

ERADICATOR SQUAD - IMPERIUM -
SPACE MARINES

90–180 PTS

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

AUFSTELLUNG 3-6x Eradicator Sergeant oder Eradicator oder Eradicator with Multi-melta Equipped with: Bolt pistol, Melta rifle, Multi-melta, Close combat weapon Wargear Options: ■ This model's Melta rifle can be replaced with 1x Multi-melta.	KEYWORDS: Infantry, Grenades, Imperium, Gravis, Eradicator Squad FACTION KEYWORDS: Adeptus Astartes
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⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	4	0	1
Melta rifle HEAVY, MELTA 2	18"	1	3+	9	-4	D6
Multi-melta HEAVY, MELTA 2	18"	2	4+	9	-4	D6

⌘ MELEE WEAPONS

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

ABILITIES

Total Obliteration Each time a ranged attack made by a model in this unit targets a Monster or Vehicle model, you can re-roll the Hit roll, you can re-roll the Wound roll and you can re-roll the Damage roll.

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.
Melta This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic. <i>Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.</i>

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.
