

ERADICATOR SQUAD

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.

⚔ 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

RULES - Close-quarters

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 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.



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.

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.