

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	36"	3	3+	5	-1	2
SUSTAINED HITS 1						
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SUSTAINED HITS 1						

MELEE WEAPONS

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

AUFSTELLUNG

3x Eradicator oder Eradicator Sergeant

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

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 RULES

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.

