combat weapon

**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.

**KEYWORDS:** Infantry, Imperium, Grenades, Phobos, Eliminator Squad
**FACTION KEYWORDS:** Adeptus Astartes

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## CORE RULES

**Close-quarters**
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

**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 deployment zone and all enemy units.

**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).

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