CENTAUR LIGHT CARRIER [LEGENDS]

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

AUFSTELLUNG

1x Centaur Light Carrier [Legends]

Equipped with: Heavy stubber, Hunter-killer missile, Armoured tracks

Wargear Options:

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

RULES - Deadly Demise 1

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

Centaur Light Carrier (Transport)
Capacity: 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.

WEAPON RULES

One Shot

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

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*