IMPERIUM - ASTRA MILITARUM

CENTAUR LIGHT CARRIER [LEGENDS]

Deadly Demise 1

M	T	SV	W	LD	OC
10"	7	3+	7	7+	1

40 PTS
Base —

1 KOMMANDO

—

2 BEWEGUNG

Blistering Advance

Units can disembark from this Transport after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally in the remainder of the turn

3 BESCHUSS

Heavy stubber — RAPID FIRE 3

R	A	BS	S	AP	D
36"	3	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Hunter-killer missile — ONE SHOT

R	A	BS	S	AP	D
48"	1	4+	14	-3	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–7	T8–13	T14	T15–27	T28+

4 ANGRIFF

—

5 NAHKAMPF

Armoured tracks

R	A	WS	S	AP	D
Melee	3	4+	6	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W7 · RW 3+ · 7 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S14+	S8–13	S7	S4–6	S1–3

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

REGELN & KEYWORDS KURZ

Deadly Demise 1 This ability always takes the form Deadly Demise X.

ONE SHOT Each weapon with this ability can only be selected to make attacks with once per battle.

RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

1x Centaur Light Carrier [Legends]

Ausrüstung: Heavy stubber, Hunter-killer missile, Armoured tracks

- This model can be equipped with 1x Hunter-killer missile.

Transport

This model has a transport capacity of 6 Astra Militarum Infantry models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. It cannot transport Ogryn or Artillery models.

KEYWORDS Vehicle, Transport, Imperium, Squadron, Centaur Light Carrier, Smoke, Frame · **FRAKTION** Astra Militarum