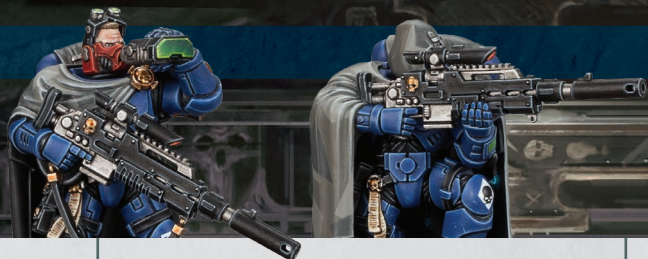




# ELIMINATOR SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt sniper rifle [HEAVY, PRECISION]	36"	1	3+	5	-2	3
Instigator bolt carbine [PRECISION]	24"	1	3+	4	-2	3
Las fusil [HEAVY]	36"	1	3+	9	-3	D6
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

## ABILITIES

CORE: **Infiltrators, Stealth**

FACTION: **Oath of Moment**

**Reposition Under Covering Fire:** In your Shooting phase, after this unit has shot, if it contains an Eliminator Sergeant equipped with an instigator bolt carbine, this unit can make a Normal move. If it does so, until the end of the turn, this unit is not eligible to declare a charge.

**Mark the Target:** Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

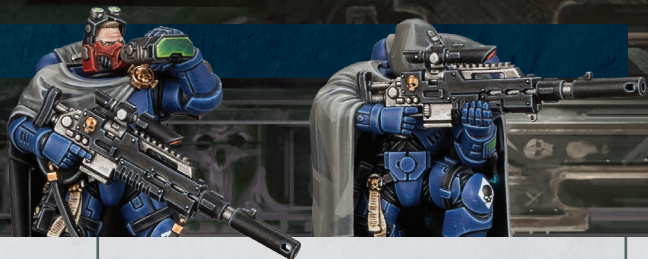
KEYWORDS: INFANTRY, GRENADES, IMPERIUM, PHOBOS, ELIMINATOR SQUAD



FACTION KEYWORDS:  
**ADEPTUS ASTARTES**

# ELIMINATOR SQUAD

*Eliminator Squads are peerless assassins, deadly marksmen who haunt the shadows of the battlefield unseen by the enemy. For hours they will lie in wait to take the perfect shot, their sophisticated scopes feeding them essential data to ensure they never fail to make the kill.*



## WARGEAR OPTIONS

- The Eliminator Sergeant's bolt sniper rifle can be replaced with one of the following:
  - 1 instigator bolt carbine
  - 1 las fusil
- All Eliminators in this unit can each have their bolt sniper rifle replaced with 1 las fusil.

## UNIT COMPOSITION

- 1 Eliminator Sergeant
- 2 Eliminators

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

**KEYWORDS:** INFANTRY, GRENADES, IMPERIUM, PHOBOS, ELIMINATOR SQUAD



**FACTION KEYWORDS:**  
ADEPTUS ASTARTES