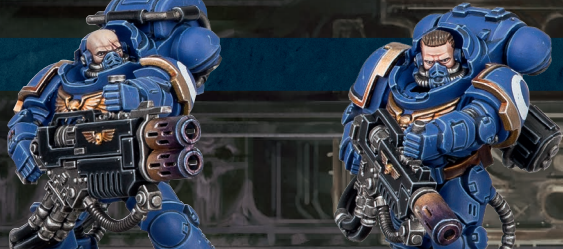


# ERADICATOR SQUAD

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



⦿	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Bolt pistol [PISTOL]	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	RANGE	A	WS	S	AP	D
	Close combat weapon	Melee	3	3+	4	0	1

## ABILITIES

**FACTION:** Oath of Moment

**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.

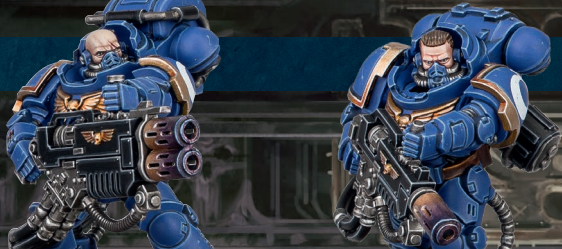
**KEYWORDS:** INFANTRY, GRENADES, IMPERIUM, GRAVIS, ERADICATOR SQUAD



**FACTION KEYWORDS:**  
ADEPTUS ASTARTES

# ERADICATOR SQUAD

*Before the molten ire of an Eradicator Squad, heavy armour and defended positions stand little chance. Eradicators wear the heavier Gravis-pattern of Mk X power armour, allowing them to stride unharmed through waves of incoming fire before bringing their own destructive weaponry to bear at close range.*



## WARGEAR OPTIONS

- For every 3 models in this unit, 1 Eradicator's melta rifle can be replaced with 1 multi-melta.

## UNIT COMPOSITION

- 1 Eradicator Sergeant
- 2-5 Eradicators

**Every model is equipped with:** bolt pistol; melta rifle; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, GRAVIS, ERADICATOR SQUAD



FACTION KEYWORDS:  
ADEPTUS ASTARTES