

ERADICATOR SQUAD WITH HEAVY BOLTERS

80 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	4	0	1
Heavy Bolter HEAVY SUSTAINED HITS 1	36"	3	3+	5	-1	2
Heavy Bolter HEAVY SUSTAINED HITS 1	36"	3	3+	5	-1	2

MELEE WEAPONS

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

ABILITIES

Overlapping Detonations
In your Shooting phase, when this unit is selected to shoot you can select one non-MONSTER/VEHICLE enemy unit visible to it. While making attacks, this unit's heavy bolters that targeted that selected unit have [BLAST 1].

WEAPON ABILITIES

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).

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.



AUFSTELLUNG

3x Eradicator oder Eradicator Sergeant

Equipped with: Bolt pistol, Heavy Bolter, Close combat weapon



KEYWORDS: Infantry, Imperium, Gravis, Eradicator Squad, Eradicator Squad with Heavy Bolters
FACTION KEYWORDS: Adeptus Astartes