

IMPERIUM - SPACE MARINES

ERADICATOR SQUAD

90-180 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol	12"	1	3+	4	0	1
CLOSE-QUARTERS						
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

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.

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 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.

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.

