

# CENTAUR RSV

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | SV | W  | LD | OC |
| 12" | 7 | 3+ | 10 | 7+ | 2  |

**AUFSTELLUNG**

1x Centaur RSV (Hull)

**Equipped with:** Pintle-mounted heavy stubber, Armoured hull



⦿ **RANGED WEAPONS**

| WEAPON                                       | RANGE | A | BS | S | AP | D |
|----------------------------------------------|-------|---|----|---|----|---|
| Pintle-mounted heavy stubber<br>RAPID FIRE 3 | 36"   | 3 | 4+ | 4 | 0  | 1 |

⚔ **MELEE WEAPONS**

| WEAPON        | RANGE | A | WS | S | AP | D |
|---------------|-------|---|----|---|----|---|
| Armoured hull | Melee | 3 | 4+ | 6 | 0  | 1 |

**ABILITIES**

**RULES** - Deadly Demise D3, Firing Deck 12

**Rapid Strike Vehicle**  
While one or more units are embarked within this model, unless this model is Battle-shocked, add 1 to this model's Objective Control characteristic for every 3 models (rounding down) embarked within it.

**Centaur RSV** (Transport)  
Capacity: This model has a transport capacity of 12 Astra Militarum Infantry models. Each Ogryn model takes up the space of 3 models. It cannot transport Artillery models.

**WEAPON RULES**

**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).*

